

Beyond Heroes

Companion Rules BH25

SHATTERED REALMS INVASION



The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book XXV: The Shattered Realms Invasion

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FOREWORD

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

The Shattered Realms Invasion book is about what would happen if the various Dungeons and Dragons Realms all existed together in the same universe and then collectively attempted to invade earth.

This book explains the invasion timeline, describes the various worlds and its inhabitants, the invading armies, the resistance on earth and each world and how the infusion of additional mana changes modern earth.

The various Dungeons and Dragons worlds presented within are my versions of them and as such different to the canon versions.

1. SHATTERED REALMS

CHRONOLOGY

Although this timeline is for the Shattered Realms, it is presented using the equivalent Earth date for easier comparison.

3,000,000 BC

The mysterious Creators, appear to be the first race to dominate space. Their trilateral symbols (flowers, stars) are today found on many odd and ancient ruins.

1,254,004 BC

The Creators known as Paladine, Gilean, and Takhisis ascend into 'godhood'. Paladine and his companions become the Gods of Light. Takhisis and her companions become the Gods of Darkness. Gilean and his companions become the Gods of Balance. Reorx shapes Krynn and the first dragons under the guidance of Paladine and Takhisis.

The other gods, excluding Chaos, aid in the creation of Krynn as a habitable world. Takhisis corrupts the first dragons in her image, creating the first chromatic dragons: red, blue, black, green, and white.

A grief-stricken Paladine asks Reorx to craft monuments to his lost children. Paladine gives life to these monuments, thus creating the first metallic dragons: gold, silver, copper, bronze, and brass. Takhisis's treachery causes a great war on Krynn known as the All-Dragons War.

The gods withdraw from Krynn before their war destroys the world. The Gods of Light build the Dome of Creation, the Gods of Darkness create the Abyss, and

the Gods of Balance create the Hidden Vale.

The three pantheons discover the potential of the stars, and the All-Saints War begins. For the most part the war takes place far from any planets.

100,000 BC

The first Dragons are able to create a dimensional gate to Earth and some migrate there.

14,000 BC

The Thri-kreen, descendants of the Creators achieve space travel. The Creators are already disappearing, their memory preserved in thri-kreen legends and the artifacts and ruins left behind. Ogres begin claiming the mountains of Krynn. Elves withdraw to the forests. Humans take to the plains. Gnomes claim the plains of the continent of Taladas.

8318 to 5318 BC

The Crown Wars are fought between the various Elven nations on Abeir Toril. They are initiated primarily by the Gold Elf Vyshaan clan, rulers of the elven kingdom of Aryvandaar in the High Forest of northern Faerun

6318 BC

On Toril Corellon's magic, as directed through his priests and High Mages, transforms the dark elves, whether the corrupt Ilythiiri or others, into the drow. Whether by magic or by the weaknesses that banish them from the sunlit lands, all drow retreat within two months' passing into the Underdark. Elves are summoned by the Seldarine to the site that becomes Elven Court one month after the Descent of the Drow, to settle

differences and restore the peace among the elves.

On Krynn Ogres build an empire with captured human slaves. The major cities are Kern to the east, Narakid to the north, Daltigar to the far west, Parlathin to the northwest, and Blöten Khalkist in the centre.

5318 BC

The Fifth Crown War ends with the utter defeat of the Vyshaan and the dissolution of Aryvandaar. Much of the High Forest is abandoned for an age, leaving the forest open so the gods might restore its peace. The madness of the Vyshaan clan compelled even their most fervent followers to abandon them before all the elves lay dead at their hands.

While the final fate of the Vyshaan elves is not recorded, most Tel'Quessir believe them dead and executed at the hands of Elven Court. Still, some rebellious elves across the centuries whisper tales of the four sons of Vyshaan who escaped to the west and to the stars to quietly marshal their strength and await such a time as they could return in glory to Faerun.

4041 BC

The 'People of the Celestial Mantis', a thri-kreen nation, dominate a section of the aether. They are the dominant sect in the thri-kreen religion, worshipping the Mantis God of the Eternal Lotus. They launch an unsuccessful crusade against other races and faiths, trying to force them into following the Eternal Lotus teachings. Their crusade is unsuccessful, breaking their domination of wildspace and causing the rise of more moderate sects devoted to the Mantis God.

On Krynn as ogres embrace cruelty, humans rise up to slay their masters. Ogre civilization slowly decays. Ogres deform into strong brutes. Giants, goblins, half-ogres, and ogre mages become more widespread.

3171 BC

A flight of Dragons attacks the Elven island of Evermeet. The Ruathimaer destroy it, though the fleet of Ruathimaer is destroyed as well and must be rebuilt.

2647 BC

Over a hundred elven vessels crush an orcish fleet of fifty ships. This was the first major event and largest battle of the First Unhuman War.

1663 BC

Destruction of the planet Ctholos by the elven deities. The remains of this planet form the asteroid field on the outer edges of the star system.

685 BC

The Cataclysm of Krynn. The arrogance of the Kingpriest of Istar causes the Gods of Krynn to send a massive asteroid strike against Krynn. Krynnish society is shattered for centuries, and the gods abandon Krynn.

469 BC

A powerful orc, Dukagsh, sees his fleet destroyed and scattered by the elves. Organizing the remnants of the fleet, he declares himself Almighty Leader of the survivors and flees to distant spheres, collecting other ships as he goes.

47 BC

The Tentacle Wars between the Antilan Empire and the Illithids. The Antilans suffer their first major defeats after

centuries of conquest. They begin delving into the lore of the Ancient Creators with the result is the discovery of 'Sun Magic' which powers the crystal ships and citadels of the Antilans, as well as providing spells of devastating power.

45 BC

The Dark Oliphant, an ogre mammothship, was a scourge of the void long after the Unhuman War ended. Over a long career it was credited with defeating a score of elvish warships, as well as single-handedly destroying two elven armadas. It is finally brought to bay by the Imperial Elven Fleet and its helm is destroyed by an elven mage teleporting into the helmroom with a lit barrel of smokepowder.

10 BC

Cloaking Helms become available for sale through the Arcane. Developed by a team of Arcane and wizards of no small measure, Cloaking Helms were developed ostensibly for the Seekers to aid them in their surreptitious information gathering.

Of course, Cloaking Helms come into high demand with militaristic movements across the stars. As word leaks out of these new helms, assassins appeared virtually overnight, slaying many of the wizards involved in their creation. Those few who survived are scattered about the stars, reclusive as many wizards are.

21 AD

Takhisis flees the pantheon war to begin recruiting agents for herself on Krynn. Primary amongst them is Lord Soth, a fallen Knight.

332 – 337 AD

Takhisis begins the war of the lance on Krynn as part of her bid to conquer the planet. When the War of the Lance erupts, the Heroes of the Lance fight back against Takhisis, leading to the defeat of her armies at several fronts and her total defeat at Neraka when Berem, the Everman and the secret to either Takhisis's final defeat or success, is allowed to die. Takhisis is banished to the realm of Ravenloft.

492 AD

The use of Spelljammer vessels declines to the point that only Abeir Toril and Eberron maintain any ships.

541 AD

After many years of war in Ravenloft, Takhisis and Count Strahd von Zarovich form an alliance.

999 AD

Takhisis and Strahd conquer Ravenloft. Finding a weak point in the dimensional barrier, they are able to physically manifest part of Ravenloft on the planet Dis. This allows them to reenter the prime material plane, along with an army of demons.

1024 AD

All of Dis has been conquered and its entire population slain to feed Takhisis' magic.

1168 AD

An ancient Creators' magitech portal is discovered by Strahd on Dis and activated. The portal can connect with other portals which are present on each of the other Shattered Realms planets. Scouting forces are sent to each planet.

1204 AD

Takhisis and Strahd sent their demonic armies out to each world. At first their armies are victorious. On Athas they capture seven of the nine city states.

1205 AD

The Athasian armies rally and begin pushing back, recapturing most of their cities. The demonic armies also begin to lose ground on Krynn, Abeir Toril, Eberron, Mystara, Oerth, Cthon, Aebrynis, and Gamma. Only Abysmal falls to Takhisis.

1207 AD

Facing defeat on nearly every planet except Abysmal, Takhisis unleashes a new, untested meta spell with devastating consequences; On Athas, it pulls all the ocean water into space, desolates the lands, and turns the world into a savage, desert wasteland.

On Cthon, over the course of a few months the surface is plunged into an extreme ice age, forcing the majority of its inhabitants to move underground. On Gamma, a rift opens up directly into Ravenloft allowing alien horrors to come through. The various nations fire their all the world's above surface nuclear weapons into the rift in an attempt to close it. The fallout plunges the planet into a nuclear winter.

On Abeir Toril, Aebrynis, Eberron, Krynn, Mystara and Oerth a quarter of the populations simply vanish (including parts of the demon army).

1208 AD

In the wake of the devastating magic cast by Takhisis, all worlds now surrender. Takhisis places regents in

power on each planet who administer it on her behalf.

On Athas it is Balaur the Dragon of Athas.

On Abeir Toril it is Tiamat.

On Aebrynis it is Bane.

On Abysmal it is Moerus.

On Cthon it is the Dungeon Master.

On Eberron it is Vol.

On Gamma it is the Heuristic Algorithm Lifeform.

On Mystara it is Atsanteotl.

On Oerth it is Skelegore.

Takhisis moves to Krynn and makes it the capital of her empire. Strahd remains on Dis as its ruler. The portals remain under the control of her armies.

1215 AD

Underground resistance forces appear on each world.

1294 AD

On Athas, psionic powers develop amongst the entire population.

1321 AD

The oceans from Athas mixing with the aether flotsam of space, coalesces into a giant sphere the size of a dwarf planet. This world would come to be known as Krule.

1335 AD

Takhisis commands that new Spelljammer ship yards be built on Abeir Toril, Aebrynis, Dis, Eberron, Mystara, Krynn and Oerth. Plans are made to establish new trade routes between all the planets and explore the Asteroids, Firefall and Krule, none of which have portals.

1384 AD

Spelljammer vessels with envoys are sent out to visit Firefall and Krule.

Attempts to enter the planets fail; Firefall because the flames destroy the vessel, and Krule because the water pressure crushes the ship.

1386 AD

3 Spelljammer vessels are sent to the Asteroid field. None return.

1464 AD

A way is found for the portal on Dis to connect to another universe; the dimension F17 and the world of Palladia. Takhisis sends her demon armies through.

1474 AD

After a ten year war Palladia is defeated. Its resources are then stripped and gatewayed back to the Realms. It is Takhisis' first interdimensional conquest.

1506 AD

Another universe is discovered; F22 and the world of Glorantha. Once again an invasion force is sent through. This time it also includes non demonic forces, 'volunteers' from other realms.

1510 AD

Victory comes much more swiftly on this world and mining of its resources begins soon after.

1542 AD

The universe of F23 and Middle Earth are discovered, and invaded. Working on the experience of the previous two invasions there is now a proper plan and timetable for the war.

1547 AD

F23 is conquered and strip mined.

1576 AD

F24 Barsaive is invaded and quickly overwhelmed. Its resources are portaled back to the Shattered Realms.

1667 AD

F27 Harn is invaded.

1670 AD

Harn falls and is stripped.

1719 AD

F31 Lankhmar is invaded. It falls after only a few months.

1769 AD

F35 Aerth is invaded. It proves unusually resistant due to the high amounts of mana.

1780 AD

Aerth finally falls and is mined.

1817 AD

F37 Aldea is invaded. It is able to muster little resistance and falls within 2 months.

1900 AD

F39 Archaeous is invaded.

1902 AD

Archaeous is conquered and stripped.

1953 AD

F36 Erde is invaded. Resistance is fierce and the battles are hard.

1969 AD

Erde is finally defeated. Though mining is difficult due to continuing attacks from guerilla rebels.

1989 AD

The arrival of Terror Island on Earth acts as a mana signal flare to the Shattered

Realms. A small expeditionary forces is sent through but repelled by Earth's magic heroes.

1990 AD

A second invasion of Earth is attempted and again forced back. Takhisis orders her military advisors to come up with a new way to conquer Earth.

A few months later a plan is devised to send through infiltrators, to covertly prepare Earth for takeover by finding traitors and assassinating powerful heroes.

1999 AD

Doppelgangers begin to be inserted into Earth, replacing key government officials in each country. Most often they replace bureaucrats or aides, rather than politicians who may only be in power for a short time.

The Doppelgangers form the Society of the Dark Sun to recruit sympathizers and the disaffected. Villain organizations are the first to notice this new group intruding on their territories, but remain unaware of their true purpose.

2020 AD

January Week 1: Pakistan and India are manipulated into going to war with each other by the Dark Sun Society. They are able to control events enough to prevent it going nuclear.

At the same time the invasion of Earth begins with the arrival of Takhisis's first dimensional bridges, one from Dis into Russia and other from Krynn into India.

The opening of the gates creates a mana bridge linking Earth's biosphere with that of the invading planet. This results

in Earth's mana levels rising. Magic casters and the supernatural everywhere around the world immediately notice an increase in their power levels.

The invasion has the immediate effect of preventing the Illuminati's plan to make the stock market crash, which would have happened in April this year.

January Week 2: Krynn forces continue pouring into Earth invading both India and Pakistan.

Russia facing the total defeat of its military nukes the Dis bridge, destroying the demon army and everything else within 30 kilometres.

Meanwhile, in response to the sudden invasions, The United Nations calls an emergency session in New York City.

January Week 3: Gates open on Algeria from Athas, France from Abeir Toril, China from Gamma, Australia from Eberon, Canada from Mystara, the United States from Oerth, Nicaragua from Aebrynis, Bolivia from Abysmal, Lemuria from Krule, and Earth's Underground from Cthon.

Deep in the Underground an alliance is formed between Cthon and Earth's Drow, Dracotaur, Dvergar, Illithid, and Vermin. In exchange for being given their own countries to rule on the surface the alliance will help in bringing through and embedding a dungeon heart.

The United States attempt to nuke their gate but the Dark Sun Society are prepared this time and arrange it so that Norad in Cheyne mountain is hit instead.

The UN realizing that most if not all Earth governments have been compromised resolve not to use nuclear or chemical weapons. Instead mass recruitment begins of metahumans, mystics and those of the supernatural.

The first Probability Champions begin to appear on Earth. These are for the most part normal men and women imbued by the Aelif in balance to the invaders. A small percentage of men and women are not only able to pass across reality borders, but are also able to make tools work in lands where they would otherwise cease to function.

January Week 4: Algeria falls to Athas. Nicaragua and the Honduras are conquered by Aebrynis. India falls to Krynn.

The cumulative effect of all the dimensional gates being open creates a ripple effect through earth's timeline altering it at various points in the past and future. The original timeline still exists but has been shunted into a parallel universe.

One of the first changes is intelligent Dragons from Krynn first crossing over to Earth in 100,000 BC.

January Week 5: The combined Lemurian and Atlantean forces defeat Krule. In an extraordinary twist, the killing of Krule's Sorcerer King by the Lemurian General means under Krule's customs all of Krule now belongs to him. In effect Krule joins Lemuria's empire.

Bolivia falls to Abysmal.

China reaches a stalemate with Gamma, as does the United States with Oerth.

February Week 1: Australia defeats Eberon's forces due to the aid of metahumans coordinated by the Southern Cross superhero group.

Canada likewise defeats its Mysteran invaders mainly through the aid of E.A.G.L.E. force and their allies.

Pakistan falls to Krynn.

France falls to Abeir Toril but European metas including the agencies T.H.U.N.D.E.R. and U.N.I.T. are able to halt their advance into other countries. The dungeon heart takes hold in the Underground. Gaea is able to convince the Dwarves, Gnomes, Gemzanites and Terraneans to form their own alliance to fight the invaders.

Russian society begins to fall apart despite the withdrawal of the invaders.

The United Nations comes up with a plan to send stealth recon forces through the various gates to infiltrate the enemy and gather intelligence.

February Week 2: The UN begins recruiting shapeshifters and people with stealth powers from every country.

Justice Anonymous brings word to the UN about events under the sea, including Lemuria's takeover of Krule.

February Week 3: Training in espionage and combat is rushed through for the UN recon teams.

A UN envoy journeys to Lemuria and Atlantis for emergency meetings.

February Week 4: The first UN teams are sent through the gates. Battles continue around the world, though the main invasion has been bottled up in their original entry points.

Another ripple travels through the timeline creating more divergent points. Most notably the Illuminati will now be fully exposed in 2026 preventing the robot Guardians from ever being built and going on a global genocidal rampage against Earth's superhumans in 2060.

March Week 1: The infiltration teams have mixed results.

On Dis and Athas all members either die from the harsh conditions or are killed by their inhabitants.

On Abeir Toril contact is made with the Fellowship of Harpers resistance.

On Gamma an alliance is formed with the Gamma Knights rebels.

On Oerth contact is made with the Champions of Skullgrey.

Omega Factor brings word to Justice Anonymous and the UN about the war in the Underground. Omega Factor is recruited to escort a UN envoy to meet with Gaea's Alliance.

Athas has conquered Algeria, Libya, Tunisia and Morocco.

Aebrynis rule Nicaragua, the Honduras, El Salvador, Costa Rica, Guatemala and Panama.

Krynn has conquered India, Pakistan and Afghanistan.

Abysmal controls Bolivia, Peru and Paraguay.

Abeir Toril continues to engage in skirmish battles in France and England.

Eberron sends smaller sortees into Australia and New Zealand.

Mystara also continues trying to invade Canada.

Michigan is captured by Oerth forces in the US.

Dis opens a new gate in Russia, near Mongolia. It is immediately detected by UN sorcerers.

March Week 2: The UN convenes an emergency conference on Earth with delegations from the Harpers, Gamma Knights, Champions, Gaea Alliance, Atlantis and Lemuria. The meeting also includes Earth's greatest magic users, mystics, and supernatural beings.

Information is shared about Takhisis and her demonic forces. This is the first time the various rebel forces have met.

Plans are made to send new scouts to Athas along with a member of the Harpers. Also to Cthon, Krynn, Abysmal, Aebrynis, Eberron and Mystara.

March Week 3: Through their infiltration teams the UN makes contact with the Church of the Silverflame on Eberron, the Gatekeepers on Abysmal, the Council of Dragons on Mystara, the Heroes of the Lance on Krynn, the Order of the Sun on Aebrynis, and the Veiled Alliance on Athas.

Together with the UN council the various rebel groups make plans for uprisings on each of their respective worlds. Weapons and equipment will be supplied to them from Earth. Each rebel group also sends a representative to Earth to train Earth forces in tactics for fighting Takhisis' armies.

Major ripples in the timeline alter events in the near future. The first battle between the world and the Church of Enlightenment demon invaders will now occur in 2021, instead of the previous 2029.

March Week 4: Earth continues supplying arms to the various rebel groups. Plans are made to also send through tanks, APC and combat helicopter divisions.

Justice Anonymous leads a counter attack in the Underground Middle Depths using a combined Gaea Alliance and various Earth army forces. The dungeon heart is captured and purified by Earth's magic users.

Verminspike city is destroyed in the battle.

April Week 1: Coordinated uprisings begin on Abeir Toril, Athas, Mystara, Aebrynis, Abysmal and Cthon. Key strikes are performed against high level officers and officials, and important structures, disrupting Takhisis's war efforts.

One particularly successful operation succeeds in shutting the gate network. As a result the UN prepares for a major offensive to retake conquered Earth countries.

April Week 2: With Takhisis cut off from the other planets within the Shattered Realms, her forces have to resort to using their spelljammer fleet to maintain contact and control. They are however unable to approach Krule and Firefall due to cosmic storms.

On Athas Bahaus and his entire council are assassinated.

Chi You Island materializes on Earth 5 years sooner due to another time ripple. At the same time the Church of Enlightenment is now exposed as a demon insect army in 2022 instead of 2029.

April Week 3: Tiamat is killed on Aebir Toril by Omega Factor and rebel forces. Atzanteotl dies in battle on Mystara.

On Aebrynis Bane's forces are defeated and he is forced to flee by spelljammer vessel to Krynn.

The war on Cthon reaches a stalemate. Almost two thirds of the planet has fallen to the rebels.

April Week 4: Moeras is killed on Abysmal and his army sues for peace.

Avalon returns to Earth after another mana spike.

April Week 5: Vol is killed on Eberon by the combined rebel and Earth military forces.

May Week 1: The cosmic storm dissipates allowing Takhisis to send a small spelljammer fleet to Krule. The fleet is destroyed by a combined Krule/Atlantean/Lemurian force.

Bane leads an army from Dis to try to retake Aebrynis.

Takhisis flees from Krynn to Dis, as the Heroes of the Lance routs her army.

Oerth and Gamma experience uprisings.

May Week 2: Another mana spike causes Themiscrya to reappear on Earth. It also causes ley lines to become much more powerful and in some cases very visible.

Oerth is liberated by the Champions of Skullgrey. Skelegore goes into hiding with his most trusted aides.

The battle for Gamma becomes stuck in a stalemate.

May Week 3: A major battle on Aebrynis ends with the death of Bane and his army defeated.

Takhisis uses her spelljammer fleet to recall all her remaining armies to Dis.

May Week 4: Another time ripple causes the timelost Basilica City to reappear now. Venom's war to take over the various drug cartels in 2021 now never happens.

The Council of Gatekeepers now control all of Abysmal.

Likewise the Council of the Sun have taken all of Aebrynis.

On Aebir Toril the Harper council now controls most of the regions.

On Athas the Veiled Alliance have taken over two thirds of the city states.

Cthon is split between the Dungeonlord, and the new Dungeonmother who is attempting to repair the world (a Cthonian version of Gaea).

Dis is now the final stronghold of Takhisis, with her general Strahd. Parts of her spelljammer fleet mutiny and return to their respective homeworlds. What remains return to Dis.

Eberron is now under the control of the Council of the Silver Flame.

Surtur continues to rule Firefall, having remained completely unaware of the war.

On Gamma one city remains under the control of Alpha 1. The rest of the world has been fractured into regions. Some are led by the Gamma Knights, others by warlords.

On Krule a captive council is established which is ruled by the Lemurian government.

Krynn is fully controlled by the Council of the Lance.

Mystara is fully ruled by the Council of Dragons.

Oerth is now controlled by the new Council of Skullgrey. Skelegore remains in hiding in the region of fear.

June Week 1: Takhisis' fleet ambushes Abysmal's decimating it. The UN convenes an emergency meeting of all the rebel planets to coordinate the remaining fleets.

Demonic forces once again flood through from Dis into Russia,

overwhelming the defences set in place around the gate. In panic the Russian government drops their most powerful nuclear bomb on the gate, destroying the demon army and transforming the gate into a mana storm.

The storm results in the alternate timeline being strengthened and the gate network reopening. In another change to the timeline the third war of the worlds still happens in 2061 but ends much sooner with the complete defeat of the Martians.

A coordinated major offensive is launched in every country captured by the invaders. Each forces consists of regular soldiers, armour, mechs, aircraft, metahumans, magic users and various supernatural races.

June Week 2: Takhisis' and the rebels spelljammer fleets clash with major losses on both sides.

All the captured nations of Earth are liberated though remnants of the invading armies are able to escape and hide.

June Week 3: Dis opens a new gate in Russia along the Chinese border. Takhisis herself comes through with Lord Soth and their most powerful demon soldiers. The city of Harbin is overrun with everyone within slaughtered.

A counter attack by the People's Collective and all of China's metas results in Lord Soth being killed and most of the demons destroyed.

Takhisis attempts to unleash her meta spell, but is hampered by Chinese magic

users long enough for Omega Factor to kill her.

Strahd then closes the gate and takes full control of Dis for himself. Ravenloft fully merges with Dis.

Takhisis' remaining spelljammer ships either surrender or turn pirate.

June Week 4: As mop up operations continue around the world a UN meeting is convened including envoys from each of the liberated Shattered Realms worlds. Each planet will establish its own embassy near the UN building in New York. Trade negotiations begin.

Mana portals begin opening to every After Realm dimension. One final change to the timeline results in Kali and the ancient race of Obsidians being freed from their prison in 1,012,000,000,000 AD and beginning the events of the Final Era.

Summary of initial invasion points

<u>Realm</u>	<u>Point of Entry</u>
Abeir Toril	France
Abysmal	Bolivia
Aebrynis	Nicaragua
Athas	Algeria
Cthon	The Underground
Dis	Russia
Eberron	Australia
Firefall	None
Gamma	China
Krule	Lemuria
Krynn	India
Mystara	Canada
Oerth	United States

2. SHATTERED REALMS

PRE INVASION

<u>Realm</u>	<u>Ruler</u>
Abeir Toril	Tiamat
Abysmal	Moerus
Aebrynis	Bane
Athas	Bahaus
Cthon	Dungeon Lord
Dis	Strahd Von Zarovich
Eberron	Vol
Firefall	Surtur
Gamma	Alpha 1
Krule	R'an
Krynn	Takhisis
Mystara	Atzanteotl
Oerth	Skelegore

<u>Realm</u>	<u>Rebel Organization</u>
Abeir Toril	Fellowship of the Harpers
Abysmal	Council of Gatekeepers.
Aebrynis	Order of the Sun
Athas	Veiled Alliance
Cthon	Knights of Shadows
Dis	None
Eberron	Chuch of the Silver Flame
Firefall	None
Gamma	Gamma Knights
Krule	None
Krynn	Heroes of the Lance
Mystara	Council of Dragons
Oerth	Champions of Skullgrey

To invade another dimension, a Realm ruler needs supporters. Supporters are people who believe that some significant aspect of an invading Realm is real, believe it will shortly become real, or deeply want it to be real. Supporters don't have to accept all aspects of an invading Realm. Singular elements (so long as they are significant) do qualify.

Thus, all Rulers precede their invasion efforts with significant propaganda and subterfuge, designed to convince people to devoutly wish that some significant aspect of their Realm were true, to believe that it is true, or to believe that such a thing is imminent.

The Society of the Dark Sun is part of the propaganda efforts. It encourages belief in magic, mana, the energy of life, the supernatural, and different deities (like Takhisis).

Suddenly, out of nowhere, these bridges slam into the earth. They bring with them a connection to the mana of the invading dimension, causing a spike in the invaded dimension's mana levels.

3. SHATTERED REALMS POST INVASION

<u>Realm</u>	<u>Ruler</u>
Abeir Toril	Fellowship of the Harpers
Abysmal	Council of Gatekeepers
Aebrynis	Order of the Sun
Athas	Veiled Alliance
Cthon	Dungeon Lord, Dungeon Mother
Dis	Strahd Von Zarovich
Eberron	Chuch of the Silver Flame
Firefall	Surtur
Gamma	Alpha 1, Gamma Knights
Krule	Lemurian Council
Krynn	Council of the Lance
Mystara	Council of Dragons
Oerth	Council of Skullgrey

Post invasion each realm has its own form of democratic council and has opened an embassy on Earth, with the exception of the Dungeon Lord and Alpha 1 who still prefer to rule as dictatorships.

The United Nations has opened its own embassies on each of the Realms' world. Some of Earth's countries have also opened their own separate embassies on some of the worlds;

<u>Realm</u>	<u>Embassy</u>
Abeir Toril	UN
Abysmal	UN
Aebrynis	UN
Athas	UN
Cthon	UN
Dis	None
Eberron	UN, Australia, United States
Firefall	None
Gamma	UN, China, United States
Krule	UN, Lemuria, Atlantis
Krynn	UN
Mystara	UN
Oerth	UN, China, United States

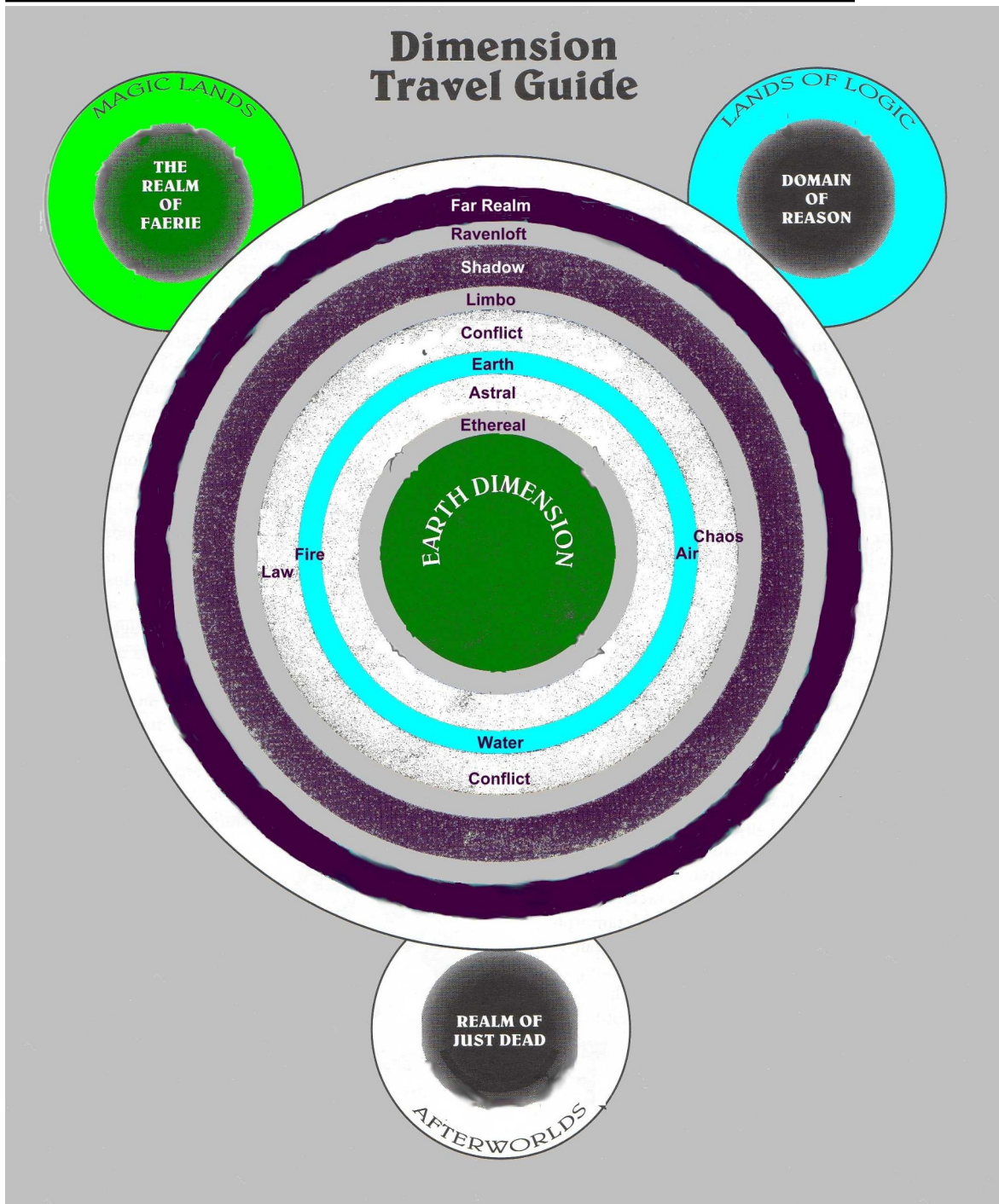
Due to the interaction between the Realm's universe and Earth's a new type of class called the Probability Champion. These are people who are able to alter reality in limited ways. Champions wound up arising on each world in the Realms as well as the Earth. A person became a Storm Knight by experiencing a reality crisis which linked them to a particular reality.

Trade has now also begun between some countries and Realm's worlds. A black market has arisen on Earth for magical artifacts and spellbooks.

4. THE SHATTERED REALMS UNIVERSE

Dimension Size:	Finite. The universe is filled with an unknown amount of star systems but no galaxies.
Dimension Shape:	Ellipsoid
Dimension Age:	890 billion years
Subdimensions:	13 with an additional 24 within these (see the sub-dimensions section for more details)
Periodic Elements	Identical to Earth but not all elements are present on all planets
Space Content	The dimension consists of Phlogiston (also known as Aether); a bright, breathable gas-like medium. There is no void.
Space Colours	Mix of various shades of blue, green, purple and red
Chronal Type	Type 2; The timeline is flexible and is subject to change.
Chronal Flow	Normal
Meta Level	4 – High but varies enormously between each planet. Cosmic powers are available. D100% of any world population has any normal powers.
Mana Level	4 - High. Magic is available to everyone though only some may truly master it. Mana is plentiful enough to reduce some lengthy and complex rites down to prayers. Divine invocations become easier and more available. Divinely granted immortality is possible. Permanent portals to mythic regions may exist, created by spiritual agencies. The divine may now manifest itself directly, but temporarily, as a physical presence. Magic users can tap into (INT + WIS) x4 mana.
Galaxies	None

5. THE SHATTERED REALMS SUB-DIMENSIONS



Planes Guide

This section describes the various dimensions which combine to create the prime dimension which we all inhabit. These are all the currently known dimensions. It is theorised there may be quite a few more though.

The cosmology of the Shattered Realms universe is composed of many planes of existence. Some are as mundane as the "real" world, while others may be representative of some driving universal force. Some are infinite, while others are as small as a diner. Some shatter your mind upon visiting, while others may make you never want to leave. Depending on the setting of the campaign, not all planes may be present.

The universe is typically composed of multiple planes, organized in some fashion. The default layout is referred to as "The Great Wheel", which has the material plane (where most "normal" life is found) at the centre, and surrounded by and coexisting with various other planes. The inner planes compose the building blocks of the universe, and further than that are the domains of the gods. They are all more or less connected by the Astral Plane (which exists between the planes), and outside of it all lies the Far Realm.

0. Subspace

A continuum with different laws than our own, just 'below' our own space. This plane has not been discovered by the inhabitants of the Shattered Realms.

1. The First Realm

Another plane that noone is aware of.

2. The Flat Realm

A realm where everything within consists of only two dimensions. It is a world the size of a universe with nothing beyond the planet (ie. no outer space).

3. The Prime Material Plane

At the centre of the known universe is the material plane. The Material Plane tends to be the most Earth-like of all planes and operates under the same set of natural laws that our own real world does. Even though the Material Plane is a comfortable place for PCs, it is a strange and dangerous environment for many creatures that are native to other planes. The Material Plane is where all the other planes tend to come together.

It is made from the building blocks available on the Inner Planes, and it is where the great powers of the Outer Planes gain their worshipers and their strength. The Material Plane is usually connected to the Astral Plane, the Ethereal Plane, and the Plane of Shadow, and its natives are often extremely interested in visiting other planes.

The Material Plane has weak spots in areas that have particular affinities with elemental types. Vortices to the Elemental Plane of Fire may be found in volcanoes, for example, and vortices to the Elemental Plane of Water may be found in the deep ocean. The Elemental Plane of Earth may connect in the deep Underdark, and the Elemental Plane of Air is accessible from the highest and windiest mountaintops.

4. Ethereal Realm

Aether is the material that fills the region of the universe above the terrestrial sphere. Travellers can see a misty greyscale version of the plane from

which they are travelling. Unlike the Astral Plane, in which solid objects can exist (though are extremely rare) anything and everything that goes to the Ethereal Plane becomes Ethereal.

The Ethereal Plane is a misty, fog-bound dimension that is coexistent with the Material Plane and often other planes as well. Travelers within the Ethereal Plane describe the plane as a collection of swirling mists and colorful fogs. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy. Ethereal denizens watch the Material Plane as though viewing it through distorted and frosted glass.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane.

This makes the Ethereal Plane very useful for reconnaissance, spying on opponents, and other occasions when it's handy to move around without being detected.

The Ethereal plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

The Ethereal plane seems almost a non-plane in that it is tightly wedded to the

Material Plane. It can be thought of as a fourth physical dimension or a vibration slightly out of tune with the rest of the universe.

Traits:

No Gravity.

Normal Time.

The Ethereal Plane's size depends on which plane it is adjacent to.

No Elemental or Energy Traits: Even if the coexistent plane has one or more of these traits, the Ethereal Plane does not.

Normal Magic: That is, spells function normally on the Ethereal Plane, though they do not cross into the Material Plane. The only exceptions are spells and spell-like abilities that use magical force (noted with the force descriptor, such as magic missile or wall of force) and abjurations that affect ethereal beings.

Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force-based spells, of course. While it's possible to hit ethereal enemies with a magic missile spell cast from the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

The Ethereal Plane is strongly connected to its coexistent plane. As a traveler moves through the Ethereal Plane, he perceives the Material Plane alongside it every step of the way.

Portals from other planes may open onto the Ethereal Plane, rather than the corresponding point on the Material

Plane. Such portals appear as curtains of shimmering colors (rather than the Astral Plane's color pools). These portals create conduits through the Astral Plane to reach their destination, just like any other portal, but their entrances are on the Ethereal Plane. Travelers from elsewhere become ethereal once they reach the Ethereal Plane by means of a curtain, and they must pass through another such curtain (or have some other means of manifesting themselves) to reach the Material Plane.

It is possible to Plane Shift (as the spell) into the Ethereal Plane. In such cases the body becomes ethereal upon reaching the plane. Similarly, travelers who open gates onto the Ethereal Plane and individuals accidentally thrown there become ethereal (as the Ethereal Jaunt spell) when they arrive. Unless they have the ability to somehow leave the Ethereal Plane, or they find a curtain leading out of the Ethereal Plane, they're trapped there.

The Ethereal Plane is much more populated than the Astral Plane. It boasts a great variety of natives as well as frequent travelers. Magical beasts such as the ethereal marauder, phase spider, and ethereal filcher use the Ethereal Plane. These are not true outsiders, but rather Material Plane creatures that have adapted to use the Ethereal plane to hunt prey.

Travelers to the Ethereal Plane include outsiders that have access to magic portals or curtains onto the Ethereal Plane. As stated above, moving onto the Ethereal Plane by means of a gate or plane shift spell turns the traveler ethereal. It takes a second spell to return travelers to their plane of origin.

One great danger of the Ethereal Plane is ghosts, which often call this plane home. Such creatures have a deep and abiding hatred of the living, and no love for those travelers who impinge upon their realms.

There is no direct danger to general survival on the Ethereal Plane. The Ethereal Plane has a normal atmosphere, and inhabitants breathe normally. Inhaled poisons and spells such as cloudkill work on the Ethereal Plane.

However, there is no food or water other than what travelers bring with them. Someone trapped on the Ethereal Plane without a way out risks eventual starvation or dehydration. Unlike most planes, the Ethereal Plane allows vision across the planar border to the plane it's coexistent with: the Material Plane.

No matter where you are on the Ethereal Plane, you can see the corresponding part of the Material Plane. Vision is limited, however, to 60 feet both on the Ethereal Plane and onto the Material Plane.

Furthermore, the Material Plane appears as if wrapped in fog, so ethereal observers can't discern precise details such as normal writing. It's easy to discern faces and landmarks, however. Seeing and hearing is otherwise normal, so gaze attacks and sonic attacks and abilities launched from the Material Plane affect ethereal creatures.

The reverse isn't true. An ethereal traveler is normally invisible and inaudible to an individual on the Material Plane. Spells and abilities such

as see invisible reveal an ethereal object or creature

Creatures on the Ethereal Plane cannot talk to those on the Material Plane, even if they want to be heard. Ethereal listeners only hear Material Plane sounds that originate up to 60 feet away, but their hearing is otherwise unaffected. Touch, smell, and taste do not reach between the planes.

The Ethereal plane emits its own diffuse light, so ethereal observers do not need torches to see onto the Material Plane, even if it's pitch-black. Light sources do not expand the 60-foot vision limit on the Ethereal Plane, nor do alternate methods of sight such as darkvision. Blindsight used on the Material Plane does not reveal Ethereal Plane creatures, but a creature with blindsight on the Ethereal Plane can detect other ethereal creatures at its normal range.

To viewers on the Ethereal Plane, objects on the Material Plane are foggy, indistinct, and almost translucent. Such objects block line of sight and provide concealment, but not cover. An ethereal observer can't see through a wall on the Material Plane unless he pokes his head through it first. An ethereal character whose eyes are totally within a Material plane object cannot see.

5. The Astral Realm

This dimension does not contain physical matter but ectoplasm, a quasi-material substance which cannot be totally defined. It is difficult for physical beings to journey to Astral Dimensions. In most cases entry to an Astral Dimension is restricted to a traveller's astral (or spirit) form, which is also composed of ectoplasm. It is an infinite

universe of conscious thoughts. Characters may travel to different locations at the speed of thought so long as they know where they want to go.

On the astral plane, the life energies and consciousnesses of other beings are visible only to those who can reach the astral plane by psychic, psionic, or magical means. The astral plane is also sometimes called the astral dimension, astral realm, or the spirit world. Many times what people believe to be a ghost is actually the astral body of a being who has died.

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects her spirit to a different plane of existence, she travels through the Astral Plane. Even spells that allow instantaneous movement across a plane, such as dimension door, briefly touch the Astral Plane.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Large tube-shaped clouds slowly coil into the distance, some appearing like thunderheads and others looking like immobile tornadoes of gray wind. Erratic whirlpools of color flicker in midair like spinning coins. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

Both planar travelers and refugees from other planes call the Astral Plane home. The most prominent denizens of the Astral Plane are the githyanki, an outcast race that preys on travelers throughout the plane.

Traits;

Subjective directional gravity.

Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.

6. The Elemental Realms

Contains the following dimensions; Air, Earth, Fire, Water, Positive Energy and Negative Energy. It has the further subdimensions of Magma, Mineral, Smoke, Radiance, Ooze, Steam, Lightning, Ice, Vacuum, Ash, Salt, and Dust.

The Elemental Plane of Air

An empty plane, consisting of sky above and sky below. Occasional chunks of land float aimlessly throughout the expanse. Clouds billow up in bank after bank, swelling into grand thunderheads and dissipating into wisps like cotton candy. The wind pulls and tugs around the traveler, and rainbows glimmer in the distance.

The Elemental plane of Air is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

Natural vortices connect the Elemental Plane of Air and the Material Plane, usually on high mountaintops or in the middle of severe weather conditions (such as the eye of a hurricane).

Traits;

Normal Time.

Infinite Size.

Spells and spell-like abilities that use, manipulate, or create air (including those of the Air domain) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). A cloudkill spell would thus have its range doubled and its damage (to those it did not kill outright) increased by half. Spells and spell-like abilities that are already empowered or enlarged are unaffected by this benefit.

Spells and spell-like abilities that use or create earth (including the summoning of earth elementals or creatures with the earth subtype) are impeded. This includes spells of the Earth domain. These spells and spell-like abilities can still be used, but a successful Spellcraft check (DC 15 + level of the spell) must be made to do so.

Most of the life on the Elemental Plane of Air is on the wing, and it is a realm where the swift and the maneuverable survive.

Most common on the plane are the elementals that have emerged from the winds and weather of the plane itself. These generally free-willed beings include air elementals and half-elemental analogs of many Material Plane creatures. Ice and smoke paraelementals dwell in the more extreme parts of the plane, in vast clouds of ash and among storms of ice and hail.

Such beings consider the Elemental Plane of Air their own and do not hesitate to harass (at best) or destroy (at worst) travelers from elsewhere.

A small number of outsiders make the Elemental Plane of Air their home; the best-known are the djinn. The scavenging arrowhawks and omnipresent dust, air, and ice mephits can be found here as well.

Creatures from the Material Plane can be found here, especially if they have wings. But the plane's lack of obvious ground tends to disorient and confuse many natives of the Material Plane, making them easy prey for more powerful Elemental Plane of Air natives. Material Plane creatures encountered on the Elemental Plane of Air include hippogriffs, pegasi, beholders, sphinxes, and sprites. Common birds and unintelligent fliers do not survive long on this plane.

For travelers arriving on the Elemental Plane of Air for the first time, the greatest danger is the panic of finding themselves in midair without even the sight of ground beneath you. Setting the wrong direction as “down” can be fatal in such cases if there's a solid object along the path of descent (and if you fall far enough, there always is). Other than falling, the Elemental Plane of Air offers no inherent danger. There are regions of extreme weather, but they are a danger to natives as well as visitors. Spells such as avoid planar effects that provide planar protection do not help against such storms.

On a long-term basis, obtaining food and water is a problem. Rainfall can provide water, but food is always scarce. Elemental creatures, made of the substance of the plane itself, tend to dissipate when slain, and real food is hard to come by. The djinn are welcome allies to many travelers from elsewhere,

because they can create food, water, and wine.

Barring clouds, fog banks, rain, and other impediments to sight, vision on the Elemental Plane of Air is unaffected, as is darkvision. The entire plane is limned with a pearly radiance of no definite source, as if the base matter of the plane held its own inherent radiation.

The Elemental Plane of Ice

A dimension wrapped in ice. It is a place of bitter blizzards, deep snows, and ever-shifting ice floating on a frozen sea. It is a bleak, wintry landscape, worse than even the greatest glaciers of the Material Plane.

Traits;

Normal Gravity.

Normal Time.

Infinite Size.

This plane is composed of ice and snow that drains all heat from the sources. Cold-dominant planes are extremely hostile to Material Plane creatures, and those without resistance or immunity to cold are soon frozen solid. Unprotected water and other liquids freeze almost immediately. Additionally, individuals take 3D10 points of cold damage every round they are on a cold-dominant plane. Creatures of both the water and fire subtypes are extremely uncomfortable on cold-dominant planes. Those that are made of water or fire (such as water or fire elementals) take double damage each round.

Spells and spell-like abilities that have the cold descriptor benefit from being maximized and extended (as the Extend Spell and Maximize Spell feats, except

the spell doesn't use a higher slot). A Cone of Cold cast on the Elemental Plane of Cold deals the maximum possible damage of 6 points per caster level. However, many of the plane's inhabitants are resistant or immune to cold damage. Spells that are already maximized or extended are unaffected.

Spells and spell-like abilities with the fire or water descriptor are impeded. These spells may still be cast, but a WIS check must be made to do so. Such spells with the cold descriptor as well are not impeded.

The Elemental Plane of Cold is a paradise for creatures immune to its frigid temperatures. The plane is home to its own elemental creatures, as well as cold-dwelling beings from the Material Plane. In general, such creatures tend to be carnivores.

Ice paraelementals, sentient bits of the plane itself, roam the surface of this plane, along with ice mephits and cold element versions of Material Plane creatures.

Material Plane creatures that are resistant or immune to cold also inhabit this plane. They include frost giants, frost worms, white dragons, winter wolves, cryohydras, and arctic monsters such as the remorhaz.

The greatest danger on the Elemental Plane of Cold is its cold-dominant trait. The cold of the plane drains the heat from objects and living creatures. Creatures on the Elemental Plane of Cold take 3D10 points of damage and risk freezing solid each round they remain on the plane. But a traveler who has brought the proper spells or magic

items to ward against such damage can survive in the short term on the plane. The Elemental Plane of Cold is also home to extreme weather, in particular snow, sleet, hail, and blizzards. On any given day there is a 50% chance of extreme weather.

The atmosphere is breathable on the Elemental Plane of Cold, though frigid. Water is plentiful if characters can melt ice, and they can hunt some of the native creatures for food if they wish. The traveler's most important concern is a heat source; there is precious little that burns on this plane.

Vision is normal, but is often obscured by bad weather. The entire plane is limned with a cold, bluish light from above during the day. No moon or stars are visible in the night sky.

The Elemental Plane of Earth

A solid place made of rock, soil, and stone. The unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

Striations of granite, volcanic rock, and marble interweave with brittle crystal and soft, crumbling chalks and sandstones. Thin veins of gemstones, rough and huge, can be found within the plane, and these unpolished jewels often lead the greedy to this plane in the hopes of picking them up with minimal effort. Such prospectors often meet their match

in the natives of the Elemental Plane of Earth, who feel extremely attached (sometimes literally) to parts of their home.

The Elemental Plane of Earth is a place hostile to life from the Material Plane, but unlike the Elemental Plane of Fire, it is not actively hostile. Rather, it is uncaring, unconcerned about the motes of life that move through it and around it. It is solid stone, as patient as the earth itself. And it has all the time in the universe.

The penalties of the heavy gravity trait apply to all creatures, native and visitor, on the plane.

Traits;
Normal Time.

Infinite Size.

Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell had been used on them, but the spells don't require higher level slots). A Xorn Movement spell would thus have its duration doubled. spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.

Spells and spell-like abilities that use or create air (including the summoning of air elementals or creatures with the air subtype) are impeded. This includes spells of the Air domain. These spells and spell-like abilities can still be used, but a successful WIS check must be made to do so.

Much of life on the Elemental Plane of Earth is unknown to travelers from the Material Plane, due at least in part to the nature of this Inner Plane. Most visitors spend time only in the caverns and runnels that snake through the solid world of the plane, so creatures that live deep in the heart of the plane are unknown.

Elementals are sentient parts of the plane itself. They move effortlessly through the mix of rock and soil that makes up the Elemental Plane of Earth. Some creatures are analogous to those of the Material Plane, while others reflect the raw power of their elemental form. The Elemental Plane of Earth is also home to creatures with a natural affinity toward earth and stone, denizens who are comfortable in tunnels of their own carving.

Dwarves and some dragons live here, as do larger creatures such as stone giants and the occasional gargoyle (though they rarely get to stretch their wings and fly very far on this plane). Such creatures need open spaces to survive, so they often ally themselves with more powerful native races.

For the traveler, the greatest danger on the Elemental Plane of Earth is being accidentally caught and suffocated within solid earth. Travelers who manifest in the caverns and other “clear areas” of the plane are safe from that danger (unless a cave-in occurs), but a traveler who suddenly manifests randomly on the plane runs the risk of suffocation and speedy burial.

For those trapped on a long-term basis, starvation and dehydration become threats. The elemental life forms are part

of the plane itself and thus inedible. The outsider natives of the Elemental Plane of Earth that require normal sustenance often have their own permanent communities to draw upon. Except in such areas, the evergrinding motion of the plane's soils prevents anything from taking root long enough to blossom—even if it had enough light to do so.

The Elemental Plane of Earth is by its nature as dark as the deepest cave—there is no sky or sun here at all. Darkvision functions normally in the twisting passages of the Elemental Plane of Earth, but those without it must provide their own light source.

There are luminous gems and crystals found naturally within the plane that may provide light (usually as bright as a candle, large deposits are the equivalent of a torch). Such discoveries are usually signs of recent or present occupation of the area by other inhabitants.

The Elemental Plane of Fire

Everything is alight on. The ground is nothing more than great, evershifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. It is a crematorium for the unprepared traveler and an uncomfortable spot even for the dedicated adventurer.

Fire survives here without need for fuel or air to burn, but flammables brought onto the plane are consumed readily. The elemental fires seem to feed on each other to produce a continually burning landscape.

The “ground” beneath one's feet is made of heavier flame, ash, and debris, but it provides footing similar to the ground on the Material Plane.

Traits;

Normal Time.

Infinite Size.

Fire-Dominant.

Spells and spell-like abilities with the fire descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge spell had been used on them, but the spells don't require higher-level slots). A Fireball spell would thus deal maximum damage (although many of the plane's natives are immune to fire damage). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.

Spells and spell-like abilities that use or create water (including the summoning of water elementals or creatures with the water subtype) are impeded. This includes spells of the clerical Water domain. These spells and spell-like abilities can still be used, but a successful WIS check must be made to do so.

Despite being one of the most hostile of the Inner Planes, the Plane of Fire is also one of the most vibrant and populated. A number of elementals, outsiders with the fire subtype, and fire-using creatures may all be found here.

Elementals are sentient pieces of the plane itself, moving with something that resembles volition and purpose. They include elemental analogs of creatures of the Material Plane, as well as the fire

elementals known to spellcasters through the various Summon Monster spells. Such elementals normally have no love of fleshy, cooler creatures, and many attack merely to burn them and feed off the flames.

Fire-using creatures call the Elemental Plane of Fire home as well, usually residing near elemental pockets and vortices that lead to their home planes. Creatures that are immune to fire, such as devils (but not demons or celestials), may also be found at such locations. The native language of most inhabitants of the Elemental plane of Fire is Ignan, a sharp, hissing and clicking language. Those natives who deal with other planes may speak additional languages. Infernal and the Common tongue of the Material Plane are often spoken in such cases.

The greatest danger on the Elemental Plane of Fire is its fire-dominant trait. The heat of the plane, the omnipresent flames, and the hot, toxic smoke of the air are all represented in the effects of this trait on objects and living creatures. Creatures on the Elemental Plane of Fire take 3d10 points of damage and risk catching on fire each round they remain on the plane. But a traveler who has brought the proper spells or magic items to ward against such damage can survive in the short term on the plane.

Food and drink may prove a problem in the long term. The elementals (including elemental versions of Material Plane creatures) are made of the material of the plane itself. They don't eat, and they return to their basic elemental nature if slain. Outsiders from the Elemental Plane of Fire can survive on flame itself in addition to "normal" food, so they

rarely stock their larders for visitors. Such food is always served charred, burnt to a crisp, or otherwise well done, and the drink, whether water, wine, or ale, arrives piping hot.

The smoky atmosphere limits normal sight to a range of 120 feet. The air ripples because of the heat, so mirages dance at the edge of an observer's vision, and the true nature of the land is concealed except for the area closest at hand. Magical vision granted by items or spells can extend that range. Creatures native to the Elemental Plane of Fire with and those with the Fire subtype can see up to 240 feet.

Other senses are unaffected by the Elemental Plane of Fire, though the continual crackling of the flames provides a -2 circumstance penalty on Listen checks in most places.

The Elemental Plane of Water

A sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium. The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. Even these settlements drift on the tides of the Elemental Plane of Water.

Subjective Directional Gravity: The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is

slower (and less dangerous) than on the Elemental Plane of Air.

Traits;

Normal Time.

Infinite Size.

Water-Dominant.

Spells and spell-like abilities that use or create water are both extended and enlarged (as if the Extend Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). A Water Breathing spell would thus last 4 hours per level, rather than 2 hours per level. Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.

Spells and spell-like abilities with the fire descriptor are impeded. This includes spells of the Fire domain. These spells and spell-like abilities can still be used, but a successful WIS check must be made to do so.

The Elemental Plane of Water is relatively benign for an Inner plane and is home to a large number of native elementals, water-breathing outsiders, and creatures from other planes that can survive in its watery seas.

Elementals are discrete and separate manifestations of the plane itself, granted sentience and mobility from magic or natural forces.

These include the water elementals summoned by spellcasters and elemental versions of Material plane creatures. Such creatures tend to be at least semiliquid and mimic seagoing beasts and monsters of the Material Plane.

Water-breathing creatures from other planes may be found on the Elemental Plane of Water.

Fish, crustaceans, cephalopods and most sea-dwellers live on this plane, but not air-breathing ocean-dwellers such as whales and dolphins. The Elemental Plane of Water is hospitable to both freshwater and saltwater species, though each type has its own regions to inhabit. Monstrous aquatic creatures such as the kraken and aboleth may be found here as well.

Natives of the Elemental Plane of Water speak Aquan, a flowing, subtle language filled with double meanings and hidden puns. Those dealing with other planes speak other languages to facilitate their dealings: Common, Infernal, Abyssal, and Celestial are frequent choices

The Elemental Plane of Water holds but one great immediate danger, and that is the fluid nature of the plane itself. Unless a traveler can breathe water or has no need to breathe, any visit to the Elemental Plane of Water must be brief. Those unable to breathe must hold their breath while on the plane and run the risk of drowning.

Creatures made of fire (such as fire elementals) take D10 points of damage each round on the Elemental Plane of Water, because it has the water-dominant trait. Creatures with the fire subtype are very uncomfortable on the plane.

A great difference between the Elemental Plane of Water and other watery domains is a lack of pressure. In Material Plane oceans (and some others), the pressure of the water increases with

depth. The water pressure can grow strong enough on the Material Plane to crush the life out of creatures and bend steel. But the pressure on the Elemental Plane of Water is no worse than a just few feet underwater in a Material Plane ocean, so there are no dire consequences.

Long-term survival on the Elemental Plane of Water is fairly easy. Obtaining water is obviously not a problem, though its purity and salinity may pose some difficulties in specific areas. The abundance of sea life in the plane is enough to satisfy any traveler with a taste for fish.

A vague, dim glow that issues from all sides illuminates the seas of the Elemental Plane of Water. This glow gives everything a blue-green aura, but limits clear vision. Normal vision, including darkvision, is limited to 60 feet. Clouds of silt, algae, and other detritus may limit sight even further.

The Elemental Plane of Wood

A plane where plant life is dominant, an eternal forest beyond the reach of most flesh-based creatures.

The plane itself is a massive banyan tree with neither root nor crown. Instead, branches the size of Material Plane sequoias twist and curl through space, and other plant life is cradled among these humongous branches. The branches of the Great Tree fill with water and support mangrove forests, while other ridged portions are homes to domesticated crops.

Forests of pine and oak spiral along the great branches. Blankets of wildflowers grow up along the sides of the Great Tree, and within hidden hollows thrive

various molds and fungi. There is no native animal life larger than the insects needed for pollination. Animals in general and sentient beings in particular are not welcome. The Great Tree goes on forever, and its leaves cover everything. There is nothing beyond the Great Tree that provides shelter and foundation for the rest of the plane.

Directional Gravity: Down is toward the nearest part of the great tree. It is possible to walk along the underside of branches, and up the side of the great trunks, much as ants do.

Traits;

Normal Time.

Infinite Size.

The Elemental Plane of Wood represents a balance of all elements, which combine to form the Great Tree.

Spells and spell-like abilities that use or create water (including those of the plant domain) are both extended and maximized. An Entangle spell cast on this plane lasts 2 minutes per caster level as opposed to 1 minute per caster level on the Material Plane. Spells and spell-like abilities that are already extended or maximized are unaffected by this trait

The Great Tree of the Elemental Plane of Wood is a vibrant, living community. There are no known wood elementals, but wood element creatures exist that are analogs for many Material Plane creatures. Such creatures act as guardians on the Elemental Plane of Wood.

The Elemental Plane of Wood is also home to a number of plant creatures,

including treants, shambling mounds, assassin vines, tendriculoses, and various forms of fungi (including phantom fungi). Oozes also live on the plane, especially ochre jellies, which do not affect wood.

All vegetable life on the plane shares an empathic link, so wanton destruction alerts other denizens of the plane. Such communication is limited to basic emotions and has a range of 200 feet. If the plants need to communicate with fleshy beings, they use Common or Treant.

The Elemental Plane of Wood isn't directly hostile, though its inhabitants often are. As long as travelers don't destroy native plant life, the wood element creatures leave them alone. However, cutting down trees, harvesting grain or fruit, or attacking the Great Tree brings legions of guardians down on the interlopers. Despite the plenty, travelers may wish to bring their own food, or to scavenge dropped seeds and nuts. Characters who remain on the Elemental Plane of Wood should keep moving.

Vines starts to grow over a character who stays in one spot for more than an hour. After 4 hours, the character is trapped in the equivalent of an Entangle spell. While the plane is made primarily of plant life, it is a lush, living landscape that does not burn easily. Plant creatures that are particularly vulnerable to fire do not have this weakness on the Elemental Plane of Wood.

Vision, including darkvision and low-light vision, is unaffected on the Elemental Plane of Wood. Like other elemental planes, the very atmosphere seems to have its own luminescence.

However, it waxes and wanes from the brightness of a sunny day to a full moon's light. Night and day match that of the Material Plane.

The Negative Energy Plane

A barren, empty place, a void without end, and a place of empty, endless night. Worse, it is a needy, greedy plane, sucking the life out of anything that is vulnerable. Heat, fire, and life itself are all drawn into the maw of this plane, which hungers for more.

The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures invulnerable to its life-draining energies may survive there, and even they have problems as the negative energy tugs at them imploringly.

Subjective Directional Gravity: Similar to the Elemental Plane of Air, on this plane each inhabitant decides his own "down."

Traits;
Normal Time.

Infinite Size.

Areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.

Spells and spell-like abilities that use negative energy are maximized (as if the Maximize Spell feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a

+10 bonus on the roll to determine Hit Dice affected.

Spells and spell-like abilities that use positive energy, including cure spells, are impeded. These spells and spell-like abilities can still be used, but a successful WIS check must be made to do so. Characters suffer a –10 penalty on Fortitude saving throws made to regain negative levels bestowed through energy drain while on this plane, though they may leave the Negative Energy Plane and make their Fortitude saves somewhere else.

Like its positive energy twin, the Negative Energy Plane is relatively empty. It contains no true elemental forms or versions of Material Plane creatures, and its outsiders are few and far between. Unlike on the Positive Energy Plane, undead thrive in this dark place.

The Negative Energy Plane is a hospitable home for the undead, especially undead that drain life energies from their opponents. Wraiths, spectres, and wights are all common, and some powerful vampires and liches make their homes on the Negative Energy Plane as well. The only thing that limits such creatures is the availability of prey, so the undead may be on their way elsewhere when encountered.

The greatest immediate danger on the Negative Energy Plane is the plane itself—its brooding malevolence and soul-sucking nature are a threat to all who cross it. As with its positive twin, there is no air on the Negative Energy Plane. While the environment is not a true vacuum, suffocation is a great peril, and the lack of breathable air tends to keep

living creatures away. Similarly, food and drink do not exist naturally on the Negative Energy Plane, so a traveler must bring supplies as well.

The Negative Energy Plane preys on more than just light. It greedily sucks the energy out of anything that it can. Torches and lanterns last half the normal time. The durations of spells are unaffected, because the nature of the spell itself counteracts the entropic power of negative energy.

The Negative Energy Plane is completely and totally black. Even if travelers bring their own light source, the inherent power of the plane drains the color from everything, leaving only gray tones lit by flickering light.

Vision (including darkvision) is limited to 5 feet. Light sources beyond that range appear as indistinct bits of radiance glimmering faintly against the deepest night. Distance is impossible to gauge within this oppressive environment.

In some locations on the Negative Energy Plane, the collapsing intensity of the plane is so great that the negative energy folds in on itself, stabilizing into solid chunks of utterly black matter. Anything that comes into contact with a voidstone is instantly destroyed. A character touching a piece of voidstone gets a CON saving throw each round he stays in contact with it. Even natives of the Negative Energy Plane are vulnerable to voidstones. Voidstones may be of any size, ranging from inches across to dozens of feet.

Certain regions on the Negative Energy Plane are less deadly than others,

reducing the negative-dominant trait from major to minor or even removing it entirely. These areas, called the doldrums, are relatively static on the plane, so towers, cities, and other structures can be built at their locations.

The Positive Energy Plane

is best compared to the heart of a star. It is a continual furnace of creation, a domain of brilliance beyond the ability of mortal eyes to comprehend. Its very being wavers and ripples as new matter and energy is born and swells to full power like a bursting fruit. It is a vibrant plane, so alive with itself that travelers themselves are empowered by visiting it.

The Positive Energy Plane has no surface and is akin to the Elemental Plane of Air with its wide, open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it.

Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is forced into her. Then, her mortal frame unable to contain that power, she immolates as a small planet caught at the edge of a supernova. Visits to the Positive Energy plane are brief, and even then travelers must be heavily protected.

Traits;

Normal Time.

Infinite Size.

Some regions of the plane have the minor positive-dominant trait instead, and those islands tend to be inhabited.

Spells and spell-like abilities that use positive energy are maximized (as if the Maximize Spell feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit.

While cure spells are maximized, not all healing spells are affected. The Positive Energy Plane does not affect remove disease, for example, because the beneficial energies of the plane aid the disease as much as they help the victim. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)

Spells and spell-like abilities that use negative energy are impeded, including inflict spells. These spells and spell-like abilities can still be used, but a successful WIS check must be made to do so.

The Energy Planes are called “empty planes” because they have little in the way of native life. They lack the traditional elemental forms of the other planes, or if they have them, they are so unlike life on the Material Plane that they are not recognized.

Outsiders native to the Positive Energy Plane are immune to the detrimental effects typical to the plane, though they still benefit from the regenerative nature of the domain. Beings that cannot be healed in a normal manner or do not benefit from positive energy, such as constructs, can survive in this domain as well.

The greatest immediate danger on the Positive Energy Plane is the plane itself. Its radiance poses a threat to travelers who go there.

There is no air in the Positive Energy Plane. While the plane is not a true vacuum (the positive energy provides the equivalent of normal atmospheric pressure), suffocation is a great danger. Even the fast healing given to all inhabitants of the plane has no effect on suffocation. Travelers on this plane must bring their own atmosphere or forgo breathing while here.

Similarly, food and drink do not exist naturally on the Positive Energy Plane, and subdual damage from starvation and thirst is not automatically healed either.

The plane of positive energy is a place of brilliant white, where the inherent power of the plane bleaches out the spectrum and leaves an environment of nothing but white and stark shadows.

Vision (including darkvision) is limited to 5 feet. Objects and creatures beyond that range appear as indistinct blots of darkness against the background white. Distance is impossible to gauge within this brilliant environment.

Even among the brilliant and deadly radiance of the Positive Energy Plane, some regions are more intense and dangerous than the others. These regions erupt like miniature suns, suddenly granting those within the burst radius (usually 30 feet, but occasionally up to 120 feet) an additional 3D10 temporary hit points. The dangers of exceeding double one's normal hit points total still apply. In addition, those within an

energy burst must make a CON save or be blinded for D10 rounds.

The edge zones are a reference for quiet areas on the plane, like islands or shores on the seething hotbed of energy. These regions have the minor positive-dominant trait and are dotted with bits of flotsam from other planes, including floating citadels, bits of tattered astral haze, and shards of other planes. The more solid pieces of the edge zones are used as outposts by creatures powerful enough to weather the changing nature of the plane itself. Such strongholds must be well protected, because tides of more intense positive energy could sweep over the edge zone at any time.

The Temporal Energy plane

is, as befits time, continually in motion. It is a gray windstorm with neither a base nor a top that buffets and overturns travelers who venture within. Everything that enters the plane is tossed and ground against itself until all that remains is more dust—the sands of time carried by the winds to erode new items.

The Temporal Energy Plane, also called the Plane of Time, is a vast expanse similar to the Elemental Plane of Air. However, the Temporal Energy plane is in constant motion, storming and churning like a sirocco. The stormy nature of the Temporal Energy Plane poses a physical problem, but the greater danger is in the nature of time itself.

Those within the sandstorm can be carried months or years into the future, effectively exiling them from their native plane. Several Material Plane civilizations saw this plane as a convenient prison for unpopular malefactors. But some cultures survived

long enough to regret it when their exiles returned centuries after their departure—and had aged only a few days.

Travelers choose their own down just as they would on the Elemental Plane of Air, although this does little good when caught in a sandstorm.

The Temporal Energy Plane is timeless with regard to such mundane matters such as hunger, thirst, and sleep. It has the erratic time trait compared to the Material Plane, however.

Traits;
Infinite Size.

The Temporal Energy Plane is neither positive nor negative dominant. However, parts of its eternal windstorm may have either the minor positive-dominant or minor negative-dominant trait.

Spells and spell-like abilities that have time-based effects, including such spells as Haste and Time Stop, are extended (as the Extend Spell feat). Spells and spell-like abilities that are already extended are unaffected by this trait. A Time Stop spell is particularly useful on the Temporal Energy Plane because it creates a bubble around the user that protects against the effects of the dust-laden winds. Such a bubble then drifts across the plane.

Limited Magic: Spells that affect wind and weather do not affect the winds on the Temporal Energy Plane. These winds are moved not by natural causes, but by the relentless advance of entropy through the cosmos.

The Energy Planes lack the traditional elemental forms of the other Inner Planes, or, if they have them, they are so unlike life on the Material plane that they don't interact with travelers.

Even by the standards of an Energy Plane, the Plane of Time is particularly empty of living things, whether visitors or natives. Most of the creatures there seem to be trapped by some magical mishap or a failed attempt to capture time's power for themselves. Metallic constructs similar to golems and inevitables are liable to be found on the Temporal Energy Plane.

Many of them are ancient creatures, their shells sandblasted to a shining gleam. These creatures, originally sent here by spellcasters of bygone ages, have been trapped here ever since. Many constructs attempt to “mercifully” destroy new interlopers to save them from the eternal madness of the storm

The greatest immediate danger on the Temporal Energy Plane is the eternal wind that sweeps through it, billowing with the dust that used to be worlds, structures, and other travelers leveled by the power of time.

There is an atmosphere of sorts in the Temporal Energy plane: bits of matter ground so fine as to be as light as air. The dust can suffocate unprotected characters. Characters caught unprepared can hold their breath for a number of rounds equal to twice their Constitution score, and those with a scarf or other protection over their mouth and nose can last a number of rounds equal to ten times their Constitution score. Creatures that don't breathe (such as undead and constructs) are unaffected by this hazard.

The storms of the Temporal Energy Plane are more dangerous than even a great duststorm on the Material Plane because this dust is corrosive, flailing away at the flesh itself with bits of temporal energy. The dust deals 1d6 points of non-lethal damage for every round a character spends on the plane.

The dust obscures vision, including darkvision, beyond 5 feet. Objects 10 feet away are dim shapes (total concealment), and nothing beyond 10 feet is visible. The howling of the wind imposes a –8 penalty on Listen checks.

Within the storm are whirlpools, swirling basins of dust. Those caught in the eddies take D12 points of damage (lethal damage) for D10 rounds before the whirlpool ejects them back into the storm. A portal to a random plane sits at the base of such a maelstrom 60% of the time.

Pieces of other planes occasionally bob and weave through the storm, impervious to the effects of the winds of time. These are time loops, pieces of various planes that have become separated from their original realms. Time loops appear much as they did on their original planes, except their inhabitants take the same actions again and again, repeating themselves endlessly. A time loop is rarely larger than a few hundred square feet in area.

On the Plane of Temporal Energy, time loops can be a refuge for those battered by the storm—and a possible way of exiting the Plane of Time. Should a newcomer to a time loop manage to interrupt the sequence of events significantly or complete a task that the time loop's inhabitants have never

finished, the time loop returns to its original plane. This can be a blessing or a curse for the original inhabitants of the time loop, who have been living on a plane with the erratic time trait for years if not centuries.

7. The Realm of Concordance

Contains the following dimensions; Law, Chaos and Conflict. These planes provide the checks and balances that hold all the other planes within the great Planescape wheel in place, despite Law and Chaos trying to control these planes and swing the multiverse their way. Each of these planes drains the lawful and chaotic tendencies from the personalities of characters who spend time on them, each plane bending characters to its own form of neutrality.

8. The Realm of Limbo

Limbo is described as a place of pure chaos where everything is in constant motion and change, especially the landscape, which can shift unpredictably and randomly rolls over upon itself like liquid. Very few places in Limbo are stable enough for normal travel. Limbo is home to the slaadi and their lords (most notably Ygorl and Ssendam), and to the githzerai. Very few gods call Limbo home, as the plane is not well-suited to any sort of permanent structures. The shared realm of Tempus and the Red Knight can be found on Limbo, as can Shaundakul's realm. The elven god Fenmarel Mestarine calls this chaotic plane home as well.

The plane of Limbo is the location of a number of godly realms:
The elven god Fenmarel Mestarine's realm of Fennimar.
Indra, Vayu, and Agni's realm of Swarga.

Llery's realm of Beasthaven.
 Procan's realm of Seasedge.
 Ralishaz's realm of The Kiss of Luck.
 Shaundakul's realm of Shaunadaur.
 Shina-Tsu-Hiko's realm of Windshome.
 Serrion's realm of The Flame Void.
 Tempus and the Red Knight's shared realm of Knight's Rest.
 Susanoo's realm of The Globe of Raging Chaos.
 Fauna include the Chaos dragon.

Traits:

As a rule, Limbo does not have a discernable geography. The plane is primarily made up of "Chaos Matter" which is an endlessly roiling and toiling stuff of no constant physical substance or appearance.

A pocket of air might suddenly congeal into water after a round, harden into stone after three more rounds, then spontaneously ignite into flame after two rounds, before bubbling into water again in less than one round... There's no particular pattern to what might happen next, and it might give you the impression that Limbo is inhospitable. Thankfully, Chaos matter can be shaped into something else merely by willing it into something else and there exists guilds of "Anarchs" who spend their days doing just that.

At the most basic level, any person can create a pocket of stabilized air for them to breathe without any fuss. More complex combinations of elements can be created with stronger minds to hold it together, allowing individuals or groups to create virtually anything imaginable and imbue their creations with any trait they can conceive of... From a field of rainbow unicorns to a river of boiling piss.

This makes travel fun, as areas dominated by "Air" allow users to fly (or fall) in a chosen direction, where swimmers could create "Water" for themselves and move that way. You could also go more complicated and build a road for yourself if you simply wanted to walk somewhere.

Those areas of controlled Limbo last as long as the creator maintains his interest, or unless someone else is around to maintain control for him. Otherwise it all just melts back into chaos matter, so woe betide anyone who falls asleep in his stabilised area without someone to keep watch.

The most powerful minds can imbue a level of permanency on the chaos-stuff, so they don't have to worry about it dissolving when they stop paying attention. Nor do they need to be concerned about someone else's idle thoughts punching holes in it accidentally, so it is those areas of stable matter that population centers can most often be found.

However, it should not be understated that the plane is Strongly aligned to Chaos, so if you're a structured, well ordered individual (i.e "Lawful") then your psyche might crack under the pressure of all the nonsense that the plane puts out, coming with a corresponding reduction in your ability to control the environment.

While the laws of physics are always in flux, the laws of magic are equally affected: Spellcasting becomes hazardous in all areas other than those permanently stabilized, creating a chance that any time you cast a spell it might fly off in a random direction, do

nothing at all, do something entirely different, or go Nuclear. That's just the nature of Chaos, so don't say you haven't been warned.

Limbo is synonymous with the Maelstrom in the Pathfinder Great Beyond cosmology. The two planes are thematically identical in that they are both rolling expanses of raw potentiality that can be shaped into anything conceivable, though because the Pathfinder cosmology is structured differently, the location is different, as is the plane's history.

The Maelstrom is typically considered to be the oldest plane in existence; surrounding and encompassing everything else; when mortals arrived in the Prime Material their thoughts impacted the raw chaos matter and spawned the other planes.

Instead of being positioned directly opposite to the plane of Axis, the Maelstrom has its borders right up to the walls of the city of pure law, and assails them relentlessly, although this "war" against law is not going well for the forces of chaos, as Axis continues to grow outwards; annexing more territory from the Maelstrom all the time. Though law may grow infinitely, the chaos is infinite by itself, meaning the conflict may continue up until the end of time.

Unusually, the Maelstrom is not exclusively home to chaotic individuals. Many true neutral deities not concerned with life and death, including Nethys, make their divine realm here. The city of Basrakal is populated almost entirely by outsiders of the "wrong" alignment for their type.

9. The Shadow Realm

The Plane of Shadow is a darkly lighted dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly. The Plane of Shadow is also coterminous to other planes. With the right spell, you can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar (but not exactly identical) to the Material Plane.

The terrain of the Plane of Shadow is usually similar to the area where the traveler enters from the Material Plane. If a wizard travels onto the Plane of Shadow from a forest, she first sees an equivalent shadow forest. If she starts underwater, she appears within a shadowy sea that behaves like a Material Plane ocean, so her water breathing spell still works.

However, as she moves away from her entry point, the terrain of the Plane of Shadow changes dramatically, although it usually bears some resemblance to the corresponding terrain on the Material Plane.

The plane of Shadow is in many ways the dark duplicate of the Material Plane. Much is similar, but there are significant differences. The Plane of Shadow has the following traits.

Traits:

Normal Gravity.

Normal Time.

Infinite Size.

Spells such as shadow conjuration and shadow evocation modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.

Some small regions on the Plane of Shadow (called Darklands) have the minor negative-dominant trait, however.

Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots. Furthermore, specific spells become more powerful on the Plane of Shadow. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%).

Greater shadow conjuration and greater shadow evocation are 60% as powerful (not 40%), and a shade spell conjures at 90% of the power of the original (not 60%). To calculate the effect of such spells, take advantage of Maximize Spell to garner maximum hit points or maximum damage, then apply the percentage above.

Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed at a WIS check. Spells that produce light are less effective in general, because all light sources have

their ranges halved on the Plane of Shadow. Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness itself are unaffected by the plane.

Travelers typically access the Plane of Shadow with spells or permanent portals. There are also vortices between the Plane of Shadow and the Material Plane that function randomly and have variable destinations. These intermittent portals to the Plane of Shadow are usually Medium-size and last for D6 days before fading.

The frequency of these portals is unknown, for many may appear, last for a few days, then fade without anyone noticing, much less using, the portal. Like any vortex, spells and unattended objects (such as arrows) can pass from one plane to another.

The Plane of Shadow does not connect to the Ethereal Plane. Spells and spell-like abilities that use or access the Ethereal Plane do not function in the Plane of Shadow. The Plane of Shadow is coexistent with the Astral Plane, so various spells and portals make it possible to move between the two planes.

The Plane of Shadow can lead to alternate Material Planes and other planes of existence. This is a perilous way to travel, because the way to other planes plunges through parts of the Plane of Shadow that are not coexistent with any known plane and home to a variety of fell monsters.

While the Plane of Shadow is not evil in and of itself, it is home to a wide variety of foul creatures that hate the light and

the living. The best known denizen of the plane is the shadow, an undead creature that sucks the strength from adventurers on either the Material Plane or the Plane of Shadow.

The Plane of Shadow has native versions of many of the plants and animals found on the Material Plane, but the shadow versions are twisted, dark variants.

There are numerous stories of castles and entire cities that have been sucked up by the Plane of Shadow over the years. Some still survive, but they have been warped by the insidious, toxic nature of the Plane of Shadow. This toxicity only manifests after decades on the Plane of Shadow. It grants strange abilities and inhuman attributes to those infected by shadow's touch.

Traits:

The Plane of Shadow is no more or less dangerous than the Material Plane. Certain regions are perilous, and the natives are hostile, but the plane is not inherently damaging to most who travel it.

Unlike on the Astral Plane and the Ethereal Plane, there is sufficient food (though it's often dark in color and dripping black blood) and water (though it's ichorous and thick). The air on the plane is normal, and a native of the Material Plane can survive years here without ill effect—once he gets used to the darkness and the ever-present slight chill.

But over decades, the Plane of Shadow is toxic to nonnatives. Creatures from elsewhere who spend most of their lives on the Plane of Shadow develop new abilities and vulnerabilities to match

their adopted home. Which abilities change seems to be unpredictable from creature to creature and location to location on the Plane of Shadow.

One of the most distressing features of the Plane of Shadow is that it is a warped reflection of the Material Plane. A shadow traveler who enters the Plane of Shadow from her hometown may find herself in a dark, abandoned version of that town. The parallels are not exact, so her home may be on a different street, be built in a different style, or (most likely) lie in ruins.

Shadow travelers in a place particularly familiar or meaningful to them must make a Will saving throw to ignore such dark mirages. Those who fail are haunted and rattled by the similarities, suffering a -2 morale penalty on attacks and saving throws as long as they remain in a location familiar to them. Travelers who make their saves are unaffected by the dark mirages for the duration of their trip to the Plane of Shadow

On the Plane of Shadow, patches of darkness exist that are even darker than the shadows themselves. Negative energy infuses these places. Whether the negative energy is bleeding over from the Negative Energy plane or it's simply a byproduct of the high concentration of undead shadows and other life-draining undead is unknown.

Darklands regions have the minor negative-dominant trait. Living creatures that enter the darklands take D6 points of damage per round from negative energy and crumble into ash if they reach 0 hit points or less. Spells and magic items that protect against negative

energy function normally within the darklands.

Travelers to the Plane of Shadow can identify darklands easily. They are more desolate and bleak than the surrounding areas (which are themselves pretty bleak on this plane). Plants are dead and desiccated from the long-term effects of the negative energy.

10. The Ravenloft Realm

Ravenloft is an alternate time-space existence known as a pocket dimension or demiplane, called the Demiplane of Dread, which consists of a collection of land pieces called "domains", brought together by a mysterious force known only as the Dark Powers. Each domain is tailored to and mystically ruled by a being called a Darklord who is forever trapped and surrounded by magical mists surrounding the domain.

As a physical manifestation of that plane, lands, monsters and even people are created out of the mysterious mists, and the realm acts as a prison where one could enter or be transported, but means of escape are few.

Ravenloft is primarily a Gothic horror setting. Its magical mists could appear anywhere in the Shattered Realms drawing evil-doers (or player characters) into the Ravenloft dimension. One exception is the phlogiston of the Spelljammer setting. The phlogiston blocks all planar travel, but the Ravenloft mists can appear in deep space inside crystal shells.

Most frequently, the Dark Powers make their wishes and intentions known through subtle manipulations of fate. Thus, Barovia's vampire lord Strahd von Zarovich's many attempts to win back his love, Tatyana, are doomed to failure, but the Dark Powers arrange such that he never truly loses hope.

Each time, for example, Strahd's own actions may be partially culpable for his failure, and as such he may go through crippling self-recrimination, rather than cursing the gods solely and giving up. Most other Darklords have similar tales of frustration, kept all the more unbearable because the flicker of the possibility of success is never truly extinguished.

Not all Darklords acknowledge the Dark Powers directly, however. Strahd, for example, in his own memoirs, speaks only of a force known as Death, who mocks him with the voices of his family and former colleagues throughout his life. Vlad Drakov, the Darklord of Falkovnia whose military expeditions are doomed to constant failure, seems even to be totally oblivious to any non-mortal factors in his repeated defeats.

The Dark Powers also seem capable of non-evil manipulations. Although their machinations are often directly responsible for the misery of many of Ravenloft's inhabitants, they also appear to play a role as dispensers of justice. Some tales of innocents who have escaped Ravenloft for happier environs are attributed to the Dark Powers, who have judged a being worthy of reward and release from their misty domain.

11. The Far Realms

These Realms exist right at the outer edge of the Shattered Realms cosmology. It includes the After Worlds, the Magic Lands, and the Lands of Logic.

11a. Dimensions within the Magic Lands

Also known as the Faerie Realms, and Domains of Fantasy. Some physics work differently in these realms than they do in the real world, depending on the nature of the magic present in each.



The Nine Hells of Baator

This is a plane of sinister evil and institutional cruelty organized in a strict caste system with a very rigid chain of command. Unlike the demons of the Abyss, the devils are highly organized in their quest for power and status—scheming and plotting power plays, coups, and assassinations.

Each of the nine Hells has its own physical laws or properties of matter, but all were inhospitable or deadly to outsiders. Each Hell is a different infinite layer interconnected at barriers much like a nine-layered cake—the lowest points of one layer manifested barriers that exited high above the surface of the next lower layer. The river Styx flows through the first layer, Avernus, and also the fifth layer, Stygia, before crossing over into Gehenna.

Each of the nine Hells is unique and usually mirrors the malevolent characteristics of its ruler, or perhaps the archdevils are shaped by the domains they schemed to control, no one can be certain. Each Hell is a separate infinite layer rigidly joined to its neighbors by barriers at fixed locations.

The relationship between layers and circles is not fully known. What follows are descriptions of the nine Hells reported by various cosmologists working under different cosmological models, gathered, collated, and summarized.

Avernus

The first circle of Hell was also the "topmost" because Astral travelers would emerge from color pools on this layer and reaching the next circle required descending to the lower depths to breach a barrier to Dis. According to the Great Wheel cosmology model, this layer is also connected by portal to Acheron, Gehenna, and Concordant Opposition.

By all accounts Avernus is a desolate wasteland with rocky terrain, sparse, twisted vegetation, concealed snake pits, caves and warrens, volcanoes, and rivers

of magma. The sky is starless, full of choking smoke, and glows a dark red due to balls of flammable gas that float about or streak across the atmosphere, randomly exploding as a fireball.

Dis

The second circle of Hell, when described as its own layer, is a flat barren plane containing little more than black, stagnant rivers, stretching for thousands of miles/kilometers until it reached some rolling hills. The sky is a cloudy dull green shot through with lightning. In the center of this plane rises the Iron City of Dis, several kilometers in height and hundreds of kilometers wide. The foul rivers radiate from a moat big enough to be called a lake surrounding the Iron City. Not to be confused with the planet Dis.

Minauros

Minauros as a layer is described as an endless bog of vile pollution, decaying bodies, and rotting marsh, repeatedly drenched by rain, sleet, and hail storms. The soggy, bone-strewn, disease-ridden swampland make movement very difficult and is only broken occasionally by serpentine ridges of volcanic rock. Nameless creatures even the devils fear inhabit the swamp. Minauros as a realm is depicted as a broad but low-vaulted cavern connected to Dis. An oily water percolates through the roof of the cave and rains down upon swamps, deserts of mud and oozing black soil, pockmarked by bubbling fumaroles and mud geysers. Minauros is also the name of the city built of black stone by Mammon on the treacherous surface of this place. Only the ceaseless efforts of thousands of minions and slaves prevent the city from sinking and being consumed by the bog. The city of Jangling Hiter, also known as

the City of Chains, hangs by massive links of chain above the noisome fen and is ruled by kytons.

Phlegethos

The fourth circle is the Hell that most resembled the stereotype of a fiery world of eternal damnation, filled with active volcanoes, rivers of liquid fire, molten rock, ash hills, smoking pits, unbearable heat, all wracked by tremors and earthquakes. Even the air seems aflame and thus Phlegethos is considered to be fire-dominant. The city of Abriymoch is the seat of power in this realm, built of hardened magma, obsidian, and crystal in the caldera of an extinct volcano which provides visitors some protection from the elemental environment found throughout the rest of the plane.

Stygia

The complete opposite of Phlegethos, Stygia was either a bottomless ocean covered by an ice sheet up to three miles (five kilometers) thick, or a frozen sea salted with huge icebergs buried in a cavern several kilometers below Dis and hundreds of kilometers away from fiery Phlegethos. The river Styx cuts across the ice forming a channel. Styx supports small but hardy plants and mosses which, after millennia of decay of this vegetation, results in swampy areas along the banks of the river. A few floating islands are the only non-frozen ground in Stygia, their peaks wreathed in lightning arcing from the coal-black sky. Where lightning strikes, a strange phenomenon called "cold fire" erupts: white flames of extreme cold that "burn" for a short time and then disappear without a trace. The great city of Tantlin is built upon one of these islands, in the curve of the swampy Styx, or perhaps on a giant ice floe. Due to the proximity of

the Styx, Tantlin is a cross-planar trading post for those brave enough to attempt navigating the treacherous river.

Malbolge

As a Great Wheel layer, Malbolge is a gargantuan tumble of angular black stone blocks, each block ranging in size from a small city to a large metropolis, that formed a pile hundreds of kilometers thick. The randomly tilted and ill-fitting blocks are honeycombed with angular passages and caverns causing non-flying travelers to frequently need mountaineering skills and risk avalanches. Stinking clouds of vapour rise up from the depths and light the sky with the colour of blood, causing cosmologists to speculate that the blocks of Malbolge may have rested on an infinite sea of lava. Corroborating reports have been heard of flammable materials left on the ground spontaneously combusting. Most habitations in Malbolge are copper-clad fortresses built from black stone.

Maladomini

The Great Wheel cosmology view of the seventh circle of Hell describe it as having vapor-polluted skies similar to Malbolge but the surface is solid. The seventh Hell is filled with ruins of old cities, stagnant rivers, exhausted and abandoned quarries and strip mines, stone aqueducts and lava canals, decaying fortresses, swarms of biting flies, and black pools of ichor that erupt from the ground. The Lord of the Seventh was never satisfied with the construction of his capitol and repeatedly built and abandoned city after city. The largest and most beautiful is Malagard, a sprawling metropolis/palace/fortress/arcology with myriad black towers linked by a tangled web of

bridges and walkways. Malagard is rumored to contain a million rooms and to cap an equally complex dungeon labyrinth.

Cania

Cania is a bitterly cold-dominant realm of solid ice mountains, titanic, unnaturally fast-moving glaciers, and nearly continuous snowfall that make Stygia seem balmy by comparison. Unprotected travelers are exposed to temperatures of -60°F (-51°C) but on the positive side there are few creatures that hunt in the icy wastes.

Nessus

The ninth and deepest Hell is a land of extremes: regions cold as Cania, volcanoes like Phlegethos, a lake of ice, a flaming forest, sheer cliffs, firewinds, and a citadel even larger than Khin-Oin in Hades. It is said that Malsheem can hold millions of devils within its mountainous edifice, from the lowest warrens deep in the trench to the soaring spires kilometers above the tortured plane.

Inhabitants

The principal inhabitants of the Nine Hells/Baator are the devils, and their offspring in varieties too numerous to catalog here. In addition to the devils, this plane is home to bonespears, gathra, haraknin, hell hounds, imps, night hags, nightmares, and maelephants. Also occasionally encountered are achaierai, barghests, hellcats, mephits, rakshasa, and stench kows.



The Abyss

The description of the Abyss varies between different editions, campaign settings and even individual accessories. This can be viewed as the canonical status of the Abyss changing, or as an in-character explanation that the conflicting information is the result of misinformation spread by the demons themselves, and of misunderstandings by those who study them.

One description of the Abyss presents it as a region of intense, extreme, and unforgiving climates, with layers consisting of overwhelmingly fierce desert sandstorms; explosively unstable volcanic activity, boiling lava, and molten rock; blinding, sub-zero Arctic glaciers; bottomless oceans filled with enormous leviathans; nauseatingly putrid environments saturated with disease-causing fungi; and the endless, existential void of infinite space.

The main race that inhabits the Abyss are the demons, chaotic evil beings. There are four kinds of demons: the classical, religion-inspired demons of evil and sin the Tanar'ri; the ancient, Lovecraftian Obyriths; the recently appeared Loumaras; and the other demons, which are simply demons that are not specified as belonging to any of the other three categories. Each of these categories contains numerous different species of demon. Of the four categories, the Tanar'ri are the most numerous and most influential and the true rulers of the plane.

The petitioners (souls of the dead who have been sent to the layer for the afterlife) of the Abyss are called manes, and they are the lowest caste of the Tanar'ri. They have pale white skin, sharp teeth and claws, and maggots are reported to crawl through their flesh. Manes that survive for many years may be promoted to greater forms of demon. Extremely clever, lucky ones that survive for millennia may even eventually become Demon Lords. The Demon Lord Orcus is one such demon lord who began as a mane.

The Demon Lords, also known as demon princes, are extremely powerful demons, mostly of the Tanar'ri category though a few Obyrith lords exist as well, who through sheer power and influence have come to rule over one of the layers of the Abyss. They are near god-like in power, each have unique forms, many have cult-followings upon the material plane, and they command scores of lesser demons. Known demon lords include Orcus, as well as Demogorgon, Graz'zt, Fraz-Urb'luu, Baphomet, Yeenoghu, Juiblex, Malcanthet, Pazuzu, Kostchtchie,

Dagon, Pale Night, Obox-ob, Zuggtmoy, Sess'Innek, and numerous others.

Chaotic evil deities also inhabit the Abyss, including Vaprak, the god of ogres and trolls; Lolth, the demon queen of spiders and drow; and Great Mother, the goddess of beholders. These deities could also be considered demon lords however. The term "Demon Lord" is really more of a title than a category of beings, and deities such as those mentioned meet the criteria for bearing such a title of ruling over one of the Abyss' layers. Many of the formerly mentioned demon lords themselves have god-like traits; they sway the worship of entire races, have cult-followings, and sometimes even have portfolios attributed to them. Therefore, they might be gods. The exact distinction between "demon lord" and "deity" is rather unclear.

Like other outer planes, the Abyss is spatially infinite.

The Abyss is said to consist of an infinite number of layers, though the total number is also quoted as 666 (with an in-game explanation of the number having general numerological import). Layers are numbered based upon order of discovery by various personalities in the background details of the game, sometimes considered documented by the Fraternity of Order faction of the Planescape setting. Discrepancies in layer numbers between supplements and sources can be explained as catalogues that have been compiled by different sources.

It is impossible to know with any certainty whether layers are actually arranged in this precise order, in contrast

to the known ordering of layers within all the other planes of the D&D cosmology. A useful metaphor is a deck of playing cards shuffled and then tossed down so they are piled together loosely, randomly, and sometimes not at all.

A list of layers named so far in D&D supplements includes:

1 - Pazunia (also known as The Plain of Infinite Portals or The Palace of 1001 Closets) has been described as an infinite plain with only three types of distinct features:

The river Styx flowing through it (as it does through the top layers of other evil planes).

Large sinkholes which connect to other layers of the Abyss, some were drilled intentionally by ancient demons during the Abyss' original exploration. The largest of these holes is the Grand Abyss.

Iron Fortresses which guard the physical bodies of Demon Princes when they leave the Abyss to travel astrally.

2 - Driller's Hives, realm of Tharzax the Chattering Prince.

3 - The Forgotten Land, realm of Zzycesiya the Ungrasped.

4 - The Grand Abyss, a bottomless, nigh-infinite canyon that contains portals to virtually every other layer in the Abyss.

5 - Wormblood

6 - Realm of a Million Eyes, home to the Great Mother, Princess of Beholders.

7 - Phantom Plane, realm of the demon lord of the lizard kings, Sess'Innek.

8 - The Skin-shedder, realm of Volisupula the Flensed Marquesse.

9 - Burningwater

10 - "That Hellhole"

11 - Molrat

12 - Twelvetrees

- 13 - Blood Tor, realm of the goddesses Beshaba and Umberlee from the Forgotten Realms setting. (2nd edition AD&D)
- 14 - The Steaming Fen, realm of the Queen of Chaos.
- 17 - Death's Reward, realm of Abraxas the Unfathomable.
- 21 - The Sixth Pyre, realm of Kardum, Lord of Balors.
- 23 - Iron Wastes, home to Kostchtchie, demon Prince of frost giants.
- 27 - Malignebula, realm of the Abyssal lord Lissa'aere the Noxious.
- 32 - Sholo-Tovoth: The Fields of Consumption, realm of Turaglas the Ebon Maw.
- 45 to 47 - these three layers make up Azzagrat, the realm of the demon prince Graz'zt, the rival of Demogorgon. Other sources list these as layers 42 to 44. In First Edition D&D, Graz'zt's layer is an infinite palace which filled his entire layer.
- 49 - Shaddonon, realm of the demon lord Rhyxali, Princess of Shadow.
- 52 - Vorganund
- 57 - Torturous Truth, realm of the Abyssal lord Alvarez the Purging Duke.
- 66 - The Demonweb Pits, home of Lolth, queen of spiders and principal deity of evil drow, particularly in Menzoberranzan.
- 67 - The Heaving Hills (Verrangoin Realm)
- 68 - The Swallowed Void
- 69 - The Crushing Plain
- 70 - The Ice Floe
- 71 - Spirac, hunting grounds of the demon lords.
- 72 - Darklight, realm of Noctacula the Undeniable.
- 73 - The Wells of Darkness, currently serve as the prison of several demon lords such as Shami-Amorae, Ansitif and Ebulon.
- 74 - Smargard, home to Merrshaulk the yuan-ti deity and Ramenos the bullywug deity. Also contains The Viper Pit, and the Silent Temple.
- 77 - The Gates of Heaven, realm of Munkir and Nekir.
- 79 - The Emessu Tunnels, realm of Anarazel the Daring Darkness.
- 81 - The Blood Shallows, one of Obox-ob's former realms.
- 88 - The Gaping Maw (or Brine Flats or Abyss), home to Demogorgon, Prince of Demons, one of the highest-ranking demons in the abyss.
- 89 - Shadowsea, oceanic realm of the demon lord Dagon, Prince of the Depths.
- 90 - The Guttering Cove, realm of Ilsidahur the Howling King.
- 92 - Ulgurshek, the massive ancient Draeden
- 99 - Unnamed contested layer consisting of several distinctive realms (from First edition D&D module Tales of the Outer Planes); one is where demons are spawned, another is a lightning realm, in another can be found portals leading to Jublex and Kali's layers.
- 111 - The Mind of Evil, realm of Sch'theraqpasst the Serpent Reborn.
- 113 - Thanatos, the realm of Orcus, demon prince of the Undead. Some sources quote this as layer #333 or #133.
- 128 - Slugbed, realm of the Abyssal lord Lupercio the Baron of Sloth.
- 137 - Outcasts' End, realm of Azazel, Prince of Scapegoats.
- 142 - Lifebane, realm of the god Chemosh from the Dragonlance setting.
- 148 - Torrent
- 176 - Hollow's Heart, realm of the demon lord Fraz-Urb'luu, which, due to his magical illusions, appears to be flat, colorless, and featureless to the human eye.
- 177 - The Writhing Realm, realm of Ugudenk the Squirming King.

- 181 - The Rotting Plain, realm of the troglodyte god Laogzed.
- 193 - Vulgarea, realm of the foxwoman goddess Eshebala.
- 222 - Shedaklah (aka The Slime Pits), home to Juiblex demon Prince of Slimes, and Zuggtmoy, Demon Queen of Fungi.
- 223 - Offal mound, former realm of the dead god Moander from the Forgotten Realms setting.
- 230 - The Dreaming Gulf, a windy realm home to the dreams of dead gods.
- 241 - Palpatia, realm of the bugbear gods Grankhul and Skiggaret.
- 245 - The Scalding Sea
- 248 - The Hidden Layer, realm of Eltab.
- 274 - Durao (gateway layer), mustering ground for the armies of the Abyss as they prepare for battle in the Blood War.
- 297 - The Sighing Cliffs, realm of the Abyssal lord Lady Lynkhab.
- 300 - Feng-Tu, realm of the Chinese gods Tou Mu and Lu Yueh.
- 303 - The Sulfanorum
- 313 - Gorrison's Grasp, site of Illsender's Tower
- 333 - The Broken Scale,[8] realm of the god Hiddukel from the Dragonlance setting.
- 340 - The Black Blizzard
- 348 - Fortress of Indifference, ruled by Tapheon, the nalfeshnee; former realm of the demon lord Thralhavoc.
- 357 - The Arc of Eternity, realm of Eldanoth the Bloodless Scion.
- 377 - Plains of Gallenshu
- 399 - The Worm Realm, realm of the gnome god Urdlen.
- 400 - Woeful Escarand (Nalfeshnee Realm), a court at which newly arrived larvae and sometimes other demons are judged
- 403 - The Rainless Waste, site of Mal Arundak, the City of Confusion (Fallen archon realm)
- 421 - White Kingdom, ruled by the King of Ghouls, once a vassal to Orcus and Yeenoghu, but is now a free agent.
- 422 - The Seeping Woods, ruled by Yeenoghu, Demon Prince of Gnolls.
- 423 - Galun-Khur
- 452 - Ahriman-abad, realm of Ahrimanes, Chief of the Cacodaemons.
- 471 - Androlynne, the realm of Pale Night.
- 487 - Lair of the Beast and Mansion of the Rake, realm of the vampire god Kanchelsis.
- 489 - Noisome Vale, ruled by the balor Tarnhem.
- 493 - The Steeping Isle, realm of Siragle the Ineffable.
- 499 - Carroristo
- 503 - Torremor, realm of the demon lord Pazuzu.
- 507 - Occipitus, former realm of Adimarchus, the demon prince of madness.
- 518 - Melantholep possible name of the nesting grounds of the chole dragons, or perhaps an unknown demon prince who rules the layer.
- 523 - Rocky desert that houses the Lakes of Fire
- 524 - Shatterstone, realm of the ogre god Vaprak.
- 528 - Juiblex's layer in First Edition D&D, an infinite layer of slimes and oozes feeding off each other. Juiblex's palace is said to resemble the biggest pile of garbage in the multiverse.
- 531 - Vudra, realm of the giant marilith Shaktari, the Queen of Poison.
- 558 - Fleshforges, realm of Dwiergus the Chrysalis Prince.
- 566 - Soulfreeze, realm of Aseroth the Winter Warlock.
- 570 - Shendilavri, realm of the demon lord Malcanthet, Queen of the Succubi.
- 586 - Prison of the Mad God, realm of the derro god Diinkarazan.

597 - Goranthis, realm of Socothbenoth the Persuader.

600 - Endless Maze, the realm of Baphomet, demon Prince of Minotaurs. The demoness Pale Night resides here as well.

601 - Conflagratum, realm of the Abyssal lord Alzrius, Lord of Infernal Light.

628 - Vallashan, a layer designed to allow temporary victory to conquering armies of good alignment, only to then corrupt the conquerors and turn them against themselves

643 - Caverns of the Skull,

651 - Nethuria, realm of Vucarik, Consort of Chains.

652 - The Rift of Corrosion

663 - Zionyn, realm of the demon lord Obox-ob, Prince of Vermin.

666 - ???

Carceri

Carceri has six layers, contained inside each other in a similar manner to the shells of a matryoshka doll. Each layer consists of a series of orbs floating in an infinite black void. Light is provided by the orbs only; as one progresses through the layer, the light diminishes, and the orbs are separated by larger and larger distances.

The Bastion of Lost Hope, a fortress controlled by the Revolutionary League, can be found on Carceri.

Skullrot, an asylum run on behalf of the Demon Lord Graz'zt by his lich-fiend lieutenant, Dark Myrakul, may also be found on Carceri. The fallen Celestial Adimarchus is currently imprisoned here, exiled from his role as Demon Lord of the 507th Layer of the Abyss, Occipitus.

The first layer, Othrys, consists of a war-ravaged landscape of swamps and stagnant rivers crossed only by spotted ranges of mountains. Several Greek Titans live on Othrys in the realm of Mount Othrys. Furthermore, Raiden maintains his Palace of Thunder on Othrys.

The second layer, Cathrys (also called The Crimson Jungle), is a layer of thick jungles and open plains of razored grass. Talona's realm, the Palace of Poison Tears, can be found on Cathrys, as can The Steading, the realm of hill giant deity Grolantor.

The third layer, Minethys, is a parched layer of crimson glowing sand and biting, desiccating sandstorms. Notable locations on Minethys include Coeus' Temple, dedicated to the Titan of the same name; The Mausoleum of Pain of the dragon god Faluzure; Karontor's Rack of Injustice; and Trickster's Delight, the realm of the naga deity Parrafaire.

The fourth layer, Colothys, consists of jagged, unforgiving mountains and sudden chasms with little flat ground to find refuge. Crius' Temple, dedicated to the Titan of the same name, can be found here. Ellaniath, the realm of the drow deity Vhaeraun, and The Land of the Hunt, realm of the god Malar, are located on Colothys.

The fifth layer, Porphatys, is a cold layer dominated by a shallow, acidic ocean, cut only by sand bars and drifts of semi-solid acid snow. Oceanus' Temple, dedicated to the Titan of the same name, is located on Porphatys.

The last layer, Agathys, consists of a single orb of black ice alone in the void, almost completely devoid of light and sound, with only the shifting and breaking of ice and the slow, crushing agony of petitioners frozen in it being heard. Apomps' Three-Sided Palace, realm of the demodand (gehreleth) lord Apomps, can be found on Agathys. The god Nerull from the World of Greyhawk setting also makes his home on Agathys.

Gehenna

The four layers of Gehenna are infinite planes with gravity at a forty-five degree angle to the ground, making travelers feel as if they were on the side of a mountain with no base or peak. Anyone losing their footing could tumble for kilometers before finding enough purchase on the slope to halt their fall. Nearly all terrain that is not a river of water or lava is slightly slippery to quite slick. All structures are either built onto or carved into the slopes. Heat and light come from the ground, much like Tarterus, but the source is volcanic: lava flows, vents, fumaroles, and mud pots are very common. Earthquakes and volcanic eruptions occur often, tearing the land apart. On the hotter layers, unprotected flammable items and creatures will catch fire from the glowing ground or superheated gases being ejected. The barriers between layers are always underground, usually in dead end corridors.

The uppermost layer, Khalas, is the most livable of the four planes with many waterfalls cascading down the slopes, the largest being the river Styx. The Styx follows a rough path down the slope, falls for thousands of meters, run through twisty rapids before finally disappearing into underground passages.

Steam rises into the infinite and empty black sky making the horizon glow a dull red. Khalas touches the Astral Plane and has connections to Hades, the Nine Hells, and Concordant Opposition. The portals look like black chasms in the floor of deep underground passages. Markings on the walls would often indicate the portal's destination, if you can read them.

The second layer of Gehenna is the most violently active layer with lava cascades thousands of miles/kilometers wide and city-sized volcanoes yawning open on the slopes. The air is foul with acrid smoke for 16 kms above the surface and will cause blindness to unprotected eyes and have the effect of a stinking cloud on the lungs. Below ground the air is fresher but stinks of burning flesh and hair.

Mungoth is a land of falling ash and burning snow. The furnaces of this layer are fewer and farther apart, allowing ice and snow to build up in the darker places between active areas. Travelers have to brave the never-ending avalanches of wet snow and fiery rock. Underground passages are relatively safe.

The fourth layer is devoid of any volcanic activity, even underground. All is dark and cold. The name of this layer means literally "dead furnaces".

The only creatures known to be native to this plane are the barghests, running through the rifts of Khalas and occasionally found in smaller number on the other layers, and the pyroclastic dragons. All the other creatures originally came from the adjacent lower planes, mostly to hide from more powerful beings that wished to enslave

them. Gehenna is often a plane of exile for the less powerful archdevils and daemon taskmasters.

Even lesser deities tended to avoid Gehenna. Those that lean toward Law were recruited into the hierarchy of the Nine Hells and those that favored chaos tended toward Hades.

Hades

The Gray Waste of Hades, also known as the Gray Waste, is an Outer Plane, home of the daemons. Located at the midpoint of the Lower Planes, it is a plane of evil balanced between Law and Chaos.

The three layers of Hades are called glooms for good reason; they are realms devoid of emotion, hope, and peace. Gray land and gray sky throughout, with no sun, moon or seasons to break the monotony. Any color other than shades of gray would be obvious against the background but would fade to gray in a week or two. And like bright colors, beings would begin to fade also. At first they would feel the drain of emotions leaving only sadness, ennui, and defeatism. In a tenday or two they would be trapped in Hades and their existence would begin to fade until finally they became larvae.

Hades is a unique plane, because it not only joins to adjacent, it also holds the foundation of Mount Olympus and the roots of Yggdrasil the World Ash. These two planar artifacts connect Hades to Olympus, in the first layer of Arborea, and Ysgard respectively, allowing travel between Hades, the Upper planes, and Alternate Prime Material Planes without going through the Astral Plane.

The first layer of Hades was named for the lord of the daemons (the Oinodaemon), Anthraxus the Decayed. Oinos is the land of disease with stunted and withered plants amid gray rocky terrain. The river Styx flows through this layer and there are portals to Tarterus, Gehenna, and Concordant Opposition that look like huge spinning metal coins, visible for kilometers, often guarded by iron fortresses. Anyone walking this land or floating on the river Styx has a chance of contracting a major disease. Many of the daemons and some of the other creatures from the lower middle planes who were immune to disease make their home here.

Compared to Oinos, the terrain in the second layer is rougher, like foothills, with cooler temperatures, healthier vegetation including pine trees, and no disease. Everything is cloaked in dreary fog and mist, limiting vision to about a thirty meters. Yggdrasil's roots reach Niflheim, connecting it to Asgard in Gladsheim. The goddess Shar once maintained an abode here.

The lowest level of Hades contains the base of Mount Olympus, a direct conduit through the Astral Plane to the plane of Arborea. The gray motif continues throughout this layer but most of the vegetation is black willow trees and dry, dying poplars.

Daemons are the presumed rulers of Hades, but are actually outnumbered by the bird-like diakk and the greater powers had no trouble carving out realms for themselves. Factions of demodands carried on a low-level insurgency, sniping at the daemons but generally avoiding large-scale conflict that might attract the attention of the

resident deities. Also known to inhabit all layers of Hades are achaierai, nightmares, mephits and night hags.

Souls that arrived in Hades became larvae—sickly, human-headed worm-spirits—that are harvested by the night hags as a commodity for Lower Plane commerce.

11b. Dimensions within the Lands of Logic

Also known as the Realms of Reason, and Domains of Thought. As the Faerie Realms are dominated by magic so too are the Realms of Reason ruled by science. These are dimensions of ideas, information, insight, enlightenment and discovery.

7 Heavens

In *Dungeons & Dragons*, the fantasy role-playing game, Mount Celestia or more fully, the Seven Mounting Heavens of Celestia, or even the Seven Heavens is a lawful good-aligned plane of existence. It is one of a number of alignment-based Outer Planes that form part of the standard *Dungeons & Dragons* (D&D) cosmology. Celestia is the ultimate in law and good. All aspects of Celestia are beautiful and perfect; it is where the souls of many creatures of lawful good alignment go to after death. It is home to numerous celestial creatures including various types of archons, the petitioners of this plane.

As an outer plane, Celestia is spatially infinite, further consisting of seven infinite layers (or sub-planes). The seven individual layers form a colossal (perhaps infinite) mountain that rises from an infinite sea of holy water on the bottommost layer, to the summit on the

topmost layer. Ascending the mountain is analogous to travelling through subsequently higher or 'deeper' layers to the top. Each of the different layers consists of various beautiful mountainous environments becoming more breathtaking the higher the mountain is ascended. Celestia's first (bottommost) layer shares borders with the neighbouring planes of the Peaceable Kingdoms of Arcadia and the Twin Paradises of Bytopia; travel is possible between Celestia and these planes at certain locations.

While Mount Celestia is home to all manner of goodly and lawful beings including solars, archons, dragons, phoenix, asuras and hollyphants, as well as the souls of the good petitioners of the planes, its native inhabitants are the varied race of archons. The archons and all of Celestia are ruled over by the members of the Celestial Hebdomad; the ruling council of heaven. The Hebdomad deal with all matters relating to their plane, including dealing with the archons below, the souls of petitioners, goodly and lawful inhabitants of other planes and the defense of the weak and good and all of Celestia itself. The Hebdomad is ruled over by Zaphkiel from the illuminated plane of Chronias, the only remaining member of the seven original martyrs whose souls created the Hebdomad eons ago.

Celestia consists of seven layers:

Lunia

The lowest and first layer of Celestia is Lunia, also referred to as The Silver Heaven, due to its vast dark Silver Sea of holy water and beautiful shining cities of white stone. The Silver Sea itself is pure freshwater, not salt, filled with many aquatic life forms. Numerous

portals to other planes connect near to the shores, the masses of holy water acting as an effective deterrent to evil outsiders. The sky above Lunia is perpetually dark, filled with beautiful constellations of silver stars bright enough to illuminate the base of the mountain. Innocence is the theme here.

Lunia is the location of a number of godly realms, including Tyr's secondary realm of The Court, Brihaspati's realm of Nectar of Life, and the Shichifukujin's realm of The Eight Happinesses. Trishina can be found wandering on Lunia when not with her consort, Deep Sashelas.

Lunia is ruled over by the archon Barachiel, the patron of trumpet archons, whose Citadel of Stars sits on the shores of the Silver Sea. Barachiel is charged with defending Celestia from incursion, a task which, even on this lowest and most accessible layer, he rarely has to act upon.

Mercuria

The second layer, called Mercuria is also known as The Golden Heaven, so called because a mysterious golden light permeates everything within it. Gentle hills and lush green valleys comprise this layer, dotted with small settlements of archons and other good-aligned beings. Mercuria is known for its great tombs and monuments to noble fighters and paladins who now rest on this layer. These warriors are honoured during an annual Day of Memory.

The palace of the good dragon deity Bahamut moves about the first four layers of Celestia. It is made entirely from Bahamut's enormous treasure hoard, with walls made of mithral and

windows composed of huge gemstones. Inside, seven great wyrms closely guard the huge hoard of amassed treasure.

Mercuria is the location of a number of godly realms, including the god Rao's realm of Sweet Reason, Torm's realm of Trueheart, Surya and Mitra's realm of Goldfire, Vishnu's realm of The Divine Lotus, and Amaterasu's realm of Radiant Light.

Mercuria is ruled over by the sword-wielding Domiel from the Golden Spire of Aurilon, a 120 metre golden tower in the midst of a valley fed by four rivers.

Venya

Venya, the third layer, is also known as The Pearly Heaven. This layer is somewhat colder than the previous two and its slopes are often seen covered with a gentle layer of snow. Peaceful brooks and carefully terraced fields are common on Venya.

The Green Hills, is located on Venya. It is a place of safety for the many halflings that live here; their crops always give plentiful harvests and there are no large predators to speak of. It is also home to the halfling deity Yondalla, and other members of the halfling pantheon (Arvoreen and Cyrrollalee).

The Fields of Glory are the realm of Heironeous, the deity of justice and valor.

Erathaol the Seer, an incredibly handsome archon with subtle masculine features, governs Venya from his underwater library-fortress of Xiranthador. Within its pearl-lined halls are said to lie more tomes of knowledge than can be read in a thousand lifetimes.

Solania

Solania, the fourth layer, is also called The Crystal Heaven. Many valleys comprise Solania, covered with luminescent fogs and strange scents. The peaks are homes to numerous holy shrines, including monasteries and magnificent cathedrals. Many of the slopes are rich in precious ores and minerals and are mined by populations of dwarves that reside there.

A vast dwarven mansion called Erackinor is located on the slopes of Solania, where the dwarven deity Moradin makes his domain, with his wife Berronar Truesilver. Here exists the giant Soul Forges, that Moradin is said to use to temper the spirits of his people.

Solania is the location of a number of other godly realms, including the couatl deity Jazirian's realm of Uroboros, the Gates of Wisdom, Paladine's realm of The Dome of Creation, Chung Kuel's realm of The Ministry of Virtue, Kuan Yin's realm of The Lotus Garden.

Pistis Sophia, called the Ascetic due to her monk like tendencies, holds no abode but travels the misty hills of her layer, helping out all who greet her along the way.

Mertion

Mertion, The Platinum Heaven, is a layer of gentle slopes and wide plains. The many great citadels that dot the layer are the mustering grounds for forces of paladins and celestial creatures.

The City of Tempered Souls, Empyrea is located on the edge of a cold mountain lake. It is known to host many magical fountains with powerful healing

properties, as well as many hospitals and expert healers.

Raziel, known to his peers as the Firestar for his judicious wrath, rules Mertion from Empyrea. As the patron of paladins and warriors, he holds no permanent fortress but can be found in any of the city's many hospitals and infirmaries, providing spiritual guidance and protection to the clerics and patients within.

Jovar

The sixth layer, Jovar, is The Glittering Heaven. Its hills are studded with precious gemstones that glitter in the light.

Yetsirah, The Heavenly City is a huge seven-layered ziggurat, with a large staircase on each face connecting the terraces of each layer. The stones that make up the city are made of precious gemstones, similar to those seen around the surrounding hills. On the topmost terrace is the bridge of al-Sihal, formed of pure light. Here lies the portal to the topmost layer of Celestia, Chronias; the bridge of sheer blinding light known as the Bridge of al-Sihal is guarded by one of the mightiest of the solar named Xerona who allows those who are righteous and good to pass.

Yetsirah and all of Jovar is ruled over by Sealtiel the Defender. Sealtiel commands one of the most impressive standing armies in the Heavens from his fortress of Pax Exaltea, and is charged with preventing impure beings from reaching the uppermost layer of Celestia.

Chronias

Chronias is the topmost and final layer of Celestia, also called The Illuminated

Heaven. There is no real account or description of Chronias, as no entity that has entered has ever returned.

It is thought to be the ultimate goal of the inhabitants of Celestia to ascend the layers one by one in order to reach Chronias, where their souls will join with the essence of the plane itself.

If anyone can be said to rule in Chronias, that being would be Zaphkiel. Zaphkiel is the mysterious ruler of the Hebdomad, and is the only one who has held his position since it was created; all other previous members having perished in combating fiends or gone on to join the essence of their planes. Zaphkiel embodies the "perfect good", and only the most righteous and exalted individuals can stand in his presence without being consumed. Zaphkiel is the patron of dead children and stillborn babies and watches over their spirits. Beyond this Zaphkiel's motivations and plans are unknowable, though it is known that he intends to make the planes as good as they can be, and only he can promote an archon into the Hebdomad.

Acheron

In the Dungeons & Dragons fantasy role-playing game, Acheron (/ˈætʃərən/ ATCH-ər-ən), also known as The Infernal Battlefield of Acheron, is a lawful neutral/lawful evil-aligned plane of existence. It is one of a number of alignment-based Outer Planes that form part of the standard Dungeons & Dragons (D&D) cosmology. Acheron is an eternal battlefield of endless conflict. It is a plane of law where conformity takes precedence over any thoughts of good. Unending battles take place across the entire plane

between huge armies, with no chance of victory or cease-fire. Each layer of the plane consists of a huge number of iron cubes of varying size, from continent-sized to small islands; not all of these are actually cube-shaped, but they are generally called cubes nonetheless. The cubes float in an air-filled, infinite space, occasionally colliding with each other.

Every cube face is habitable, with gravity always being directed towards the cube's center; furthermore, the cubes are filled with caverns and tunnels.

The light on Acheron varies between that similar to bright moonlight to that of a dark and cloudy day. The sound of battle resonates around the plane and can always be heard in the distance.

As with other outer planes, Acheron is spatially infinite, consisting of four infinite layers or sub-planes. Acheron's first layer, Avalas, shares borders with the neighbouring planes of the Nine Hells of Baator and the Clockwork Nirvana of Mechanus; travel is possible between Acheron and these planes at certain locations.

Acheron has four known layers:

Avalas

The first layer of Acheron, Avalas, is also called The Battlefield. It contains the highest density of metal cubes and is thus host to the most fighting on the plane. The cubes are dotted with fortresses and covered with battlefields. Collisions between the cubes causes them to break apart in to smaller cubes, hence the smallest cubes are the oldest on the layer.

The realm of Nishrek, is located on Avalas. It is home to the orc deity

Gruumsh and the other deities of the orc pantheon including Bahgtru, Ilneval, and Luthic.

Bralm's realm, the Hive Fortress, is in Avalas.

The citadel of Scourgehold is the realm of Hextor, the god of tyranny and half-brother of Heironeous. Here Hextor presides over his legions as they train in The Great Coliseum.

Clangor, is located here. It is the realm of goblin deities Maglubiyet, Khurgorbaeyag, and Nomog-Geaya. Avalas also contains the realms of Amatsu-Mikaboshi (The Brilliant Land) and Lei Kung (Resounding Thunder).

With the destruction of Iyachtu Xvim, Bane has returned to his Black Bastion, a massive fortress-castle on the layer.

Thuldanim

Compared to Avalas, Thuldanim has a relatively small population. Geographically it is very much like the first, consisting of numerous huge cubes. On this layer the cubes are scarred and pitted by battle. Many pits lead down to labyrinths containing the refuse of the endless battles of the plane. The remains of broken war machines and other devices line the interiors of the cubes, even some finely crafted weapons can be found amongst the rubble.

Thuldanim has a preservative quality that results in the petrification of objects and creatures that spend too long on the layer; savvy visitors spend no longer than 29 days here.

The realm of Hammergrim, is located on Thuldanim. It is the realm of the duergar god, Laduguer.

Tintibus contains a large number of four-sided, five-sided, eight-sided, and other solids in preference to the six-sided cubes that predominate the other layers. A layer of thick dust coats the surface of the solids here, which are made of a grey volcanic stone. Magicians' libraries are scattered here, and is the best place in the Multiverse for magical research.

Ocanthus

The fourth layer contains no regular shapes, but many shard-like solids of black ice with razor sharp edges. The shards fly about in violent motion, referred to as a bladestorm.

At the extreme of Ocanthus lies the Cabal Macabre, the realm of the goddess of death and magic, Wee Jas. Her domain takes the form of a huge and intricately carved ice castle, that glows with a pale light. Wee Jas' powers quell the bladestorm within a half mile of her location, allowing her to maintain her realm. Cabal Macabre is located on a huge, possibly infinite shard of black ice which may be a barrier between Ocanthus and a deeper level of Acheron.

Arcadia

In the Dungeons & Dragons fantasy role-playing game, Arcadia (/ɑːrˈkeɪdiə/ ar-KAY-dee-ə) or more fully, the Peaceable Kingdoms of Arcadia, is a lawful neutral/lawful good-aligned plane of existence. It is one of a number of alignment-based Outer Planes that form part of the standard Dungeons & Dragons (D&D) cosmology. Arcadia is a peaceful harmony between law and good and is noted for its tranquility and strict

discipline. Everything on Arcadia has its specified place and everything functions as intended. Trees naturally form tight rows in orchards and streams snake across the perfectly flat plains in complex mathematical routes. Large geometric cities are perfectly laid out with efficient roads and beautiful architecture.

The Orb of Day and Night is a huge sphere that sits atop the tallest mountain in Arcadia, one side is illuminated and the other dark. The orb rotates at a constant speed so that exactly half of the plane is in darkness while the other half is illuminated. There is no dawn or dusk on Arcadia, but a sudden sharp change. The weather on Arcadia is always pleasant and seasons are of exactly equal length, which like the days, change abruptly when it is time.

As with other outer planes, Arcadia is spatially infinite, consisting of two infinite layers or sub-planes. It has normal gravity and normal time. Arcadia's first layer, Abellio, shares borders with the neighbouring planes of the Seven Mounting Heavens of Celestia and the Clockwork Nirvana of Mechanus; travel is possible between Arcadia and these planes at certain locations. Travel between Arcadia's two layers is possible via numerous portals present on both layers, as well other magical means such as spells.

A third layer, called Menausius was once part of Arcadia, but has since merged with Mechanus when populations of lawful-aligned Formians increased in numbers there, shifting its alignment away from good and toward law. This third layer was known as Nenausius in the Planescape setting. According to the

boxed set, Planes of Law, it also merged with Mechanus due to the Harmonium's attempts to forcefully convert other beings into being lawful good. This act placed more emphasis on law rather than good, causing the whole layer to fall into Mechanus.

Abellio

Abellio is a mostly flat layer, but does contain mountains and hills at various points. There are numerous large forests, lakes, streams and fields.

Mount Clangeddin, the realm of dwarf deity Clangeddin Silverbeard is located on Abellio. It is a perfectly shaped conical mountain rising over 30,000 ft. above the surrounding lands. The mountain itself is full of expertly constructed dwarven halls and galleries. Huge forges are used in the construction of dwarven weapons here.

The Formian hive-city of Mandible is also located here.

A number of godly realms exist on Abellio, including The Bastion of Law, realm of Saint Cuthbert; the Anvil of Creation, realm of Reorx; Cherry Blossom, the realm of Izanagi and Izanami; Marduk, the realm of Marduk; and The Ministry of Rewards, realm of Lu Hsing.[citation needed]

Buxenus

In appearance there are very few differences between Buxenus and the first layer Abellio; similar pristine landscapes stretching on endlessly. This layer hosts a more militaristic feel, with large numbers of Arcadian forces congregating in anticipation for future battles with the neighbouring plane of Mechanus.

The Harmonium, a particularly militant sect have their headquarters in the city of Melodia on Buxenus. The Harmonium run training camps to indoctrinate 'borrowed' chaotic mortals in the ways of law and order.

Heliopolis, occupies a part of Buxenus. Here it is hot and covered with sand-filled deserts dotted with vast pyramids and obelisks. A single life-giving river flows through its centre and it is home to the gods of the Mulhorandi Pantheon. This realm is occupied by Ra, Isis, Osiris, and Horus.

Azuth, a realm of magic and wizards is hidden on Buxenus. Only wizards can see through the illusions that protect its cave-entrance. Once inside, a great staircase suspended in space leads down to the city of Mage's Rest at the bottom. Naturally, the god Azuth lives here.

The reclusive goblinoid deity of the mongrelfolk, Meriadar makes his realm, The Hand of Peace, on Buxenus.

Elysium

In the Dungeons & Dragons fantasy role-playing game, Elysium, or more fully, the Blessed Fields of Elysium, is a strongly good-aligned plane of existence. It is one of a number of alignment-based Outer Planes that form part of the standard Dungeons & Dragons (D&D) cosmology. Elysium is a plane of idyllic good and the destination of the souls who sought always to further the cause of good without regard to law or chaos. Elysium is home to many celestial creatures, predominantly the guardinals, a race of celestials native to the plane.

Here colours become more vibrant, with the land itself working to remain as peaceful and alive as possible. Extended visits to Elysium causes one to lose interest in leaving, eventually becoming petitioners to the plane (similar to the effect that its evil counterpart, the Gray Waste, has on visitors). Other hazards include angering the plane's natives, who are surprisingly formidable.

The appearance and conditions of Elysium differ between each layer of the plane between beautiful forests and lakes to rugged mountains and watery swamps. The River Oceanus, its side channels and tributaries dominate many areas of the plane with its headwaters located in the fourth layer of the plane. The river itself continually splits and recombines at many points throughout its course across Elysium.

One of the Planescape factions, The Transcendent Order, also maintains a large presence here. Although they don't keep an official headquarters, they can be found throughout the plane, following their hearts and generally striving for greater harmony with their surroundings.

As an outer plane, Elysium is spatially infinite, further consisting of four infinite layers (or sub-planes). Elysium's first layer shares borders with the neighbouring planes of the Wilderness of the Beastlands and the Twin Paradises of Bytopia; travel is possible between Elysium and these planes at certain locations.

Elysium consists of the following layers:

Amoria

Amoria is the topmost layer of Elysium and is supposedly one of the most hospitable places in all of the Outer

Planes. It closely resembles the Material Plane with many town settlements along the banks of the River Oceanus. Amoria is the most populated layer of Elysium, with many residents utilising boats to travel around the layer. It has very mild seasons, with gentle winters and comfortable summers.

The rulers of the guardinals reside on this layer, their first is Prince Talisid, the most powerful leonal. He has command over the Five Champions, Duke Lucan, Duchess Callisto, Duke Windheir, Lord Hwyn, and Lord Rhanok. They have power comparable to the archdukes of Baator or the demon princes of the Abyss.

Amoria is the location of a number of godly realms, including, Pelor's realm of Light's Blessing, Majere's realm of Contemplation, Savitri's realm of Domain of the Day-Long Sun, Mishakal's realm of Healer's Home, Isis' realm of Quietude, Kuan-ti's realm of Valorhome, Ishtar's realm of City of the Star.

Eronia

Eronia is a rugged mountainous layer of hills and jagged peaks. On this layer, the weather is much more severe with violent windstorms and lightning being common. The seasons are more extreme with bitter winters and hot summers.

The godly realms located on Eronia include, Enlil's realm of Great Mountain of the East, Bragi's realm of HarpHearth, Tsukuyomi's realm of Mirror of the Moon, halfling deity Urogalan's realm of Soulearth, and giant goddess Hiatea's realm of Woodhaven.

Homes of several Forgotten Realms deities exist on Eronia in previous editions of Dungeons & Dragons, including Mystra's realm of Dweomerheart, Chauntea's realm of The Great Mother's Garden, which she shares with Liu and Lathander's realm of Morninglory, which he shares with Ushas.

Belierin

Belierin is a layer composed mostly of bogs and marshes, with tangles of mangroves in many places. Only a few settlements exist here on rocky spurs above the level of the swamps, many with a cathedral-like lighthouse, which directs travelers through the mists to safety.

This layer is supposedly the prison of some unknown dangerous entity, possibly a large creature, or denizen, of the lower planes. What is known is that it is not uncommon for evil creatures to be sighted here and the guardinals are constantly fighting back attacks by evil forces here.

The goddess Nut lives on Belierin in her realm of The Refuge of Night.

Thalasia

Thalasia is the origin layer of the River Oceanus that flows through the other layers. The layer is dotted with islands, known collectively as the Isles of the Holy Dead, the Isles of the Blessed, the Hills of Avalon, the Islands beyond the World, and the Heroic Isles.

Godly realms on this layer include, O-Wata-Tsu-Mi's realm of Citadel of the Sea, Belenus and Brigantia's shared realm of Isles of the Blessed, selkie deity Surminare's realm of Selkies' Grotto.

Trishina can be found wandering on Thaliasia when not with her consort, Deep Sashelas.

Happy Hunting Grounds

The Beastlands (more properly, the Wilderness of the Beastlands, formerly the Happy Hunting Grounds in early versions of the game) is a neutral (chaotic) good-aligned plane of existence. It is one of a number of alignment-based Outer Planes that form part of the standard Dungeons & Dragons (D&D) cosmology. The Beastlands is a plane of nature and animals. Peaceful alpine forests and groves of giant mushrooms can be found here. A varied climate exists across the plane, providing a suitable environment for many species of animals and plants. The number of traditional settlements is very small, with most inhabitants living beneath the trees out in the wilderness.

The mortal souls that come to this plane after death take on animal traits soon after they arrive, developing pelts of fur and growing horns or pointed ears or other such features. Over the course of centuries they continue to slowly change, becoming celestial beasts.

As an Outer Plane, the Beastlands are spatially infinite, further consisting of three infinite layers (or sub-planes). The Beastlands first layer shares borders with the neighbouring planes of the Olympian Glades of Arborea and the Blessed Fields of Elysium; travel is possible between the Beastlands and these planes at certain locations.

The Beastlands had three layers, all heavily forested with normal and giant trees, plants, moss, and fungi. Each layer had its own time of day which never

varied. Weather was regionally distributed and provided all manner of conditions for the habitats of all creatures. Weather in one region did not affect adjacent regions, so an arid desert could exist next to a snowy winter region for example. Any attempt to control the winds, weather, or atmosphere was countered by those airborne creatures who lived in the region.

Krigala is the upper layer, connected to the Astral Plane by color pools and to Elysium, Arborea, and the Outlands by portals disguised as large holes in hollow trees. The river Oceanus flows in a relatively straight course from Amoria in Elysium through Krigala on its way to Arborea. The sky is perpetually lit by a noonday sun directly overhead regardless of distance traveled.

The second layer of the Beastlands is constantly in dusk or dawn due to two suns on opposite ends of the horizon, hovering there and turning the sky a reddish hue. The landscape of Brux is similar to that found in Krigala. Brux is the location of the Library of All Knowledge.

The bottommost layer is the land of starlight. Above any clouds or fog that might exist in a region is a clear night sky full of wandering stars. The stars move randomly such that all attempts to map them into constellations are unsuccessful.

In addition to the myriad species from the animal kingdom are the usual Upper plane sentient creatures, such as hollyphants, planetars, solars, devas, foo creatures, agathia, and baku.

Another form of life unique to the Beastlands were the mortai, also known as the "faces in the clouds". They appear as cumulus clouds with large humanoid faces and can communicate with anyone if they so wish. The mortai are considered very wise and can converse on most any subject. They also have complete control over the air and weather. Their origin is unknown but it is thought they might be collections of good and somewhat chaotic spirits.

Mechanus

In the Dungeons & Dragons fantasy roleplaying game, Mechanus, also known as The Clockwork Nirvana of Mechanus (or simply) is a purely lawful aligned plane of existence.

It is the plane of ultimate law and order (neutral or chaotic creatures take -2 penalty on Charisma, Intelligence and Wisdom-based checks), where the souls of people of lawful neutral alignment go after death. Mechanus operates on a strict schedule where every action is planned, measured and controlled perfectly. It is home to the construct-like geometric modrons, the law-enforcing inevitables and the regimented giant ants called formians.

Mechanus consists of a single infinite plane; there are no constituent layers. Mechanus shares its borders with the neighbouring planes of the Peaceable Kingdoms of Arcadia and the Infernal Battlefield of Acheron; travel is possible between Mechanus and these planes at certain locations.

Throughout Mechanus exists a series of interlocking cogs that float in space, intersecting at all angles and directions. Many of the cogs are gigantic, stretching

many miles across and turn so slowly that the rotation is undetectable. Smaller cogs can move at much higher speeds, but no acceleration is experienced, except at the very edges. Usually smaller cogs bunch up with larger ones; these are called knots. The gears are fiercely guarded by gear spirits that reside within them. The gravitational force is oriented towards the face of each individual cog, making intercog travel a disconcerting experience for the uninitiated.

Regulus is the home of the construct-like Modrons. Their strict hierarchy originates from Primus, a greater deity, which resides here. Regulus consists of a total of sixty-four cogs, a number that never varies. It is divided into four quarters of sixteen cogs, each ruled by a Secundus. Each quarter is in turn split into four regions, of four cogs, each ruled by a Quarton. Finally, the regions are further subdivided into four sectors, of a single cog each, ruled by an Octon.

At the center of the Formian realm lies a central cog more than three-thousand miles across, where the Scion Queen Mother, leader of the Formians resides. The central cog supposedly imparts the movement to all other cogs in Mechanus.

Anu is ruled by Anu. Here exists a single huge disc, upon which his palace rests.

The Jade Palace is home to Shang-ti, the Celestial Emperor. His palace is the focal point of the Celestial Bureaucracy, which also supervises the Chinese pantheon. The Great Library can be found here.

Possibly named after John von Neumann, it is a series of mysterious

self-sustaining factories that produce Inevitables. It is managed and presided by the Hub of Elders, who seeks out any non-lawful activity (broken contracts, etc.) that needs to be corrected.

The plane of Mechanus is the location of a number of godly realms, including the god Pholtus' realm of The Path of Law, Helm's realm of Everwatch, the myconid deity Psilofyr's realm of Mycelia, Nai No Kami's realm of The Shaking Land, Yama's realm of Yamasadena, Rudra's realm of Focus of Energy, and Varuna's realm of The Vigilant Eye.

Twin Paradises

Bytopia, also known as the Twin Paradises, (bi- + utopia) or, more fully, the Twin Paradises of Bytopia, is a lawful good/neutral good aligned plane of existence. Bytopia is a virtuous plane of cultivated beauty, and is home to many of the deities of the gnomish pantheon.

Bytopia is a spatially infinite plane, consisting of two layers or sub-planes. It is unique in the sense that the two layers are laid facing one another, each looking down (or up; the terms are relative here) at the other. A traveller can look up from one layer and see the other above him looking back down (or, from the other side's perspective, up), provided that the sky is clear. To get from one layer to the other, travellers must either climb tall mountains, or fly. Gravity reverses when someone reaches the middle point between the two layers. Bytopia shares its borders with the neighbouring planes of the Seven Mounting Heavens of Celestia and the Blessed Fields of Elysium; travel is possible between Bytopia and these planes at certain locations.

Dothion is a serene pastoral layer of meadows and wild-flowers; it is home to the souls of farmers, craftsmen, honest merchants, and gnomish commoners. The Golden Hills, is located here, and is home to the gnome deity Garl Glittergold, as well as Baervan Wildwanderer, Baravar Cloakshadow, Flandal Steelskin, Gaerdal Ironhand, Nebelun the Meddler, and Segojan Earthcaller. Flandal shares his Mithral Forge with Ama-Tsu-Mara. The godly realms of Deephome, home of Callarduran Smoothhands, god of the svirfneblin, and Prosperity, realm of Inari, are also located on Dothion.

Shurrock is the mountainous untamed twin, home of hidden beasts and monsters. The gnomish underground mining city of Quarry that specialises in gemcutting is located here. Rangers often foray into this wilderness to slay creatures that have threatened the folk of Dothion.

A number of godly realms exist on this layer, including Heart of Justice, realm of Kiri-Jolith, and Windwrath, realm of Tefnut. Martyrdomain was the realm of Ilmater in previous editions of *Dungeons & Dragons*.

11c. Dimensions within the Afterworlds

Also known as the Realms of the Just Dead, and Domains of the Gods.

Arborea

Arborea or more fully, the Olympian Glades of Arborea, is a chaotic good-aligned plane of existence. Arborea is also referred to as "Olympus" or "Arvandor", though technically those names describe separate realms within

the plane. Arborea is stylised as a peaceful plane of natural beauty with a multitude of thriving environments. Much of the plane is dominated by vast tall forests, but also includes glades of wildflowers and fields of grain. As a plane that also embodies chaos, it has a wild and often sudden nature. The weather can change drastically at short notice, changing from warm sunshine to raging winds and back again in just a few minutes.

The eladrin, powerful elf-like celestial creatures are the protectors of Arborea, the most common of which is the Ghaele. Lillends are also common on the plane. Many types of celestial and anarchic version of common animals, natural creatures suffused with tendencies of good or chaos, are found in Arborea. Also, primitive Orc-Baboon hybrids known as Losels dwell in its wilderness, occasionally migrating between it and the Beastlands.

Arborea has two main types of petitioner, the first of which are the spirits of the elven dead. Some take the form of celestial creatures or others simply merge with the plane itself, as a final reward after death. The second main type are the bacchae, drunken revellers who perpetually indulge in wild celebrations, enticing visitors to join with them.

As an outer plane, Arborea is spatially infinite, further consisting of three infinite layers (or sub-planes). Arborea's first layer shares borders with the neighbouring planes of the Heroic Domains of Ysgard and the Wilderness of the Beastlands; travel is possible between Arborea and these planes at certain locations.

The wandering realm of the Seelie Court often appears on the plane of Arborea, always in a different location.

Arborea has three layers:

Arvador/Olympus

Principally, it is the home plane of the Seldarine, the good Elven deities, headed by Corellon Larethian. This layer is mostly endless canopies of forest with huge clearings containing many idealized elven settlements. Arvador has a day and night cycle matching that of the material plane. The goddess Eilistraee also resides in the forests of Arvador, despite her banishment.

The realm of Brightwater is located on Arvador. Four goddesses have domains here, including Lliira, Sharess, Sune, and Tymora.

The actual realm of Olympus is found here, and is home to many deities of the Greek pantheon, including Zeus, Aphrodite, Apollo, Ares, Artemis, Athena, Demeter, Dionysus, Hephaestus, Hera, Hermes, and the titan Rhea.

There are several other realms located on this layer, including:

The aarakocra goddess Syranita's realm of Whistledge;

The giant goddess Iallanis's realm of Florallium;

Trithereon's realm of The Forking Road; Chih-Nii's realm of Loom of the Celestial River.

Aquallor/Ossa

When not with the Seldarine, Deep Sashelas also has his own realm of Elavador on Ossa.

Aquallor/Ossa

Ossa to the Greeks and Aquallor to the elves, this layer is mostly filled with

shallow seas no more than three feet (one meter) deep, with no islands or shores. The River Oceanus has its outlet here, delivering travelers from Elysium or the Happy Hunting Grounds/ Beastlands safely in the middle of nowhere. The mighty sea is wracked with powerful storms. The shallow seabed is occasionally broken by cavernous trenches leading to undersea domains of various sea gods or by huge maelstroms that funnel water back to Thalasias in Elysium, thus completing the cycle. The barriers between layers of this plane are somewhat rare compared to other Outer planes. Being the middle layer, Aquallor has barriers that lead to the watery realms of Poseidon and Deep Sashelas in Arvandor, as well as a few that lead to the third layer, Mithardir. Aquallor is also home to many sea elves and other aquatic creatures.

Mithardir

Also known as Pelion; Mithardir means white dust in the Elven language, and the mysterious third layer is a land of blowing white sand, with snow in the colder regions. Both the Greeks and the elves have stories and legends about powerful beings who once lived here, creating artifacts and architecture that became all but buried in the dust after they presumably died or departed. Their fate, and that of any creatures left behind, remains unknown.

Devas, hollyphants, planetars, solars, foo creatures, and agathia form the usual cohort of creatures ubiquitous to the Upper planes. But Arvandor is also the home of giant beasts and legendary monsters, such as giant bears, eagles, wolves, serpents, boars, lions, and wild cattle. Gorgons, cyclopes, giants, medusae, chimerae, harpies, sphinxes,

and pegasi all made nests or lairs in the mountainous terrain or live and lurk in the wilderness of the first layer.

Pandemonium

Pandemonium) is the Outer plane where Chaotic Evil and Chaotic Neutral petitioners are sent after death. Pandemonium is a large, complex cavern that never ends. Compounding this problem, howling winds drive most of its residents mad. There are few creatures that are native to this plane; those individuals who do live there usually have no choice in the matter.

Gravity in Pandemonium always pulls away from the center of any cavern so a traveler can walk on the floor, walls, or ceiling. Streams and rivers flow along one surface of a cave, or inexplicably down the middle through the air. The larger caverns are hundreds to thousands of kilometers deep, wide, and tall, and the winds there could lift up small humanoids and carry them far away before a dangerous landing.

Pandemonium had four known layers, each with slightly different conditions:

Pandesmos

The topmost layer with portals to Limbo, the Abyss, and Concordant Opposition is called Pandesmos and is the most habitable layer of the four. This layer has the largest caverns and the river Styx flows through the rocky wastes. Nearly all great cities and citadels in Pandemonium are found here.

Cocytus

The second layer is called the layer of lamentation because the wind whistling through the tunnels carried the cries of anguish and the sounds of sorrow. The passages on this level are narrower

making the noise shrill enough to drive insane anyone with unprotected hearing. Unlike the natural looking tunnels and caves of Pandesmos, the passages of Cocytus were carved by beings unknown to even the gods.

Phlegethon

The third layer is the layer of dark and damp. The walls are matte black and absorb all light with no reflection—all light sources can only illuminate half as far as normal. Many rivers and streams cut through the black rock and the constant dripping of eons built up stalactites, stalagmites, and other cave formations.

Agathion

Agathion (a-GAY-thee-on) is the deepest known layer of Pandemonium and is made of solid rock with no tunnels and only giant spherical bubbles of air or vacuum. Those bubbles with a barrier to Phlegethon are filled with huge windstorms capable of flinging even large humanoids around. Pockets without a connection to the next level are often the final resting places of things that should not be awakened.

Pandemonium has no known indigenous life forms but many inhabitants that are either immigrants, visitors, exiles, marooned, or prisoners. Quasits and shadow demons are plentiful, as well as many low- to mid-level demons and the occasional demon lord-in-exile.

The Spirit Realm

The spirit world is a realm brought into sharp focus. Colors are brighter, sounds more distinct, and every sense is more keenly aware its surroundings. Some of its denizens say that the material plane is

just a pale reflection of the spirit world's vibrancy. It is a dimension of ultimates. The spirit world is a transitive plane. It is both coexistent and coterminous to the material plane, matching its terrain. A valley on the spirit world corresponds to a valley on the material plane, and where there is a waterfall in one, there is a waterfall in the other. In the case of the spirit world, however, the waterfall is higher, its water more pure, and its sound more pleasing than that of its equivalent on the material plane. The spirit world's waterfall would likely be the home of a water elemental that serves as the spirit of the waterfall. Living creatures and their structures do not necessarily have direct analogs, but may.

Traits

Normal Gravity

In the spirit world, creatures do not age, hunger, or thirst. Days and nights pass within the spirit world as they do on the material plane. However, the nights are ebony black and set with brilliant stars, while great clouds arching across a sky of purest blue dominate the days.

It has finite size unless the Material Plane has the infinite size trait, in which case the spirit world does too.

Changing things in the spirit world does not directly affect the material plane, and changes on the material plane aren't necessarily reflected in the spirit world right away.

However, particular locations within the plane may have those traits. A smith's forge on the Material Plane, for example may have an equivalent in the spirit world with the fire-dominant trait.

Specific locations may have other alignments; the spirit world equivalent of a haunted graveyard might be mildly evil-aligned, for example.

All divine spells are extended and empowered on the Spirit World. Arcane magic, which comes from knowledge as opposed to proper veneration, is unaffected.

The Spirit World is coexistent with the Material Plane, and movement on one is equal to movement on the other. A traveler who enters the Spirit World, walks three miles north, and then returns to the Material Plane is three miles north of the walk's starting point.

The Plane of Shadow does not connect to the Spirit World, so spells that use the Plane of Shadow do not function in the Spirit World.

The Spirit World leads to other planes, in particular the homes of whatever great powers oversee the operation of the known universe. A traveler through the Spirit World finds portals to the great palaces of these deities, as well as unique heavens and hells. A traveler seeking the Duke of Storms, for example, would find a portal to his palace occupying the same general location as storm-wracked peaks on the Material Plane.

The Spirit World is home to a variety of creatures, including fey, elementals, undead, outsiders, and dragons. Those with access to the plane shift spell visit the Material Plane under their own power, and spellcasters use summoning spells to bring other Spirit World creatures to the Material Plane. Still

other Spirit World creatures find natural portals between the planes.

Settled areas of the Material Plane are particularly dangerous in the Spirit World, because these places are where the spirits of ancestors dwell. These spirits are extremely protective of their descendants; an assassin who pops into the Spirit World to infiltrate a local duke's reception hall will be confronted by one or more ghosts of the duke's predecessors. This is one reason that rulers live in the same palace for generations: They enjoy the protection of their ancestors.

Ysgard

Ysgard is the Outer Plane of Chaotic Neutral / Chaotic Good alignment. It is also called Asgard, Gladsheim or The Heroic Domains.

The theme of Ysgard is the glory of heroic, individual struggle. According to myth, the twilight of the gods will begin on this plane. Ysgard is also a plane of inspiration and creativity. The Infinite Staircase has its beginning here, and true poetry is said to be found in giants' wells and the mead of the gods. The World Tree, Yggdrasil, has the most connections on this plane.

Ysgard is a place of raw elements, where rivers of earth, ice, and fire crash together in the howling sky; a place where waves crash in wild oceans. It's the homeland of the heroic bariaurs, the giants and their gods, and the mystical fensir.

The goat or sheep-bodied, centauroid bariaurs roam Ysgard's layers and adjacent planes freely, battling giants and embracing their liberty and love of

life. The lillends are serpentine celestials whose duty it is to guard the Gates of the Moon and the Infinite Staircase that extends from it. The squirrel-like, chattering ratatosks scamper up and down the World Ash Yggdrasil.

Fearsome giants dwell in Ysgard, mighty enough to challenge the gods themselves. Their lesser cousins, the fensir, are a wise but ravenous race found on the first layer of the plane.

Servants of the gods include angels, einheriar, and valkyries.

As an outer plane, Ysgard is spatially infinite, further consisting of three infinite layers (or sub-planes). Ysgard's first layer shares borders with the neighboring planes of Arborea, Limbo, and the Outlands; travel is possible between Ysgard and these planes at certain locations. Portals in Ysgard are wells in the earth. They are often marked, but tend to be unreliable.

Ysgard is well known for its heavy connections to the plane-spanning tree Yggdrasil, the World Ash. Yggdrasil touches the Beastlands, Niflheim, the three layers of Ysgard, Limbo, and Elysium, as well as many other locations. Its roots can be found drinking from the Well of Urd in the Realm of the Norns and from the Well of Mimir, and one emerges near the gate-town of Glorium. It also joins various half-worlds that touch nowhere else in the multiverse. High in the branches roosts the eagle Egder, and at its Niflheim root squirms the dragon Nidhogg and her brood of linnorms. The World Ash also hosts a major sentient race, the ratatosks.

The first layer of Ysgard, also known as Ysgard or Gladsheim, takes the form of rivers of earth (or "earthbergs") stretching across the sky. On the larger earthbergs are oceans and continents. The underside of the earthbergs burns with fire and molten rock.

The layer of Ysgard is the location of a number of godly realms, including Olidammara's realm of Winesong, Frey's realm of Alfheim, Selüne and Soma's shared realm of Gates of the Moon, Surtr and Thrym's realm of Jotunheim, Bast's realm of Merratet, Anhur's realm of Netaph, Branchala's realm of Soul of Music, realm of the Vanir (Frey, Freya, Noatun, and Ullr) Vanaheim, Hachiman and O-Kuni-Nushi's realm of Kenyama, and Shou Hsing's realm the Orchard of Immortality.

The realm of Asgard on the first layer of Ysgard is the home of the Norse gods Odin, Frigga, Frey, Freya, Idun, and secondary realms of Loki and Tyr.

Muspelheim, the second layer of Ysgard, is similar to the first layer of that plane in that it is made up of shifting rivers of earth that form vast arches through the sky. Unlike the first layer (Ysgard), the earth here is covered in lava and flames as hot as the Elemental Plane of Fire.

Surtr, god of fire giants, dwells on this layer; within it is a portal to the Elemental Plane of Water known as the Silver Eye. The Mystaran Immortal Rathanos has a realm here as well. There is a fortress built by celestials called the Tower of War Triumphant; it guards a portal to the Abyss known as the Gaping Maw. Somewhere on the layer there is said to be a portal to the Paraelemental Plane of Ice.

Nidavellir is the third layer of Ysgard, a subterranean realm of caves and underground passages. The terrain on this chaotic plane shifts unpredictably, so caverns and byways may open and close.

A realm of magic-savvy dwarves, also called Nidavellir, is located on this layer of the plane; the dwarven god Muamman Duathal lives there when he's not wandering, and the dwarven goddess Sharindlar has a ring of standing stones nearby. It's rumored that the Norse god Hoder dwells here as well. The city of Ashbringer, also known as the Great Bellows and the Chorus of Ringing Anvils, is located in the dwarven realm of Nidavellir. Svartalfheim is a realm of chaotic neutral dark elves; the goddess Eilistraee dwells there. These dark elves are foes of the Ysgardian dwarves.

Brassberg, the realm of the draconic god Aasterinian, is found here as well.

The Realm of Dreams

The Plane of Dreams, usually simply called the Dream World, is where dreams cavort, heedless of the waking world. Dreams once dreamt fade into obscurity, but their echoes resonate forever throughout the Dream World. Carcasses of particularly vile dreams, charged with dark emotion, sometimes rampage from dreamscape to dreamscape, giving rise to terrible nightmares.

Into the Plane of Dreams come dreamers, whether they will it or not, every time they fall asleep. Their minds take flight to the Plane of Dreams. The edges of Dream expand and contract with temporary dreamscapes as dreamers on every plane sleep and wake. The

Dream World would exist even if there were no dreamers, though.

The many dreamscapes created by dreamers last but a short time, and they rarely impinge on each other accidentally. However, there are those who knowingly walk between dreamscapes, doing as they will. Sometimes such lucid dreamers pierce the very heart of the Dream World, where average dreams dare not roam

Within most dreamscapes, the strength of gravity is the same as on the Material Plane, but each dreamscape can pull in a different direction. The subjective gravity of most dreamscapes appears to conform to normal gravity, but other dreamscapes may have wildly different gravity traits. Visitors who master the skill of Lucid Dreaming can choose how the gravity of a particular dreamscape affects them.

For every 10 minutes in Dream, only 1 minute passes on the Material Plane. But the nature of the plane makes time spent on the plane less real. No matter what visitors experience, only memories remain when they leave the Dream World. Spells cannot truly be cast or learned, nor items won or lost, nor experience points earned when dreaming.

The Dream World is infinite, though individual dreamscapes are finite. Even a single dreamscape can seem quite large, however, depending on the nature of the individual dream.

Dreamscapes are born from wild dream-stuff the moment a dreamer's mind plunges into the Dream World. Left alone on the Dream World, wild dream-stuff is as ephemeral as thought. But

once a dreamscape solidifies, it has the alterable morphic trait similar to the Material Plane. Visitors skilled in Lucid Dreaming may be able to morph a dreamscape more to their own liking. No Elemental or Energy Traits. Mildly Neutral-Aligned.

Spells can be cast normally, but travelers who leave the Dream World discover that any spells they used on the plane weren't really cast (they still have them as prepared spells or available spell slots). Similarly, any spells still in effect when a traveler leaves the Dream World are gone as if they were never cast.

The Plane of Dreams is coterminous to the Material plane and all other planes sentient beings reside (including the Far Realm). The easiest method of reaching the Dream World is through the Portal of Sleep, which living creatures the multiverse over access without conscious thought while they slumber. When sleep claims a living mind, the consciousness of the sleeper comes to the Plane of Dreams, and the dreamer enters into his or her own dreamscape. The body remains on the Material Plane, but the mind wanders as a discrete entity within a dreamscape. When the sleeper wakes, the mind returns to the body, and the dreamscape usually fades into undifferentiated dream-stuff. Sometimes dreamscapes linger and pass into the Dreamheart, taking on a more permanent reality.

Dreamwalkers (frequent visitors to the Plane of Dream) can enter the Dream World through the Portal of Sleep like any dreamer, or they can pass bodily into dreams by finding rare physical portals into the Dream World or casting the Dream Travel spell.

All manner of creatures are found in Dream, ranging from small animals to abominable nightmares. Dreamers run the gamut as well, though dreamscapes of similar creatures are generally clustered together like archipelagos in a sea of wild dream-stuff.

Your dreams can indeed hurt you. Of course, most mortals live out their lives without coming to any harm in the great untamed wildness of the Dream World, but some are not so lucky. When an average dreamer enters the Dream World, she retains all her abilities and even gains dream-stuff equivalents of carried or worn items. Likewise, her hit points, ability scores, and all other values are exactly as they were before she fell asleep. For example, if she is a 5th-level wizard with a wand of lightning, she can use both her spells and her wand in the Dream World. When she wakes up, she'll find that she neither cast any prepared spells nor expended charges from her wand.

If a dreamer or dreamwalker dies in a dreamscape, she wakes immediately with a hammering heart but is otherwise unharmed. A dreamer or dreamwalker pulled slain in the Dreamheart also dies on the Material Plane. Worse, their spirits are snared forever at the heart of the Dream World, so Raise Dead and Resurrection spells don't work.

Dreamscapes

Many dreamscapes are small-no more than two or three rooms in a drab building, a small clearing in a stormwrecked forest, or a mist-shrouded rural crossroads. Other dreamscapes extend for miles and contain all manner of oddities, architecture, and inhabitants.

However, all dreamscapes share one feature: the dreamer.

The dreamer's unconscious mind forms the dreamscape, which the dreamer then moves through, usually unconscious of the fact that he is dreaming at all. The dreamer alters large or small aspects of his personal dreamscape, though he never does so consciously unless trained in Lucid Dreaming. Dreamscapes usually burst when the dreamer awakens, although occasionally dreamscapes linger or survive permanently under unusual circumstances or magic. In extremely rare cases, a dreamscape ruptures, sending its pieces and visitors into other dreamscapes or onto the Material Plane. Objects from ruptured dreamscapes usually last 1d% hours on the Material Plane, but 1% of them achieve permanent reality.

The Dreamheart

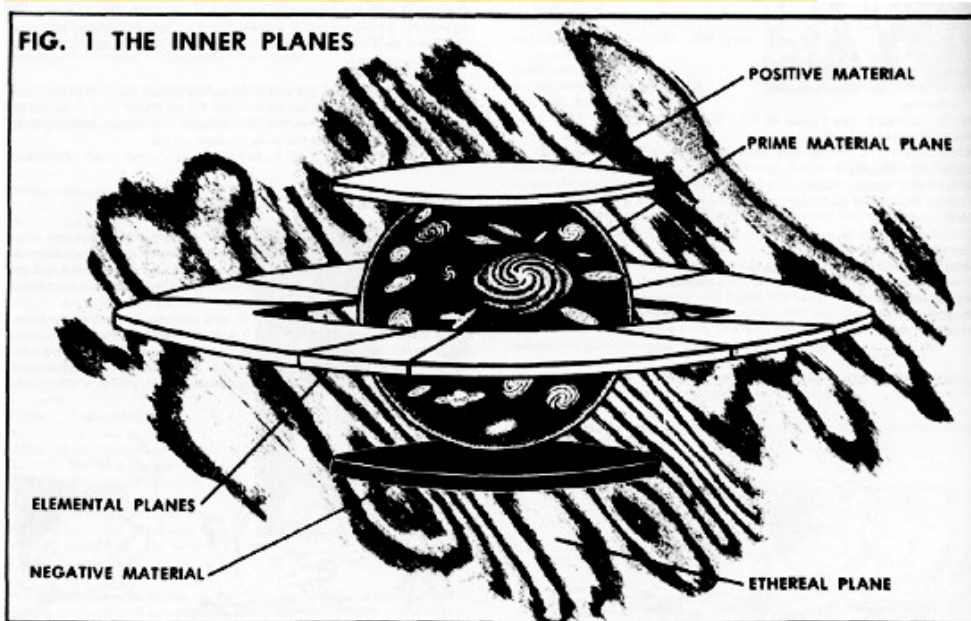
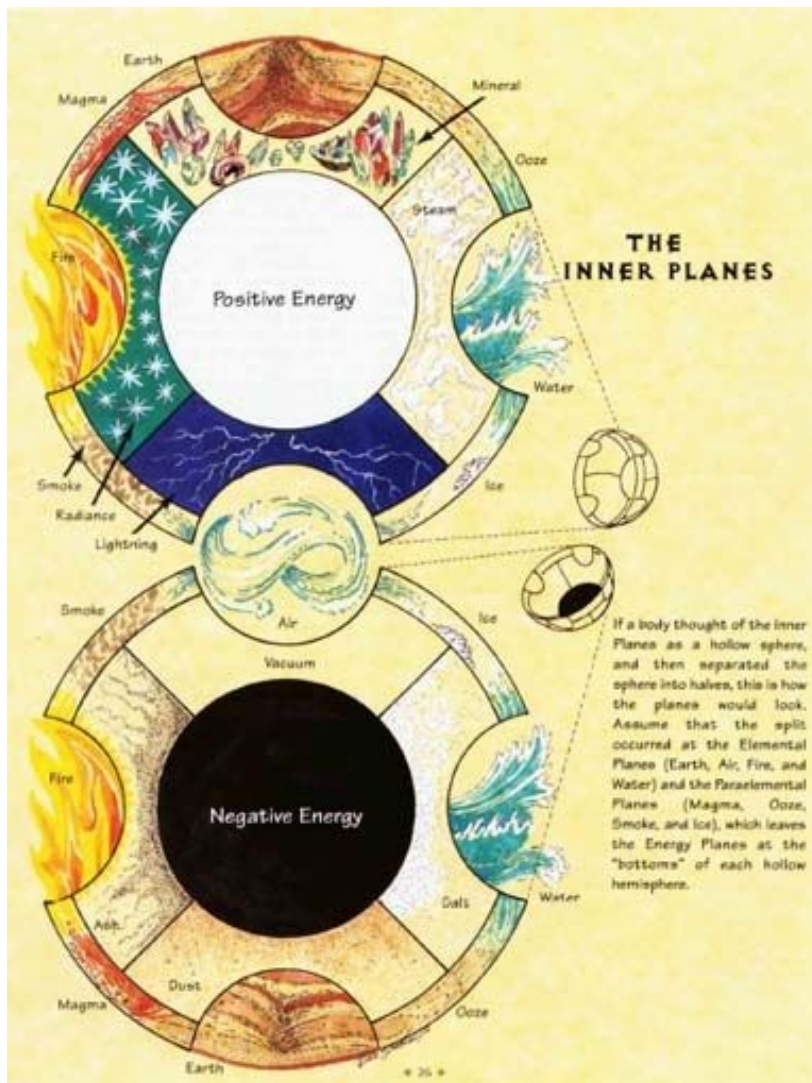
The dreamscapes, in all their infinite numbers, are only the edge of the Dream World. They border the Dreamheart, a realm where dreamers can die. The Dreamheart is a roiling boil of dream-born landscapes that melt, burn, grow, and dissolve without any rhyme or reason. Balls of fire, pockets of air, chunks of earth, and waves of water battle against each other. Amid the chaos, half-melted dreamscapes drift—lakes, buildings, streets, strange creatures, and small islands. Some provide shelter against the tempest, but others are open to its deadly effects.

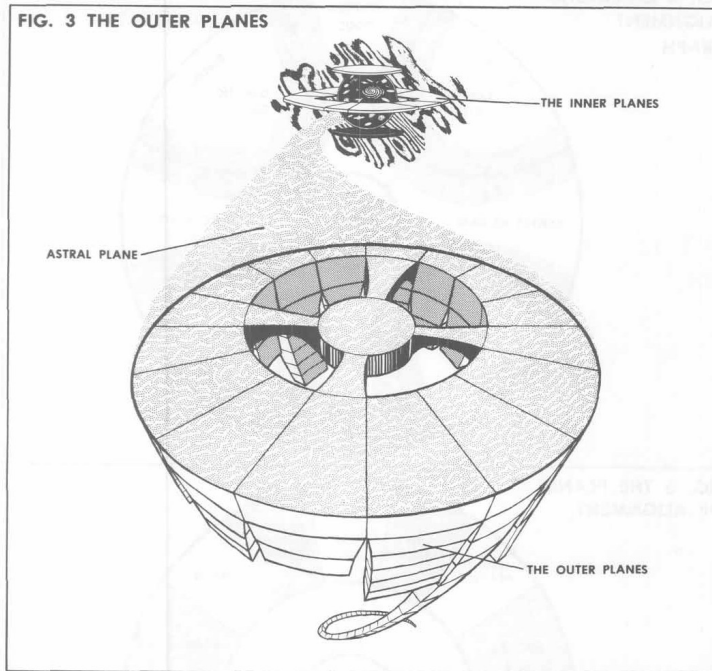
These are dreamscapes that have been pulled into the Dreamheart, usually after their dreamers have awakened.

Waking up in the Dreamheart is more difficult, requiring a Wisdom. In the Dreamheart, a random flare of fire,

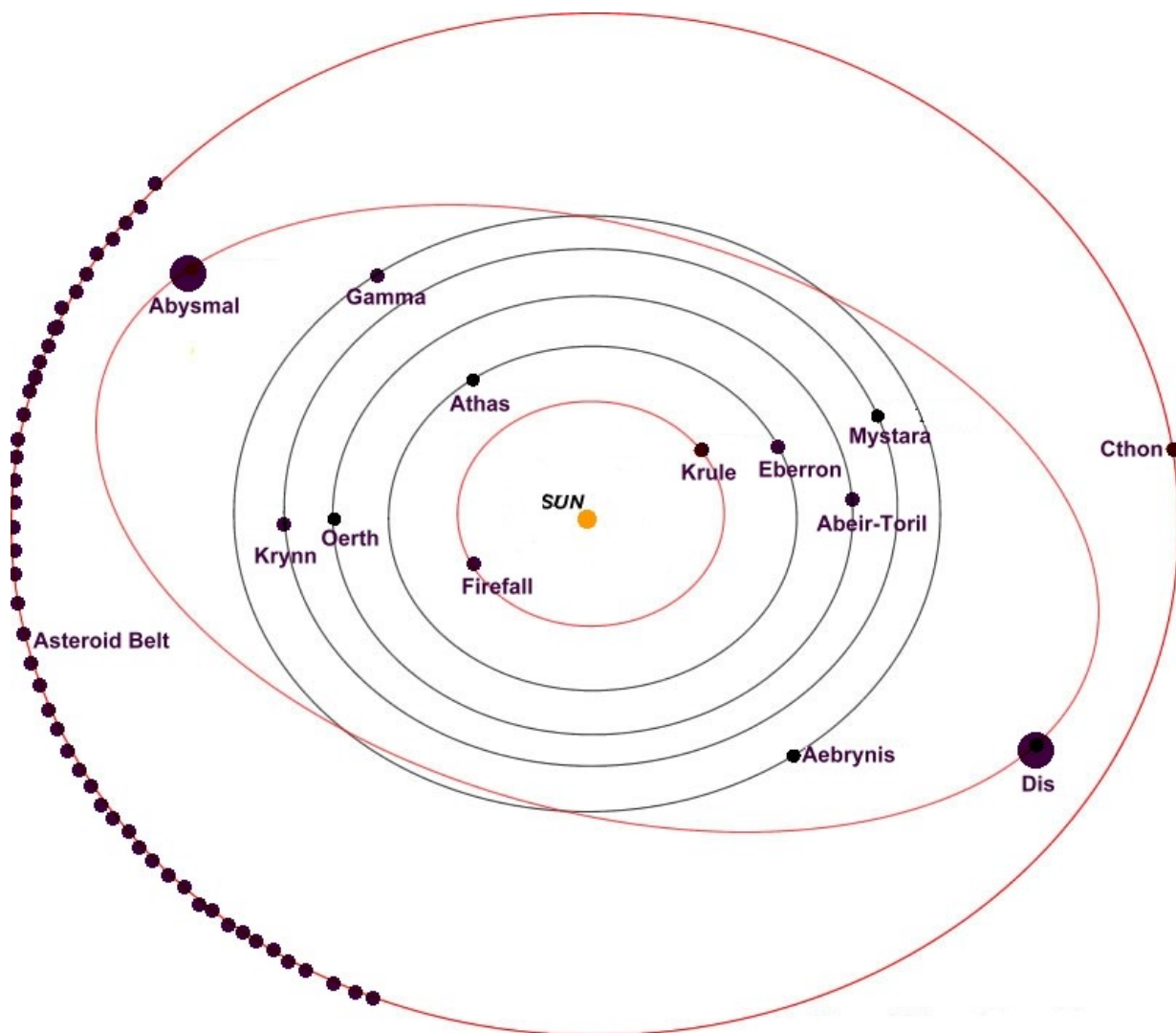
electricity, or flood can take the life of a dreamwalker at any moment. Likewise, a dream-born creature can swoop out of the chaos and eat an inexperienced traveler. When death comes in the Dreamheart, it affects the physical body as well.

Unless sheltered by a solid dreamscape, exposure to the tempest deals 25 points of damage each round: 5 points each of sonic, electricity, cold, fire, and acid damage. Like any storm, the tempest of the Dreamheart has an eye. If there is any mind, deity, or purpose in the Plane of Dreams, it can be found in the Eye of the Dreamheart Tempest. But each character who visits it comes away with a completely different understanding of what lives in the eye—some meet deities, others find long-dead loved ones, and others achieve unparalleled personal power or insight. No one account can accurately encompass the Dreamheart, much as no dreamer can completely understand all dreams.





4. THE SHATTERED REALMS STAR SYSTEM



These maps show approximate orbits and are not to scale

Planet	AU from Sun	Moons	Size (kms)	Description
Abeir-Toril	1.3	1	7964	The world of the Forgotten Realms, Savage Coast, Jakandor, Underdark, Rokugan, Kara Tur, Faerun, and Maztica settings.
Abysmal	9.5	75	24,390	The giant world of Ghostwalk, Dragonfist and Pelinare settings.
Aebrynis	5.2	1	6371	The world of the Birthright, and Red Steel settings.
Asteroid Belt	19.1	500	Varies	A dangerous belt of over 500 asteroids of various sizes.
Athas	.72	2	7926	The world of the Dark Sun setting.
Cthon	19.2	0	6383	An ice world where all life exists in subterranean dungeons and cities.
Dis	9.8	50	20,400	A giant world of the Ravenloft setting.
Eberron	.89	1	3390	The world of the Eberron and a magical Boot Hill settings.
Firefall	.38	0	2585	A hell planet full of fiery vegetation and elementals.
Gamma	7	2	6388	The world of the Gamma World setting.
Krule	.57	0	3232	A sphere of water the size of a world, held together by magic.
Krynn	2	3	7960	The world of the Dragonlance and Greyhawk settings.
Mystara	1.5	2	6370	The world of the Mystara, Al Qadim, Hollow World and Mahasarpa settings.
Oerth	1	3	6481	The oldest world in the Realms, combining a mixed society of magic and high technology.
Sun	0	0	698,419	An O class blue sun composed of mana instead of the normal star material.
Earth	1	1	6371	Earth is not a part of this dimension but has been included here for comparison.

Each of these worlds will be explored in their own pdfs.

Astronomical Measurements

1 Light Year/Ly	62,240 AU or 390,363,984,543,616,629,394,560 kms
1 Astronomical Unit/AU	14.968 kms or 6,279,627,051,077,596,944 kms
1 kilometre/km	.6 mile

5. THE SHATTERED REALMS SPACE

Wildspace is similar to the outer space of science fiction, with planets, asteroids and stars, but with different physics. Gravity is either none or the same as that of Earth, and is directed towards the center of planet-sized bodies; on large objects in space like spacecraft and enormous creatures gravity is directed towards a flat plane running through the object's long axis, allowing characters to stand on the decks of ships.

Unlike the space of our universe which is a void devoid of any air, wildspace is filled with phlogiston. The Phlogiston, or the Aether, is an odourless, multicoloured fluid and seems to have no effect on breathing (and no, it is not flammable). It is far from homogeneous. The fluid itself varies in its density from place to place and also displays river-like flows, sometimes connecting objects such as the planets within a star system.

Spelljammers can make use of this flow to greatly increase their speeds through the vast distances within the phlogiston. Increasing the contact area with the flow to acquire greater speed is also the reason some spelljamming ships have sails.

A signature property of the substance is that it does not exist within the boundaries of a world, to the degree that it cannot be brought into a world by any known means up to and including the direct will of deities.

Every world floats in the phlogiston, very slowly bobbing up and down over time. Travel between worlds is facilitated by the formation of "Flow

rivers" — sections of the phlogiston which have a current and greatly reduce travel time. Travel through the "slow flow" (i.e. off the Flow rivers) is possible, but very dangerous.

Sailing ships, travel the empty aether, move by the power of their mystic helms. Gravity is a matter of convenience, where a captain can tour the bottom of his ship, and worlds come in all shapes and sizes.

Ravenloft is a demiplane and interacts with the aether in the same enigmatic way it intersects with the other worlds. All of the planets rotating create turbulence and eddies in the flow, which allow the currents to exist.

Gravity

Physics operate differently in the Shattered Realms universe. Gravity is a constant earth-normal powered force. Every object exerts this, but the direction alters according to shape, and only objects of a certain size (generally about 25' long) exert enough force for a gravity plane to develop. Spherical objects attract objects towards their surfaces uniformly, much as gravity works in our own universe.

Objects with a more irregular shape develop a gravitational "plane" which extends along the most convenient axis, generally the longest. This plane works in both directions so that it is possible, for instance, to walk on the bottom of a ship. Gravity planes exert a slight outward force, so that an object dropped overboard will oscillate across the plane until it settles there, and will then drift slowly outwards from the ship to be eventually expelled from the air envelope.

This gravitational plane exerts a "field" which extends to the limit of a body's air envelope. When two such fields come into conflict the gravitational field of the larger body dominates. This makes it dangerous to be out of pitch or alignment with a larger ship if you enter its gravitational field/air envelope.

Specifically, this means that when a 'jammer enters a planetary atmosphere the planet's gravity becomes dominant. (You can walk on the bottom of your ship in space, but in a planet's atmosphere you would fall off and land on your head.). Also, though gravity fields only extend to the edge of the air envelope anything larger than 10 tons in size produces a gravity "well" which extends 11,500 metres (at least; some planets have larger wells) out from that body. For those knowledgeable about these wells (and using a proper craft) one can "sail" or "ride" these wells much like a sailing craft uses the wind.

This movement is always tactical and thus only practical for movement in dense astroid fields and similar locations. The more common manifestation of these wells is the way they pull vessels out of spelljamming speeds when entered. Within these wells ships shift instantly to tactical movement. This shift is obvious to the crew as a lurching sensation but causes no damage.

Gravity in most of the many regions of arcane space is an "all or nothing" affair. Gravity is a property of almost all matter, whether solid, liquid, gas, energy, or magic (which is simply another form of energy). Thus it is possible for a fire body or an air body to be the orbital center of a particular

sphere, or a conduit to the positive material plane to act in a similar fashion.

Planets And Other Celestial Bodies

Planets and other celestial bodies are quite varied within the Realms. Planets can be round, flat, disc shaped, cube shaped, or even stranger. Astroids, stars, nebula and other oddness rounds this out. A quick rating system for various celestial bodies has become standard through out known space. It's origins are much debated but unimportant for our purposes.

Celestial bodies in this system are described by size, shape, and type. These ratings are standard on most charts, planetary almanacs like the legendary Geomicon, include a substantial discussion on the planets ecology, inhabitants, and weather conditions making them valuable commodities.

There are ten size catagories as follows:

A= less then 10 miles across

B= from 10- 100 miles across

C= from 100- 1000 miles across

D= from 1000- 4000 miles across

E= from 4000- 10000 miles across
(Earth, Toril, etc.)

F= from 10000- 40000 miles across

G= from 40000- 100000 miles across

H= from 100000- 1000000 miles across

I= from 1000000- 10000000 miles across

J= from 10000000+ miles across

Shape catagories are easier as they are descriptive: Amorphous, belt, cluster, spherical, cubic, flatworld, and elliptical are often used though descriptions like "tetrahedon" are used when appropriate. Finally, a planet is described by type: Fire, earth, air, water. The planet is named after the most predominate

feature, though this is subjective. Earth is an earth type planet even though 70% of it is covered with water, for instance. Some cartographers include a fifth type, "Live" which indicates worlds join by giant plants.

Magic

In most respects the Realms are a typical setting in regards to magic. The only significant, constant difference is the way the phlogiston prevents any spell which contacts extradimensional space or the planes in any way.

Worms and Wormholes

There are creatures native to Ringspace called Raanwalah; huge, worm-like beasts that drift lazily through space and breed around the fire rings. When these creatures, jokingly known as "ringworms," are hungry, they move out into space and "tunnel" into the Prime Material plane, feeding on the very fabric of wildspace itself. This creates a rift in the worm's wake forming a wormhole through the Astral plane. Entering this wormhole allows extremely rapid travel from one end to the other, making a trip of months pass in minutes. These wormholes crisscross through the entire sphere, providing rapid travel for all who are resourceful enough to find them.

Wormholes eventually collapse after 10 years or so, but some are near the end of their life and are therefore unstable. There is a 25% chance that such a wormhole will be found, but this will not be realized until the journey is underway. The walls of the phenomenon will begin to collapse in the ship's wake. If the ship slows down at all, the wormhole's collapse will engulf it and it will be stranded in the Astral plane.

Spacefarers often chart the course of a wormhole by shooting a location beacon into the opening and waiting for it to show up on the planetary locator at its final destination.

Spelljamming

Spelljamming is the conversion of magical energy directly into motive force for ships in space. There are a vast myriad of ways in which spelljamming can be accomplished; however, the typical method involves the use of standard Spelljammer Helms, such as the minor and major helms.

Spelljamming ships have two speeds, tactical and spelljamming. Tactical speed translates into 460 metres per round (about 274 kph or 6585 kms per day), which compared to most ground movement is a fantastic pace. It is not, however, a particularly impressive speed when measured against the vast distances of space. That is where spelljamming speed comes in.

When a ship is travelling at spelljamming speed, it can travel 160,934,400 kilometres per day, or 6,437,376 kph. For those mathematically inclined, this is roughly 0.00596465972 times the speed of light. This speed can only be maintained in a straight line, meaning spelljamming ships must decelerate to tactical speed in order to turn.

Despite this massive speed, spelljamming ships are in no danger of collision with other objects. Objects of less than 10 tons in volume lose relative velocity to the spelljamming vessel as soon as they touch its air envelope, bobbing across its gravity plane until they come to rest and are slowly

expelled from the envelope. If the spelljamming vessel comes within 12,500 yards of an object of greater than 10 tons volume, it automatically and instantly decelerates to tactical speed. Spelljamming is the province of the helmsman, the individual who sits on the helm and directs the ship's general motion (sails, rigging, and crew provide fine maneuvering). In most cases this is a spellcaster of sorts, but there are a handful of helms which allow nonspellcasters to fill this role.

When spelljamming the helmsman in a sense merges with the ship, he/she feels as if they are personally flying through space, and can perceive the world around the ship as if he were standing on the aft deck. The helmsman perceives damage to the ship as white flashes of pain, but takes no actual, personal damage in most cases. Sometimes, however, the pain is intense enough to cause unconsciousness; this is called "spelljammer shock" and is usually a result of a critical hit.

In many ways, helming a vessel is instinctual, because the helmsman feels he/she "merges" with the vessel he/she can generally control the vessel as easily as walking. It's possible, with training and practice of course to become much better (the Spelljamming non-weapon proficiency) but any helmsman can handle most functions. It's important to keep in mind, however, that the only time the helmsman controls maneuver on a vessel is when the minimum crew is listed as 1 (there are few such vessels). Usually, the sailhands control all of the finer aspects of maneuver, the more skilled they are the better the craft handles.

While spelljamming the helmsman retains his/her normal senses and can hold a conversation with those nearby. In general, spelljamming is no more difficult than walking (except during combat) so that anything a person can reasonably be expected to concentrate on while walking can be done while 'jamming.

Atmospheric Movement

Travel within planetary atmospheres is a very tricky business, spelljammers are not really designed to stand up to the stress caused by wind and weather and in many ways landing on a planet is the most dangerous maneuver a spelljammer might routinely attempt.

When a spelljammer is caught in a storm the vessel must make a saving throw versus crushing blow each turn. This save can be modified in several ways. If all sails are taken down and secured then the save is made at +4. Additionally, if the helmsman has the Spelljammer proficiency, he can add +1 to the roll. Regardless, if the roll fails the ship suffers a random critical hit. Since some of these can be disastrous for a vessel within a gravitational field (such as spelljammer shock) atmospheric travel is often considered quite dangerous. Stronger storms impose penalties on the save, the GM informs the crew of this as appropriate.

Even when the wind is calm spelljammers are limited to a move of 240 kph in the atmosphere. If the ship is pushed beyond this limit the vessel must make a saving throw again for each turn, furthermore, the roll is penalized by the amount over.

Crew cannot normally work on deck when a spelljammer is moving this fast. The windspeed is simply too great. Anyone on deck of a ship must make a save vs paralyzation or be blown clear off the deck.

Spelljammers are inherently less maneuverable within the atmosphere, all MRs are reduced by one. All spelljammers can hover, however, though they can't turn while hovering.

Finally, nearly all planetary bodies of Venus's size and larger have several bands of very high winds in the upper atmosphere, similar in most respects to the Earth's jet streams. Passing through this band, whether on landing or take off requires a saving throw versus crushing blow as well. Again, if the save is failed a critical hit occurs.

Ship's suffer damage in this way often enough to keep spelljamming interference within most world's affairs to a minimum. All the major campaign worlds, possess such a band of high winds.

6. MANA BRIDGES

Mana Bridges, also called Star Portals, and Dimensional Gates, are a form of cylindrical tunnel made of mana which create a rift between dimensions allowing for near-instantaneous transportation between the two different planes of reality. The gates are often considered to be the Ancients' greatest creation.

Once a bridge is formed, the gate is said to have created a "stable wormhole" between itself and the destination.

Passage through a wormhole takes D10 seconds. The gate will remain open so long as matter or energy continues to pass through it, to a maximum of 1 hour. Beyond this point, massive amounts of mana are needed to sustain a wormhole, which ordinary sources cannot provide.

The physical gate is an enormous superconductor composed almost entirely of Prima Materia, and is capable of harnessing mana from virtually any source. Its design renders it incredibly durable; direct meteor impacts and the strongest spells have failed to destroy a gate.

The Probability Energy that creates and sustains the existence of a dimension and its realities, is primarily concentrated in a Probability Nexus. This is the central juncture of Probability Energy for an entire dimension. It is where most of the dimension's Probability Energy is created and concentrated. The dimension the Nexus is located in is the core dimension.

7. SHATTERED REALMS FORCES

What follows are details of the invading forces available at the start of the Realms' war with Earth

Krynn's Armies

The Dragon armies are the collective five armies of Takhisis, filled with Chromatic Dragons, Draconians, Goblins, Hobgoblins, Humans, Kobolds, Minotaurs, Ogres, and all manner of other evil humanoids. Each of the armies is led by a powerful Dragon Highlord, who is aided by one or more Dragon Highmasters.

There is an army for each of the chromatic dragon types: red, green, white, blue and black. The dragon armies were led by Lord Soth, who ultimately serves Takhisis. The dragon armies were undone as a major force during the Realms invasion, and the remnant forces are still being chased down and destroyed where they are found.

Draconian Armies Structure

Even though the cost to keep these armies going is relatively low, they usually have the highest casualties of any of the armies. Normally led by a human officer rather than allowing a draconian to have too much power. The draconians also are more liable to fight amongst each other. Their armies are structured in this way:

Draconian Infantry

Commander: Human Flight Marshal

1st Brigade: 1 Human Commander, 20 companies of 240 Baaz Draconians, 50 companies of 150 Baaz Draconians.

2nd Brigade: 1 Human Commander, 50 companies of 150 Kapak Draconians, 50 companies of 90 Kapak Draconian archers.

3rd Brigade: 1 Human Commander, 50 companies of 150 Kapak Draconians, 20 companies of 150 Baaz Draconians, 50 companies of 150 Baaz Draconian archers.

4th Brigade: 1 Human Commander, 10 companies of 240 Baaz Draconians, 50 companies of 150 Baaz Draconians.

5th Brigade: 1 Human Commander, 50 companies of 150 Kapak Draconians, 50 companies of 100 kapak Draconian archers.

6th Brigade: 1 Human Commander, 50 companies of 150 Kapak Draconians, 50 companies of 150 Baaz Draconians, 50

companies of 150 Baaz Draconian archers.

Each company will also have 30 Sivak Draconian scouts, 50 Aurak Draconians, and 5 Bozak Draconians.

Mercenary Infantry

This is a mixture of both human and draconian soldiers and more the standard compilation of the armies. There is also an extra sub-commander assigned to each brigade, which is normally a baaz or kapak NCO. Their armies are structured in this way:

Commander: Human Flight Marshal

1st Brigade: 1 Human Commander, 1 Baaz Sub-commander, 50 companies of 240 Baaz Draconians, 50 companies of 150 Human heavy infantry, 50 companies of 150 Human light infantry.

2nd Brigade: 1 Human commander, 1 Kapak Sub-commander, 50 companies of 150 Kapak infantry, 50 companies of 150 Human heavy infantry, 50 companies of 240 Human light infantry.

3rd Brigade: 1 Human commander, 1 Baaz Sub-commander, 50 companies of 150 Baaz archers, 50 companies of 240 Human heavy infantry, 50 companies of 150 Human light infantry.

Each company will also have 5 Sivak Draconian scouts, 10 Aurak Draconians, and 1 Bozak Draconian.

Mercenary Cavalry

In the dragonarmies, cavalry is not used as often, instead relying on dragon air power. The horses in a cavalry army have the tendency to panic whenever a dragon comes near, throwing the army into chaos. When they are used, it is usually in the reserve to mop up a battle since the costs of training cavalry are so much higher than regular infantry. Their armies are structured in this way:

Commander: Human Flight Marshal
 1st Brigade: 1 Human Commander, 1 baaz sub-commander, 50 companies of 240 baaz draconian infantry, 20 companies of 120 Human heavy cavalry, 20 companies of 150 Human light cavalry.

2nd Brigade: 1 Human Commander, 1 baaz sub-commander, 50 companies of 150 kapak infantry, 20 companies of 160 Human heavy cavalry, 50 companies of 240 Human light infantry.

3rd Brigade: 1 Human Commander, 1 baaz sub-commander, 50 companies of 150 Human archers, 20 companies of 160 Human heavy cavalry, 50 companies of 243 Human light infantry. Each company will also have 5 Sivak Draconian scouts, 10 Aurak Draconians, and 1 Bozak Draconian.

Ogre Infantry

These armies are comprised of ogres from the ogre lands of Kern and Blöde. They have their own strategy with Kern ogres relying more on hit and run tactics while Blöde ogres attack in brute strength. The humans attached to these armies are usually slave conscripts who live under the threat of death for not only themselves, but for their families back in the ogre lands. Their armies are structured in this way:

Commander: Ogre Chieftain
 1st Brigade: 1 Ogre Commander, 2 Ogre Sub-commanders, 30 companies of 120 Ogre infantry, 50 companies of 120 Human Heavy infantry, 50 companies of 120 human light infantry.

2nd Brigade: 1 ogre Commander, 2 Ogre sub-commanders, 40 companies of 120 Ogre infantry, 50 companies of 120 human heavy infantry, 50 companies of 120 Human light infantry.

1st Giants: 1 Ogre Commander, 20 companies of 300 Hill Giants.

2nd Giants: 1 Ogre Commander, 20 companies of 300 Hill Giants. Each company will also have 1 Ogre Shaman.

Kobold Infantry

The Kobold army is comprised of infantry, slingers, and some cavalry. Natural cowards at heart, they tend to like to ambush, but when in the service of the dragonarmy they were mostly used as skirmishers. First having their slingers attack, then infantry after that only to pull back. The War Leader of the group tended to be the wiliest, craftiest, and most ruthless of all the warriors. Their armies were structured in this way:

Commander: Kobold War Leader
 1st Brigade: 1 kobold lieutenant, 50 companies of 150 kobold infantry, 50 companies of 100 kobold slingers.

2nd Brigade: 1 kobold lieutenant, 50 companies of 150 kobold infantry, 50 companies of 100 kobold slingers.

3rd Brigade: 1 kobold lieutenant, 50 companies of 150 kobold infantry, 30 companies of 50 kobold dire weasel cavalry.

Each company will also have 3 Kobold Shaman.

Goblin Infantry

The goblin armies are comprised mainly of Goblins and Hogoblins with hobgoblins being the better soldiers and having military minds were usually the leaders over their lesser goblin cousins. Most goblins come from the regions of Throt, western Khalkist Mountains, and from the Throtl Regulars. Their armies are structured in this way:

Commander: Hobgoblin Chief
 1st Brigade: 1 Hobgoblin sub-chief, 50 companies of 150 Hobgoblin heavy

infantry, 50 companies of 150 Goblin light infantry.

2nd Brigade: 1 Hobgoblin sub-chief, 50 companies of 150 Hobgoblin heavy infantry, 40 companies of 100 Goblin Worg Cavalry, 50 companies of 100 Goblin archers.

3rd Brigade: 1 Hobgoblin sub-chief, 50 companies of 150 Hobgoblin heavy infantry, 40 companies of 100 Goblin Worg Cavalry, 50 companies of 100 Goblin archers.

Each company will also have 1 Hobgoblin Shaman.

Minotaur Marine

The minotaur soldiers of the Dragonarmies are usually led by a minor chieftain of a minotaur house who is loyal to the cause. They lead their soldiers into battle which is mainly made up of Infantry and Marines. Typically they will attack from either warships if in normal water, or from icerigger boats if they are in ice waters.:

Commander: Minotaur Chieftain

1st Brigade: 1 Minotaur war chief, 50 companies of 120 Minotaur marines.

2nd Brigade: 1 Minotaur war chief, 50 companies of 120 Minotaur marines.

3rd Brigade: 1 Minotaur war chief, 50 companies of 120 Minotaur marines.

4th Brigade: 1 Minotaur war chief, 50 companies of 120 Minotaur marines.

5th Brigade: 1 Minotaur war chief, 50 companies of 120 Minotaur marines, 50 companies of 120 Minotaur infantry.

Each company will also have 1 Minotaur Shaman.

Abysmal's Armies

The Dragonfist armies are the collective armies of the 18 human clans of Abysmal.

Dragonfist Infantry

This is exclusively human. Their armies are structured in this way:

Commander: Human Flight Marshal

1st Brigade: 1 Human Commander, 50 companies of 150 Human Samurai Archers, 50 companies of 150 Human Samurai Infantry, 50 companies of 150 Human Light Infantry, 20 companies of 160 Human Samurai Cavalry.

2nd Brigade: 1 Human Commander, 50 companies of 150 Human Samurai Archers, 50 companies of 150 Human Samurai Infantry, 50 companies of 240 Human Samurai Cavalry.

3rd Brigade: 1 Human Commander, 50 companies of 75 Human Samurai Archers, 50 companies of 75 Human Samurai Archers, 50 companies of 240 Human Samurai, 50 companies of 150 Human Samurai Cavalry.

Each company will also have 5 Priests, and 1 Wujen.

Abeir Toril's Armies

The Orc armies are comprised mainly of Orcs and Goblins with even some Trolls. With Orcs being the better soldiers and leaders. Their armies are structured in this way:

Commander: Orc Boss

1st Brigade: 1 Orc sub-boss, 50 companies of 150 Orc Heavy Infantry, 50 companies of 150 Goblin Light Infantry, 50 companies of 50 Orc War Boar riders, 50 companies of 150 Goblin Light Infantry.

2nd Brigade: 1 Orc sub-boss, 50 companies of 150 Orc Heavy Infantry, 40 companies of 100 Goblin Wolfriders Cavalry, 50 companies of 100 Goblin Archers, 50 companies of 150 Goblin Light Infantry.

3rd Brigade: 1 Orc sub-boss, 50 companies of 150 Orc Heavy Infantry, 40 companies of 50 Orc War Boar riders, 50 companies of 100 Goblin Archers, 50 companies of 150 Goblin Light Infantry.

4th Brigade: 1 Orc sub-boss, 50 companies of 150 Orc Heavy Infantry, 50 companies of 50 Trolls, 50 companies of 50 Orc War Boar riders, 50 companies of 150 Goblin Light Infantry.

5th Brigade: 1 Orc sub-boss, 50 companies of 240 Orc Heavy Infantry, 40 companies of 100 Goblin Wolfriders cavalry, 50 companies of 50 Orc War Boar riders, 50 companies of 150 Goblin Light Infantry.

6th Brigade: 1 Orc sub-boss, 50 companies of 150 Orc Heavy Infantry, 50 companies of 150 Orc Archers, 50 companies of 150 Goblin Light Infantry, 50 companies of 100 Goblin Archers. Each company will also have 5 Orc Shaman.

Aebrynis's Armies

The Birthright armies are the collective armies of the various human Houses of Aebrynis.

Birthright Infantry

This is exclusively human, officers are from royalty. Their armies are structured in this way:

Commander: Human Flight Marshal
 1st Brigade: 1 Human Commander, 50 companies of 150 Human Archers, 50 companies of 150 Human Heavy Infantry, 50 companies of 150 Human Light Infantry.
 2nd Brigade: 1 Human Commander, 50 companies of 150 Human Crossbow men, 50 companies of 150 Human

Heavy Infantry, 50 companies of 240 Human Light Infantry.

3rd Brigade: 1 Human Commander, 50 companies of 75 Human Archers, 50 companies of 75 Human Crossbow men, 50 companies of 240 Human Heavy Infantry, 50 companies of 150 Human Light Infantry.

Each company will also have 5 Priests, and 1 Mage.

Birthright Cavalry

Commander: Human Flight Marshal
 1st Brigade: 1 Human Commander, 50 companies of 240 Human Light Infantry, 20 companies of 120 Human Heavy Cavalry, 20 companies of 150 Human Light Cavalry.

2nd Brigade: 1 Human Commander, 50 companies of 150 Human Light Infantry, 20 companies of 160 Human Heavy Cavalry, 50 companies of 240 Human Crossbow men.

3rd Brigade: 1 Human Commander, 50 companies of 150 Human Archers, 20 companies of 160 Human Heavy Cavalry, 50 companies of 243 Human Light Infantry.

Each company will also have 5 Priests, and 1 Mage.

Athas's Armies

These armies are comprised of Human Soldiers and slaves of various races. The slaves live under the threat of death for not only themselves, but for their families. The Athasian armies are not the strongest that Takhisis has. Their armies are structured in this way:

Commander: Human Flight Marshal
 1st Brigade: 1 Human Commander, 30 companies of 120 Human Soldiers, 50 companies of 120 slave Elf Light Infantry, 50 companies of 120 slave

Human Light Infantry, 50 companies of 120 slave Dwarf Light Infantry.

2nd Brigade: 1 Human Commander, 40 companies of 120 Human Soldiers, 50 companies of 120 slave Thrikeen, 50 companies of 120 slave Mul Light Infantry, 50 companies of 120 slave Human Light Infantry.

Each company will also have 5 Priests, and 1 Defiler.

Cthon's Armies

Cthon doesn't have armies in the traditional sense. Rather it is whatever is put together to defend each dungeonheart territory. What was sent to earth was a combined small expeditionary force with slaves from the surface of Cthon to protect the dungeonheart they were transporting. It was structured in this way:

Commanded by 1 Vampire Lord
1 Necromancer 15th level for each company controlling the undead, 1 company of 150 Skeleton Warriors, 1 company of 50 Skeleton Archers, 1 company of 50 Skeleton Cavalry, 1 company 150 Zombies, 1 company of 50 Wights.

Slave Infantry: 1 Human Commander, 50 companies of 150 Gunbadthane Dwarves, 50 companies of 140 Tundranesti Elves, 50 companies of 120 Furchin Halflings.

Dis's Armies

Dis is a world whose armies consist of the Vermin, Fomorian, Norse, Dvergar, Beastmen and the undead.

Vermin Armies Structure

Vermin armies consist of their Warlord Commander, Clanlords, Storm Vermins, Clanrats and slaves. Their armies are structured in this way:

Vermin Infantry

Commander: Vermin Warlord

1st Brigade: 1 Vermin Clanlord, 20 companies of 240 Storm Vermin, 50 companies of 150 Clanrats.

2nd Brigade: 1 Vermin Clanlord, 50 companies of 150 Storm Vermin, 50 companies of 90 Storm Vermin archers.

3rd Brigade: 1 Vermin Clanlord, 50 companies of 150 Clanrats, 20 companies of 150 Storm Vermin, 50 companies of 150 Storm Vermin archers.

4th Brigade: 1 Vermin Clanlord, 10 companies of 240 Storm Vermin, 50 companies of 150 Clanrats.

5th Brigade: 1 Vermin Clanlord, 50 companies of 150 Storm Vermin, 50 companies of 100 Storm Vermin archers.

6th Brigade: 1 Vermin Clanlord, 50 companies of 150 Storm Vermin, 50 companies of 150 Clanrats, 50 companies of 150 Storm Vermin archers.

Each company will also have 10 Plague Priests, and 5 Seers.

Slave Infantry

These armies are comprised of Vermin soldiers and human slaves. The slaves live under the threat of death for not only themselves, but for their families. Their armies are structured in this way:

Commander: Vermin Warlord

1st Brigade: 1 Vermin Clanlord, 30 companies of 120 Storm Vermin, 50 companies of 120 Clanrats, 50 companies of 120 slave Human Light Infantry.

2nd Brigade: 1 Vermin Clanlord, 40 companies of 120 Storm Vermin, 50 companies of 120 Clanrats, 50 companies of 120 slave Human Light Infantry.

Each company will also have 10 Plague Priests, and 1 Seer.

Fomorian Armies Structure

Fomorian armies consist of their Warlord Commander, Fomorian Chiefs, Meargh Seers and Dirach warriors. Their armies are structured in this way:

Fomorian Infantry

Commander: Fomorian Warlord

1st Brigade: 1 Fomorian Chief, 50 companies of 150 Dirach.

2nd Brigade: 1 Fomorian Chief, 50 companies of 150 Dirach, 50 companies of 90 Dirach slingers.

3rd Brigade: 1 Fomorian Chief, 50 companies of 150 Dirach, 50 companies of 150 Dirach slingers.

4th Brigade: 1 Fomorian Chief, 10 companies of 240 Dirach, 50 companies of 150 Dirach slingers.

Each company will also have 10 Meargh Seers.

Norse Armies Structure

This army consists of a Warchief, Bondsmsn, Berserkers, and Thralls.

Their armies are structured in this way:

Commander: Norse Warchief

1st Brigade: 1 Norse Commander, 50 companies of 240 Norse Bondsmen, 20 companies of 150 Nore Berserkers, 50 companies of 150 Norse Thralls.

2nd Brigade: 1 Norse Commander, 50 companies of 150 Norse Bondsmen, 50 companies of 30 Norse Berserkers, 50 companies of 240 Norse Thralls.

3rd Brigade: 1 Norse Commander, 50 companies of 150 Norse Bondsmen, 10 companies of 240 Nore Berserkers, 50 companies of 150 Norse Thralls.

Each company will also have 1 Norse Shaman.

Beastman Armies Structure

The Beastman army is made up of Wargor Lords, Gors, Ungors, Tuskgors,

and Razorgors. Their armies are structured in this way:

Beastmen Infantry

Commander: Beastman Wargor Lord

1st Brigade: 1 Beastman Clanlord, 20 companies of 240 Razorgors, 50 companies of 150 Gors.

2nd Brigade: 1 Vermin Clanlord, 50 companies of 150 Razorgors, 50 companies of 90 Gors.

3rd Brigade: 1 Vermin Clanlord, 50 companies of 150 Gors, 20 companies of 150 Razorgors, 50 companies of 150 Storm Vermin archers.

4th Brigade: 1 Vermin Clanlord, 10 companies of 240 Razorgors, 50 companies of 150 Gors.

5th Brigade: 1 Vermin Clanlord, 50 companies of 150 Razorgors, 50 companies of 100 Gors.

Each company will also have 5 Tuskgors, and 10 Ungor Shaman.

Dvergar Armies Structure

This is the army of the mutated Dwarves know an Dvergar. It consists of an Overlord, Infernal Guard, and Infernal Warriors. Their armies are structured in this way:

Commander: Dvergar Overlord

1st Brigade: 1 Dvergar Commander, 50 companies of 240 Infernal Warriors, 20 companies of 150 Infernal Guard, 50 companies of 150 Infernal Warriors with crossbows.

2nd Brigade: 1 Dvergar Commander, 50 companies of 150 Infernal Warriors, 50 companies of 30 Infernal Guard, 50 companies of 240 Infernal Warriors with crossbows.

3rd Brigade: 1 Dvergar Commander, 50 companies of 150 Infernal Warriors, 10 companies of 240 Infernal Guard, 50

companies of 150 Infernal Warriors with crossbows.

4th Brigade: 1 Dvergar Commander, 10 companies of 240 Infernal Warriors, 50 companies of 150 Infernal Guard.

5th Brigade: 1 Dvergar Commander, 50 companies of 150 Infernal Warriors, 50 companies of 100 Infernal Warriors with crossbows.

6th Brigade: 1 Dvergar Commander, 50 companies of 150 Infernal Guard, 50 companies of 150 Infernal Warriors, 50 companies of 150 Infernal Guard with crossbows.

Each company will also have 5 Dvergar Priests.

Undead Armies Structure

There is no standing undead army per se. Rather most of the warriors are created as needed for a particular battle. Their armies are structured in this way:

Skeleton Infantry

Commanded by 1 Vampire Lord

Each Brigade: 1 Necromancer 10th level or higher, 50 companies of 150 Skeleton Warriors, 20 companies of 50 Skeleton Archers, 10 companies of 50 Skeleton Cavalry

Zombie Infantry

Commanded by 1 Vampire Lord

Each Brigade: 1 Necromancer 10th level or higher, 50 companies of 150 Zombies, 20 companies of 50 Wights

Demon Armies Structure

Like the Undead army there is no proper Demon one. Its just basically a free for all once a battle commences with every demon available just piling in. Numbers vary wildly but the minimum is usually around 50,000 Demon troops.

Eberron's Armies

Eberron mainly contributes Warforged to the invasions. Their armies are structured in this way:

Eberron Infantry

Commander: Human Flight Marshal

1st Brigade: 1 Human Commander, 20 companies of 240 Warforged, 50 companies of 150 Human Soldiers.

2nd Brigade: 1 Human Commander, 50 companies of 240 Human Soldiers, 50 companies of 150 Human Archers.

3rd Brigade: 1 Human Commander, 50 companies of 150 Warforged, 20 companies of 150 Human Archers, 50 companies of 150 Human Soldiers.

4th Brigade: 1 Human Commander, 10 companies of 240 Warforged, 50 companies of 150 Human Archers.

5th Brigade: 1 Human Commander, 50 companies of 150 Warforged, 50 companies of 100 Human Archers.

6th Brigade: 1 Human Commander, 50 companies of 150 Warforged, 50 companies of 150 Human Archers, 50 companies of 150 Human Archers.

Each company will also have 30 Goblin Scouts, 15 Priests, and 5 Magic Users.

Gamma's Armies

Gamma draws its soldiers from its Alpha cities. Its army comprises soldiers, riflemen, artillery and mechanized combat vehicles.

Commander: Human Flight Marshal

1st Brigade: 1 Human Commander, 1 Human Sub-commander, 50 companies of 240 Human Infantry, 50 companies of 150 Human Riflemen, 10 companies of 150 Human Artillery Crew, 5 companies of 20 Human Mechanized Crew.

2nd Brigade: 1 Human commander, 1 Human Sub-commander, 50 companies of 150 Human Infantry, 30 companies of

150 Human Riflemen, 10 companies of 150 Human Artillery Crew, 5 companies of 20 Human Mechanized Crew.
 3rd Brigade: 1 Human commander, 1 Human Sub-commander, 50 companies of 150 Human Infantry, 40 companies of 150 Human Riflemen, 5 companies of 150 Human Artillery Crew, 8 companies of 20 Human Mechanized Crew.
 Each company will also have 5 Medics.

Mystara's Armies

The Lizardman armies are comprised of heavy and light infantry, archers, and skink cavalry. Their armies are structured in this way:

Commander: Lizardman High Mage Priest

1st Brigade: 1 Lizardman Chief, 50 companies of 150 Lizardman Heavy Infantry, 50 companies of 150 Lizardman Light Infantry, 50 companies of 50 Lizardman Giant Skink riders, 50 companies of 150 Lizardman Archers.
 2nd Brigade: 1 Lizardman Chief, 50 companies of 150 Lizardman Heavy Infantry, 40 companies of 100 Lizardman Giant Skink riders, 50 companies of 100 Lizardman Archers, 50 companies of 150 Lizardman Light Infantry.

3rd Brigade: 1 Lizardman Chief, 50 companies of 150 Lizardman Heavy Infantry, 40 companies of 50 Lizardman Giant Skink riders, 50 companies of 100 Lizardman Archers, 50 companies of 150 Lizardman Light Infantry.

Each company will also have 10 Lizardman Mage Priests.

Oerth's Armies

Oerth has only one army; the robotic F.I.S.T. (Frontline Infantry Strike Trooper), controlled by Skelegore and his henchmen.

Each brigade -
 Commander: 1 of Skelegore's henchmen
 50 companies of 250 FIST Infantry, 50 companies of 150 FIST Riflemen, 20 companies of 20 FIST Mechanized Crew.

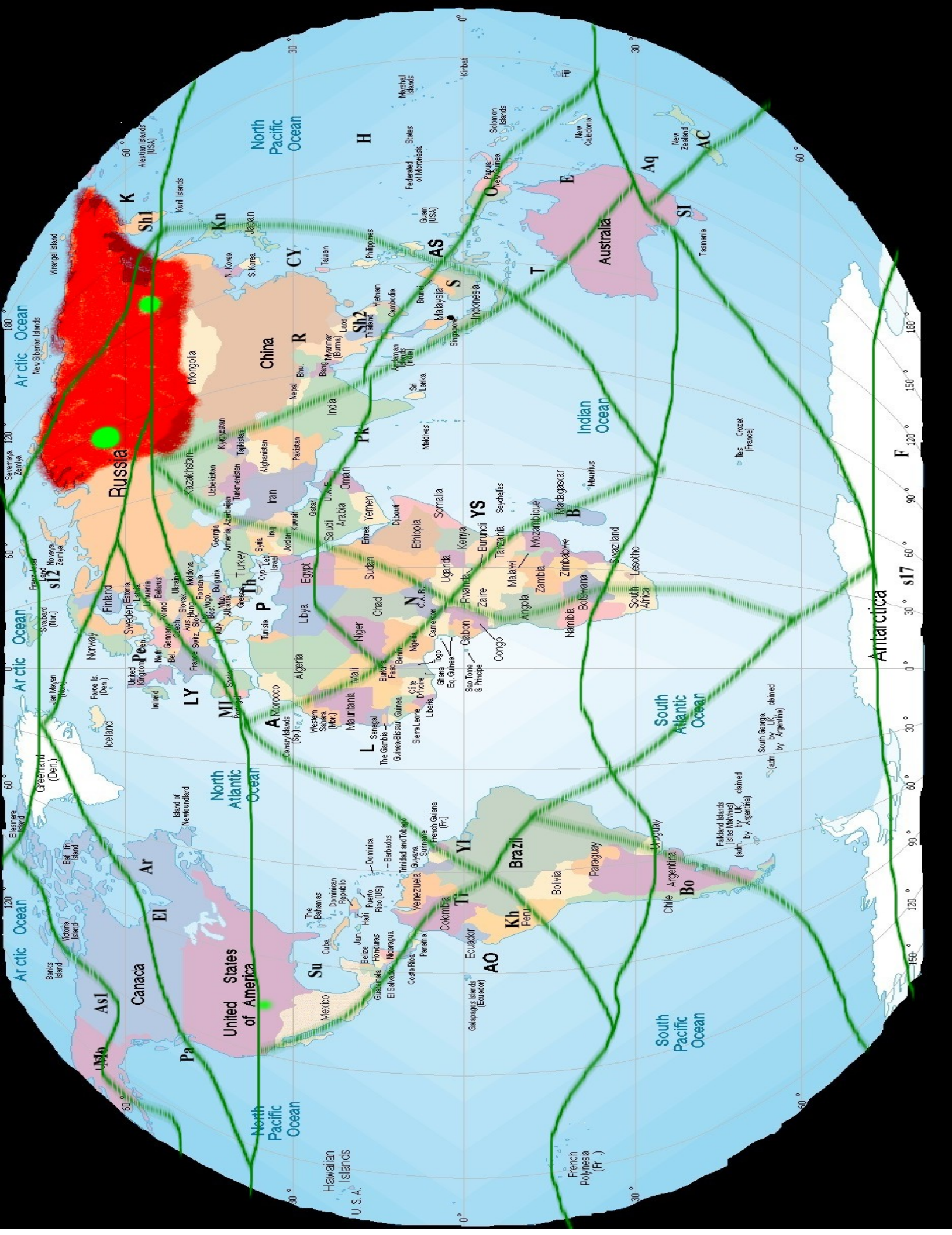
8. EARTH POST

INVASION

With the defeat of Takhisis, most of her soldiers were repatriated back to their homeworlds or in the case of demons, banished.

Even more have requested asylum as refugees. These have all been refused as their planets are now more stable, or in the case of Dis untrustworthy and dangerous. This led to a mass breakout from the various interment camps with the refugees fleeing and now in hiding. The UN is now trying to come up with a plan for migration from the Realms to Earth and vice versa. The wealthier countries are refusing. However citizens of poorer nations are already making the trek to wherever a gate is, in the hope of passing through to a new world. The most desirable realms to emigrate to are;

Aebir Toril
 Eberron
 Mystarra
 Aebrynis
 Abysmal



Map Key

Code	Location	Races
A	Atlantis Undersea City	Atlanteans
AC	Ashcrown City	Arboreal, Halaman
AO	Aotus Undersea City	Knas, Locathah
Aq	Aquatica Undersea City	Humans, mainly from Australia
Ar	Arn Mora City	Silvanesti Elves
AS	Aman Sinaya Undersea City	Mers, Dargons, Paharis, Sea Sprites, Turturs
As1	Asa Thalor City	Silvanesti Elves
B	Bast City	Various Felinar
Bo	Bosque City	Kagonesti Elves
CY	ChiYou Island	Unknown
E	Eno Thendor City	Arboreal, Halaman
El	Elmspring City	Arboreal
F	Frozen City	Humans, mainly from United States
H	Haidi Undersea City	Humans, mainly from China
K	Kitezh Undersea City	Kuo Toas, Koprus, Sharkks
Kh	Khalohone City	Yuan Ti
Kn	Kaitei No Undersea City	Humans, mainly from Japan
L	Lemuria Undersea City	Lemurians
LY	Lyonese Undersea City	Saekonungars, Sea Sprites, Selkies, Sirines, Homards
MI	Mare Insula Undersea City	Humans, mainly from European Union
Mo	Moran Tal City	Karakthane Dwarves
N	Nellerai City	Geophants, Lupinoids
O	Orlo Thalore City	Kender Halflings
P	Poseidinos Undersea City	Mers, Dargons, Sirines, Nixies
Pa	Pacificus Floating City	Humans, mainly from United States
Pe	Peisinoe Floating City	Humans, mainly from European Union
Pk	Pani Ke Nice Undersea City	Humans, mainly from India
R	Rehschcalen City	Thrikeen
s12	Star City 12 Undersea	Humans, mainly from Russia
s17	Star City 17	Humans, mainly from Russia
S	Sai Ancalen City	Orso
Sh1	Sha Serin City	Centaur
Sh2	Shala Bellanose City	Hobbit Halflings
SI	Shadow Island	Various Kaijuu
Su	Submergia Undersea City	Humans, mainly from United States
T	Tritonis Undersea City	Mers, Dargons, Delfins, Sea Sprites, Shalarins
Th	Themiscrya Island	Themiscryan Amazons
Ti	Timber Traren City	Arboreal, Cactun, Frucht, Vegibles
Y1	Ylmager City	Yuan Ti
YS	Ys Undersea City	Sahuagins, Carapaces, Morkoths, Takos

Light green dots represent irradiated zones where nuclear bombs were dropped.

Red shaded areas represent Wild zones, which are completely lawless at the moment and contain mainly remnants of the demon army and other leftover monsters.

Dark green lines represent ley lines, some from before and now much stronger, and some new.

The United States is recovering but did take a major hit and will require several years to restore its industry and finance. There are also a great amount of local refugees who have fled the Colorado state. Medical resources are also being stretched, having to treat the survivors of the nuclear blast.

Canada fared much better than the US and is recovering quickly. Some of the forests however have new more supernatural inhabitants.

Central America is a huge mess. Already fragile economies have collapsed and many refugees are fleeing north or to other realms. The drug cartels seem to have fully taken over Mexico and moved in on the other Central American failed nations which includes; Belize, El Salvador, Costa Rica, Guatemala, Honduras, Nicaragua and Panama.

Bolivia has also suffered greatly, and refugees are fleeing in all directions but mainly to Argentina and Brazil which as a result is putting a great strain on their resources. It is also now a major mystical region.

France is having major financial problems and is getting help from the EU and UN. Parts of France are highly mystical in nature now.

China is having difficulty recovering and is trying to restart some of its industries. Mass conscriptions of workers for rebuilding has begun.

Russia has fared the worst out of any country; they have two radiation zones from where the nukes were dropped, and half the country is now wildlands. Demons and monsters run loose in this area although their numbers are low. The current government has retreated to Moscow and transformed it into a stronghold, while what remains of the Russian military attempts to reclaim the country.

India and Pakistan have both taken tremendous blows. The Indian government is close to collapse while Pakistan seems to already have broken down into separate warring states.

Australia is one of the few recovering quickly and well. There is much new steamtech being traded from Eberon.

Algeria has also completely collapsed. Aid is coming in from the UN and refugees are going out, mainly trying for Europe.

Lemuria and Atlantis have probably fared the best out of everyone. They now control an entire world (Krule) in the Realms as well as now having joined the UN.

For the Underground it is business as usual with very little having changed. Aside from that new worldheart..

There are also Realms' army deserters still on earth, hiding in various countries. In France there is a warband of Orcs hiding in the Landes de Gascogne forest.

The various deserts in Northern Africa have become the new home of various escaped Human, Elven, Thrikeen and Mul slaves.

The Antarctic likewise now is home to escaped slaves from Cthon, including Gunbadthane Dwarves, Tundranesti Elves, and Furchin Halflings.

Some Draconians were left behind and have joined various human warbands in India, Pakistan and now Afghanistan.

Lizardmen left over from Mystara have been making their home in Canada's Great Bear Rainforest.

Lemuria and Atlantis are working out plans for transit between their cities and the realm of Krule.

As mentioned before, parts of Russia's wildlands contain remnants of the Demon, Vermin, Formorians, Norse, Dvergar and Beastmen armies. And no they're not unified. If anything they keep killing each other to see who can achieve dominance overall.

9. RACES BY REALM

Abeir Toril

Aarakorra
Beholder
Centaur
Dwarf Dvergar
Dwarf Gunbadthane
Dwarf Karakthane
Dwarf Thorbathane
Elf Avariel

Elf Dargonesti
Elf Dimernesti
Elf Drow
Elf Kagonesti
Elf Silvanesti
Elf Tundranesti
Gnome
Goblin
Half Elf
Half Orc
Halfling Furchin
Halfling Hobbit
Hobgoblin
Human
Mer
Minotaur
Ogre
Orc
Pahari
Pixie
Rakshasa
Yuan-ti

Abysmal

Dwarf
Elf
Halfling
Human
Yuan-ti

Aebrynis

Dwarf
Elf
Goblin
Half Elf
Halfling
Human

Athas

Anpur
Asherati
Athasian Aarakocra
Athasian Dwarf
Athasian Elf
Athasian Half Elf
Athasian Half Giant

Athasian Halfling
 Athasian Human
 Athasian Thri-keen
 Bhuka
 Genasi
 Mul
 Pterran
 Ssuran
 Tarek
 Tari

Cthon

Dracotaur
 Dwarf Thorbathane
 Dwarf Gunbadthane
 Elf Drow
 Elf Tundranesti
 Fairy
 Gnome Rock
 Halfling Furchin
 Hoarfrost
 Imp
 Orc
 Orcling
 Reaper
 Sphenoi
 Thanoi
 Troll
 Uldra
 Ursoi

Dis

Beastmen
 Dwarf Dvergar
 Elf Drow
 Fomorian
 Human
 Norse
 Vermin

Eberron

Armand
 Asherati
 Bhuka
 Changeling
 Dwarf

Elf
 Elf Drow
 Gnome
 Goblin
 Half Elf
 Half Orc
 Halfling
 Human
 Illithid
 Kalashtar
 Kobold
 Medusa
 Minotaur
 Ogre
 Orc
 Rakshasa
 Sahuagin
 Shifter
 Shulassakar
 Warforged
 Yuan-ti

Firefall

Fire Elementals

Gamma

Human
 Kai Lin
 Stagon

Krule

Water Elementals

Krynn

Aarakocra
 Draconian Aurak
 Draconian Baaz
 Draconian Bozak
 Draconian Kopak
 Draconian Sivak
 Dragon
 Dwarf Aghar
 Dwarf Derro
 Dwarf Dvergar
 Dwarf Hylar
 Dwarf Neidar

Elf Dargonesti
 Elf Dimernesti
 Elf Drow
 Elf Kagonesti
 Elf Qualinesti
 Elf Silvanesti
 Gnome
 Goblin
 Hobgoblin
 Human
 Halfling Kender
 Kobold
 Kyrie
 Minotaur
 Ogre Irda
 Shib-thahn
 Thanoi

Mystara

Dwarf
 Elf
 Giant
 Gnome
 Half Elf
 Halfling
 Human
 Lizardman
 Minotaur
 Tiefling
 Troll

Oerth

Dwarf
 Elf
 Halfling
 Human

10. CREATING YOUR OWN REALM

This section will deal with if you want to create your own world within the realms. Either in the same solar system or somewhere beyond.

Step 1: Planetary Size

Determine the size of your realm planet by either rolling or choosing from below;

01-04 Asteroid/Planetoid Ring; under 1km diametre, 0.00007 mass, .007% gravity
 05-15 Asteroid/Planetoid Belt; under 200kms diametre, 0.01 mass, 1% gravity
 16-20 Very Small; 799km diametre, 0.06 mass, 6% gravity
 21-25 Small; 2399km diametre, 0.1 mass, 10% gravity
 26-30 Small; 3999km diametre, 0.3 mass, 30% gravity
 31-40 Small; 5599km diametre, 0.4 mass, 40% gravity
 41-45 Small; 7199km diametre, 0.5 mass, 50% gravity
 46-49 Medium; 8799km diametre, 0.6 mass, 60% gravity
 50-55 Medium; 10,399km diametre, 0.8 mass, 80% gravity
 56-60 Medium; 11,999km diametre, 0.9 mass, 90% gravity
 61-70 Earth standard; 12,756km diametre, 1.0 mass, 100% gravity
 71-75 Large; 13,599km diametre, 1.1 mass, 110% gravity
 76-80 Large; 15,199km diametre, 1.2 mass, 120% gravity
 81-85 Large; 16,799km diametre, 1.3 mass, 130% gravity
 86-90 Small Gas Giant; 48,899km diametre, 16.0 mass, 1600% gravity
 91-95 Medium Gas Giant; 120,199km diametre, 95.0 mass, 9500% gravity

96-00 Large Gas Giant; 152,899km diametre, 318.0 mass, 31,800% gravity
For comparison; Mercury is 4868kms; Venus is 12,103; Earth is 6378; Mars is 3400; Jupiter is 142,000; Saturn is 120,660; Uranus is 25,700; Neptune is 50,950; Pluto is 3500; and Charon is 1800kms.

1b: Gravity

Gravity is determined by the Mass of a planet, as listed above; it may be much higher or lower than these average examples, roll on the following table if you want some more variation.

Modifier

01-09	Minimal	-40%
10-16	Extremely Light	-30%
17-23	Very Light	-20%
24-34	Light	-10%
35-45	Medium	-5%
46-76	Standard	Normal
77-84	Strong	+5%
85-90	Heavy	+10%
91-95	Very Heavy	+20%
96-98	Extremely Heavy	+30%
99-00	Massive	+40%

Step 2: Planetary Atmosphere

Determine the ecosphere of each planet by either rolling or choosing from below;

01- 20 Cool Temperate

A cool temperate planet has an atmosphere poisonous to humans. Often, its climate is far too cold and its free-standing liquid is liquid methane or ammonia rather than water.

Nevertheless, such planets may have native life. Hostile terrestrial planets usually occur beyond a star's biozone and may be moons of gas giants.

Saturn's moon Titan is a hostile terrestrial world. Atmospheric pressure is lower than Earth's: .51 to .8 Earth

normal. If enough oxygen is present, humans will find the air completely breathable with the aid of a respirator and can even breathe it for short periods unaided. Early theories on Mars pictured this kind of atmosphere. Otherwise unbreathable to humans, but not necessarily poisonous. This type of atmosphere is typical of Terrestrial planets before our type of life develops. But anaerobic life or "nitrolife" is quite possible here.

01-20 Thin and tainted Oxygen/Nitrogen/Carbon Dioxide with toxic contaminants.

21-40 Thin Oxygen/Nitrogen/Carbon Dioxide.

41-60 Thin and corrosive as above with predominantly toxic trace metals and gases.

61-80 Thin and volatile Nitrogen/Carbon dioxide with combustible volatiles.

81-00 Standard glacial Oxygen/Nitrogen with minimal Carbon dioxide and high ozone.

21-40 Temperate - Variable

A world rated as earthlike will be very much like our own planet — or at least like parts of it, depending on its overall climate, the amount of water it has and its atmosphere. The climate may be temperate, tropical, or arctic, but is liveable by definition. Of course, there may still be obvious flaws or hidden deathtraps, making the world useless. Standard .81 to 1.2 Earth normal.

Breathable without any artificial aids by humans, if enough oxygen is present.

These are the most Earthlike atmospheres. Generally Earthlike atmosphere; almost impossible to find except as a result of life similar to Earth's. Earth's atmosphere is 77% nitrogen, 21% oxygen, and 1% argon,

with traces of water, and so on. Nitrogen and argon are inert; the oxygen percentage is vital. Earth's biological and geological processes hold it at 21%.
 01-33 Standard and volatile Nitrogen/Carbon dioxide with fierce winds.
 34-66 Standard Oxygen/Nitrogen with significant ozone component in stratosphere.
 67-05 Standard and tainted Oxygen/Nitrogen with some contaminants.

41-60 Greenhouse Inferno

A greenhouse Earth or hothouse Earth is a period in which there are no continental glaciers whatsoever on the planet, the levels of carbon dioxide and other greenhouse gases (such as water vapour and methane) are high, and sea surface temperatures range from 28 °C (82.4 °F) in the tropics to 0 °C (32 °F) in the polar regions. Corrosive atmospheres require well protected artificial life support for survival. Unprotected humans will die quickly and painfully. Vacc suits or protective suits with self-contained air supplies are necessary. Most metals will quickly be destroyed by such atmospheres, especially those with even a trace of chlorine or fluorine.
 01-50 Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.
 51-00 Standard and corrosive Oxygen/Nitrogen with abundant toxic trace metals and gases.

61-80 Hellish

Hellish worlds have thick, dense atmospheres that magnify the greenhouse effect, producing worlds that are very hot, sometimes too hot for life to develop. Atmospheres may have high concentrations of carbon dioxide and sometimes sulfur compounds. Venus as we now know it is a greenhouse world

taken to the extreme. Venus as it was once thought to be would be a habitable greenhouse world. Dense atmosphere have pressures greater than Earth's: 1.21 to 1.5 Earth normal. They are still breathable, with some difficulty, if O₂ is present. Dense atmospheres may seem "soupy" to regular humans, and asthma sufferers will find breathing very difficult.

01-50 Dense thick atmosphere which is predominantly oxygen and nitrogen.
 51-00 Dense and tainted as before but with toxic contaminants.

81-00 Arctic

These worlds are usually smaller worlds with thin atmospheres and little, if any, free water. Their water may lie frozen in ice caps, melting only at certain times of the year to nurture what life exists. Mars is an extreme example of an Arctic world. Some Arctic worlds are very old; they once had more water but lost it to space. These have superdense atmospheres which can have pressures up to several hundred times that of Earth. Only the sturdiest structures can maintain Earthlike internal pressures and survive. In the outer zone, frozen or near-liquid atmospheres may qualify as superdense. Nothing less than an EAVS or battlesuit — if that — will make it possible to get around on the surface of these worlds. Venus has a superdense atmosphere. Exotic atmospheres consist of assorted non-breathable or poisonous gases; some may contain corrosive elements. Self-contained oxygen supplies, and often protective or pressure suits, are necessary to survive in these atmospheres. (Alien races may thrive in exotic atmospheres.)
 01-33 Exotic mainly ammonia and methane.

34-66 Exotic and dense thick atmosphere of ammonia and methane.
 67-00 Exotic and corrosive plethora of toxic trace metals and gases.

Step 3: Climate

Climate is the average temperature of all points on the 30th parallel, night and day — tropics will be warmer, mountains and poles will be colder. Orbital distance, naturally, affects climate. A world at the inner edge of the biozone will be hot, and one at the outer edge will be cold. But a world in the middle can have any climate the GM chooses, because of other factors. For instance, Earth would be much colder if not for the heat still being released from its molten core. Internal radioactives and the "greenhouse effect" can also warm up a world. Interstellar gas can block sunlight; cloud or ice surface can increase albedo and reflect heat, cooling a planet. Planets in a multiple system can receive extra heat from other suns. Thus, it is quite possible for a world to remain habitable even though it is slightly outside the nominal biozone. Orbital distance, naturally, affects climate. A world at the inner edge of the biozone will be hot, and one at the outer edge will be cold. But a world in the middle can have any climate the GM chooses, because of other factors. For instance, Earth would be much colder if not for the heat still being released from its molten core. Internal radioactives and the "greenhouse effect" can also warm up a world. Interstellar gas can block sunlight; cloud or ice surface can increase albedo and reflect heat, cooling a planet. Planets in a multiple system can receive extra heat from other suns. Thus, it is quite possible for a world to remain habitable even though it is slightly outside the nominal biozone. It is

important to note that climate is an average has "Earth-normal" climate, but local temperatures span the whole table. A world with Hot climate overall might have some Earth-normal areas at the poles, and large areas at the equator so hot they are unusable. If the world has axial tilt, seasons will affect the temperature at a given time and place, without changing overall climate.

Modifiers

Greenhouse	-10%
Cool Temperate	+10%
Hellish	-20%
Variable Temperate	+5%
Arctic	+20%

01-10 Very Hot; Low 38C, Average 49C, High 60C.
 11-20 Hot; Low 32C, Average 43C, High 54C.
 21-30 Tropical; Low 27C, Average 38C, High 49C.
 31-40 Warm; Low 21C, Average 32C, High 43C.
 41-50 Normal; Low 15C, Average 27C, High 38C.
 51-60 Cool; Low 5C, Average 15C, High 27C.
 61-70 Chilly; Low -7C, Average 5C, High 15C.
 71-80 Cold; Low -18C, Average -7C, High 5C.
 81-90 Very Cold; Low -29C, Average -18C, High -7C.
 91-00 Frozen; Low -40C, Average -29C, High -18C.

Step 4: Biosphere

A planet's biosphere is its envelope of life — its flora, fauna, and microorganisms. The exact nature of each world's life should be decided by the GM, often in connection with a specific adventure. However, the table

below will allow a broad determination of what types of life exist. This table is primarily for Terrestrial worlds within the habitable zone. It may be used with other types of worlds, but life will be truly alien there, if it exists at all.

01-16 Protoorganisms only: single- or multi-celled microorganisms, including algae, protozoa, amoebas and so on.

17-32 As above + lower plants: equivalents of lichens, mosses and fungi.

33-48 As above + higher plants: equivalents of ferns and flowering plants.

49-64 As above + lower animals (INT 1): equivalents of insects, fish, amphibians.

65-80 As above + higher animals (INT 2): equivalents of reptiles, mammals, birds.

81-00 As above + intelligent lifeforms (INT 3+): civilization or the potential for civilization. Tools, fire, and language. Lower forms than the dominant one will usually still exist. The GM may roll again from the choices given under dominant type — e.g., to determine whether insects, fish or amphibians are the dominant type, if "lower animals" is rolled. If intelligence exists, the GM should define its type, tech level, society, and so on .

Step 5a: Orbital Conditions

Determine the stability of the orbit of each planet around its star,

01-20 Very stable, circular orbit, very stable surface temperature.

21-40 Very stable, elliptical (oval) orbit, warmer twice every local year.

41-55 Very stable, very elliptical orbit, gets hot and cold twice every local year.

56-65 Slightly erratic, circular orbit, stable surface temperature changes gradually over thousands of years.

66-74 Slightly erratic, elliptical orbit, warmer twice a year, temperature changes rapidly over hundreds of years.

75-80 Slightly erratic, very elliptical orbit, hot and cold, temperatures become extreme every few years.

81-86 Very erratic, but circular orbit, temperature rises and cools every year by a few degrees.

87-90 Very erratic, elliptical orbit, hot and cold extremes twice a year vary by a few degrees each time.

91-94 Very erratic, very elliptical orbit, very hot and cold extremes, frequent storms, very harsh conditions.

95-98 Extremely erratic, retrograde (backwards) orbit, but stable, unpredictable temperature variations.

99-00 Extremely erratic, retrograde, elliptical orbit, unpredictable, harsh and violent temperature changes.

5b: Stellar Orbit

Determine the length of time involved for the planet to rotate around its star.

.3 AU	50 +D10 days
.4 AU	75 +D12 days
.5 AU	100 +2D10 days
.6 AU	130 +3D10 days
.7 AU	160 +4D10 days
.8 AU	200 +5D10 days
1 AU	300 +D100 days
2 AU	500 +D100 days
3 AU	900 +D100 days
5 AU	10 years +D20 months
6-20 AU	AU x3 years +D12 months
21-40 AU	AU x4 years +D12 months

5c: Axis Spin

Determine the length of time involved for the planet to rotate on its own axis (how long each day is).

Gravity less than 1% to 200%; D20 hours +D8 hours

Gravity 201% to 999%; D20 hours
 Gravity 1000%+; D12 hours

Step 6a: Hydrographics

Even if there is no water, an ocean of any liquid element (hydrogen, ammonia, etc.) can still foster life.

01-10 0% water. Solid land with no surface water/liquid.

11-20 10% water. Only a few scattered seas or lakes, bound by land.

21-30 20% water. Single super continent with surrounding shallow ocean.

31-40 40% water. D4 small continents and many islands in deep oceans.

41-50 50% water. Single large continent and thousands of island groups.

51-60 60% water. Many small continents and islands with deep oceans.

61-70 70% water. Standard, D4 large continents and many islands.

71-80 80% water. Thousands of large and small islands in very deep oceans.

81-90 90% water. Covered in a world ocean with only a few, scattered island groups.

91-00 100% water. Completely covered by an unbroken ocean with no land above the surface.

6b: Humidity

The amount of water vapour in the air is important to most species. Earth averages 50% humidity. Anything below 30% is uncomfortably dry; anything above 70% is muggy. At 100%, it rains all the time. Average humidity over 100% is impossible. The presence of liquid water makes higher humidity likely, but there are many other factors involved. To assign humidity randomly, roll D100%, and add 10% of the world's water surface. Thus, a roll of 60 on a world with 50% water would give 65%

average humidity. Regardless of the roll or amount of water, humidity cannot exceed 100%.

Step 7: Terrain

Almost every type of terrain can be found somewhere on any planet, if the appropriate plant life has evolved. But the prevailing terrain on a world is governed by its climate and the amount of water present. The following types of terrain may be found on earthlike and hostile terrestrial worlds; most can be found on Greenhouse and Desert worlds as well. Iceball worlds almost always look Hilly/Rough.

Desert/Barren:

Low, flat, barren plains, perhaps covered with sand and/or dust in low dunes. Prevalent on older planets with less than 30% surface water, or any world with under 10%. Can occur even on worlds with more water if the land areas are cut off in some way from the seas.

Icy/Barren:

As above, but drifted with snow and ice. Prevalent on Chilly to Frozen worlds with more than 30% water; also common on Cool worlds with under 50% water.

Hilly/Rough:

Mostly bare, rocky terrain, with small hills, boulders and debris, crevices and ravines and so on. Prevalent on younger planets with less than 30% surface water. Can include cratered terrain and rough glaciers.

Mountainous/Volcanic:

High rocky mountains, jagged peaks, cliffs and/or active or dead volcanoes. Most likely on geologically very young worlds with less than 30% surface water.

Plains/Steppe:

Low, flat expanses. Not as dry as desert/barren. May have abundant rivers and lakes, moist soil, etc. Common on worlds with 30% to 60% water surface; also found in the centre of large continents, or behind mountain ranges, on wetter worlds. Plant life, if any, is characterized by grasses, low shrubs and bushes, and tough weeds.

Forest/Jungle:

These only exist if vegetable life does. Can range from lightly wooded areas to densely packed forests and jungles. Usually abundant near rivers, lakes and other bodies of water. Common on Cool or warmer worlds with more than 40% water surface. Hostile Terrestrial forests might be some other form of immobile alien life, or even forests of crystal, minerals, etc.

Marsh/Swamp:

Low, wet areas, often near large bodies of water and almost always including areas of surface water themselves. Mud, quicksand and very moist ground are abundant. If vegetation exists, lush water plants and other life forms are common. Likely if surface water is over 90% and the world is Cool or warmer; very likely if the world is Tropical or warmer.

Step 8a: Density

A planet's density is governed by its composition — the material of which it is made. A large world may have a relatively low gravity if it is made up of light substances; a small world may have a higher-than-expected gravity if its density is high. The composition types, from heaviest (densest) to lightest, are:
01-10 Metallic (Density 7.1 and up): Mostly silicates (rock), but metals and rare elements are plentiful — a great

place for mining. But there's high background radiation, frequent volcanoes and earthquakes, and extra heat (due to internal radioactivity).

There's not likely to be much atmosphere, but the strong magnetic field helps to retain any atmosphere captured (perhaps from comets), diverts solar radiation, and provides a colorful aurora. Example: none in the Solar System. There are reasons to believe that planet-sized bodies this dense are very rare; a world of solid iron would have a density of 8.

11-30 High-Iron (Density 6.1 to 7): As above, but less so: a breathable atmosphere is likelier. Composition is essentially earthlike, but with more metal. Example: none in the Solar System.

31-60 Medium-Iron (Density 4.6 to 6): Even more rock and less iron. Examples: Earth (5.5), Venus (5.2).

61-80 Low-Iron (Density 3.1 to 4.5): Density significantly lower than Earth's. Metals are rare — high-tech civilization based on abundance of metals cannot develop. With less interior heat, the climate will be cooler than might otherwise be expected. Volcanoes are rare. The magnetic field is weaker, so the world is less protected from outside radiation. Examples: Mars (4.0), Luna (3.3).

81-90 Silicate (Density 1.3 to 3): A very low-density world. Metals are very rare — any civilization will have to use low-density ores (such as aluminium), a major obstacle to development of a high-tech native culture. Volcanoes are rare, as are earthquakes. There is almost no interior heat, and the weak magnetic field lets harmful radiation reach the surface. Examples: Pluto (1.5?), the Jovian and Saturnian moons.

91-00 Gas Giant (Density .6 to 2.5): An accumulation of frozen gases, uninhabitable by humanoid races. Some gas giants have a central "rockball" core, which will never be seen unless the planet is boiled away by a nova. Others may have a core of solid (metallic) hydrogen. Examples: Saturn (.7), Neptune (2.3).

8b: Resources

Some planets become important because of their mineral resources; others are crippled for lack of a resource.

Roll D100 to determine what percentage of each element from the periodic table is present on the planet, using the following modifiers;

- +40 for Metallic composition
- 10 if surface water is at least 90%
- 30 for diamonds, emeralds, rubies, sapphires, industrial silicon and so on
- +20 for High-Iron composition
- +10 if surface water is 30% or less
- +10 for industrial metals such as iron, tin, copper, zinc, and so on
- 10 for Low-Iron composition
- 20 for radioactives such as uranium, radium, thorium and so on
- 20 for rare, special minerals,, or unusual elements or compounds not normally found on other worlds
- 30 for Silicate composition
- 10 for for heavy metals such as gold, silver, platinum, cobalt and so on
- +30 for light metals such as sodium, aluminium, lithium and so on

On Ice worlds, metallic, iron or silicate worlds in outer orbits will be almost totally covered with "ice," which may include many compounds other than water. Oxygen, nitrogen and other "atmospheric" gases will be frozen out on very cold planets. Asteroids may

have ice, though it will not be on the surface. If Hostile Terrestrial worlds and Greenhouse worlds with Superdense atmospheres have any liquid at all, it will likely be methane, ammonia or sulphuric acid. Worlds with Exotic or Corrosive atmospheres will have a liquid appropriate to their atmospheric composition and orbital positions Gas giants have no liquid water; there will be solid water on the surface and possibly traces of water in the atmosphere.

Step 9: Satellites

Roll D100 to determine how many moons; on 1-50 None, on 51-00 roll on the table below.

Planet Size	Amount of moons
Small	D4 -2
Medium	D6
Large	D12
Small Gas Giant	D20
Medium Gas Giant	5D10
Large Gas Giant	D100

Step 10: Life

1. Population Numbers

01-20 Lifeless, No indigenous life forms at all.

21-30 Barren, No indigenous life forms except for microbial proto cells.

31-50 Unpopulated, No intelligent life forms, plenty of plant and/or animal life forms.

51-60 Lightly populated, beginnings of civilization, D20 x 10,000.

61-65 Moderately populated, D20 x 100,000.

66-75 Heavily populated, D20 x 1,000,000.

76-85 Densely populated, D20 x 10,000,000.

86-95 Massively populated, D20 x 100,000,000.

96-00 Incredibly populated, D20 x 1,000,000,000.

2. Lifeforms

There are two ways you could do this. The first way is to choose or roll from among the already existing races in the Realms. The second way is to create your own new race.

1. Existing Races

- | | |
|----------------------|---------------------|
| 01 Aarakorra | 39 Half Elf |
| 02 Anpur | 40 Half Giant |
| 03 Armand | 41 Half Orc |
| 04 Asherati | 42 Halfling Furchin |
| 05 Beastmen | 43 Halfling Hobbit |
| 06 Beholder | 44 Halfling Kender |
| 07 Belgoi | 45 Hoarfrost |
| 08 Bhuka | 46 Hobgoblin |
| 09 Centaur | 47-65 Human |
| 10 Changeling | 66 Illithid |
| 11 Draconian Aurak | 67 Imp |
| 12 Draconian Baaz | 58 Kai Lin |
| 13 Draconian Bozak | 69 Kalashtar |
| 14 Draconian Kopak | 70 Kobold |
| 15 Draconian Sivak | 71 Kyrie |
| 16 Dracotaur | 72 Medusa |
| 17 Dragon | 73 Mer |
| 18 Dwarf Aghar | 74 Minotaur |
| 19 Dwarf Derro | 75 Mul |
| 20 Dwarf Dvergar | 76 Norse |
| 21 Dwarf Gunbadthane | 77 Ogre |
| 22 Dwarf Hylar | 78 Ogre Irda |
| 23 Dwarf Karakthane | 79 Orc |
| 24 Dwarf Neidar | 80 Orcling |
| 25 Dwarf Thorbathane | 81 Pahari |
| 26 Elf Avariel | 82 Pixie |
| 27 Elf Dargonesti | 83 Pterran |
| 28 Elf Dimernesti | 84 Rakshasa |
| 29 Elf Drow | 85 Reaper |
| 30 Elf Kagonesti | 86 Sahuagin |
| 31 Elf Qualinesti | 87 Shib-thahn |
| 32 Elf Silvanesti | 88 Shifter |
| 33 Elf Tundranesti | 89 Shulassakar |
| 34 Fairy | 90 Sphenoi |
| 35 Fomorian | 91 Stagon |
| 36 Genasi | 92 Thanoi |
| 37 Gnome | 93 Thrikeen |
| 38 Goblin | 94 Tiefling |
| | 95 Troll |
| | 96 Uldra |
| | 97 Ursoi |
| | 98 Vermin |
| | 99 Warforged |
| | 00 Yuan-ti |

2. Creating your own Race

For really weird aliens, try rolling on this table twice to find some combinations.

This table was created entirely by AJ Pickett.

Step 1: Type

01-02 Amoeboid; Species with a body form that has no consistent shape.

03-04 Organic Polymeroid; Species formed out of large molecular chains (plastics).

05-06 Marsupial; Mammal species which possesses a pouch with which they foster their undeveloped young.

07-08 Depositic Amalgamate; Species consisting of collected substances or primitive organisms.

09-10 Fungoid; Plant species that does not require photosynthesis, feeding on (usually) organic matter instead.

11-12 Sporoid; Reproductive parts of a larger organism, spores.

13-14 Osmotic membrane; Species consisting of layered films, usually attached to another organism or solid surface.

15-16 Saurian; Warm blooded, advanced reptiles (dinosaurs).

17-18 Photonic Node; Living light.

19-20 Algaoid; Species consisting of a form of water vegetation (sea weed).

21-22 Synthetic; Artificial life form.

23-24 Mammalian; Warm blooded species which bears live young and nourishes them with milk secretion.

25-26 Planktonic; Species inhabiting a liquid medium with no contact with solids required.

27-28 Saprophyte; Plant species that feeds off other living organisms.

29-30 Malacoid; Species similar to a mollusk (including snails, oysters, cuttlefish, etc).

31-32 Ecoform; Species that is the combined sum of an entire ecosystem of lesser species.

33-34 Sub-spatial Node; Species consisting of a warp complex in Space/time, such as living wormholes.

35-36 Reptilian; Cold blooded, primitive reptiles.

37-38 Gestalt; Single thought identity formed from all individuals of a species.

39-40 Lipoid; Species consisting primarily of complex organic oils and fats.

41-42 Resonate; Pure energy life form (Non material).

43-44 Plasmadic; Gaseous species.

45-46 Precipitate; Species existing as a by product (usually organic chemistry) of another organism.

47-48 Actinoid; Species with a radioactive body chemistry.

49-50 Cephalopod; Species with limbs directly attached to the head (like an Octopus).

51-52 Herbaceous; Plant like species.

53-54 Microbial; Microscopic organisms.

55-56 Insectoid; Exoskeleton, bodywide respiratory system, segmented body parts.

57-58 Amphipod; Species similar to a crustacean.

59-60 Endomorphic; Species that lives inside another species.

61-62 Balloonoid; Species consisting largely of a gas filled spherical membrane.

63-64 Amorphic; A shapeless species (no set body structure).

65-66 Crystalloid; Species composed of crystalline substances (may or may not be fully solidified).

67-68 Amalgamate; Integrated life forms, usually cybernetic, but including co-operative organisms.

69-70 Recombinate Form; Species that is the end product of a massive mutation process in another organism.

- 71-72 Bicephaloid; Species with two heads (may also have two separate minds).
- 73-74 Arthropod; Species possessing a jointed body and limbs.
- 75-76 Mineraloid; Species composed of inorganic minerals (may or may not be fully solidified).
- 77-78 Alkaloid; Species with a nitrogen body chemistry.
- 79-80 Exomorphic; Species that exists attached to another species.
- 81-82 Arachnoid; Spider-like, predatory species.
- 83-84 Ornithoid; Bird like species, adapted to flight.
- 85-86 Ichypoid; Fish like species, adapted to respirate and live in a liquid medium.
- 87-88 Amphibian; Species that lives both on land and in water.
- 89-90 Aliped; Wing footed mammal species, such as a Bats.
- 91-92 Isomeroid; Species which consists of only one element (and alternate forms of it).
- 93-94 Silicoid; Species composed mainly of Silicon compounds.
- 95-96 Chromodic; Species which evolved in the outer atmosphere of a planet or star.
- 97-98 Benthoid; Species which evolved on a deep ocean bottom.
- 99-00 Exobiotic; Species that has evolved and lives in space.

Step 2: Species Traits

There's no set number of times to roll on this table, but at least four is recommended. This table was created by myself and AJ Pickett.

- 01-02 Armour Plated; Double the normal HPs with an AC of 6.
- 03-04 Covered in fungus; Symbiotic or pathogenic? The fungus may provide camouflage, protection or nourishment

- of some kind, maybe it augments the host, or is highly cultural or addictive?
- 05-06 Dome Shaped; like a crab, with it's body flatter underneath and rounder on top. Limbs are arranged around it.
- 07-08 Double Headed; 2 heads on 1 torso.
- 09-10 Doughnut Shaped; -1 to hit due to their being no main body to aim at.
- 01-12 Elastic Bones; Only takes half damage from any kinetic attacks (falls, punches, explosions, etc).
- 13-14 Emits Vapours; Identical to the Minor Power of Fart Expulsion.
- 15-16 Extra limbs; D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.
- 17 Fat; life form appears overweight, however it may be pure muscle.
- 18-19 Featureless; a totally blank face and body. No eyes, ears, nipples, etc. This life form's senses must work in a totally different manner to the norm. This skin is also totally smooth.
- 20-21 Flat Billed; platypus type beak.
- 22-23 Frilled; lizard type vane around the neck.
- 24-25 Headless; Sensory organs are located on the main torso.
- 26-28 Horned; Up to D4 horns on head which do D6 damage each.
- 29 Hourglass Shaped; unusual body shape.
- 30 Huge Jaw; neck length.
- 31 Jointed Spines; The creature has long spines (sturdy) with joints like knees or elbows it can bend and feel like limbs/fingers. The spines may be used as locomotion or for display.
- 32-33 Large Eared; enhanced hearing identical to the Minor Power.
- 33-34 Large Eyed; +10% better sight.
- 35-36 Large Nostrils; smell +10% better.

- 37-38 Long Limbed; arms reach down to the knees or even ankles.
- 39 Lumpy; over most of skin.
- 40-42 Mandibles; like an insect with a STR equal to double your normal attribute.
- 43-44 Mottled; Multiple coloured hide/skin/surface, probably a method to conceal or stand out on their home environment, such an appearance on earth can be found on coral fish, moths, lizards, other insects, etc. Add prowl bonuses if applicable, otherwise the creature may stand out because it is highly toxic or just mimics a another nasty critter.
- 45-47 Multiple Mouths; Up to D6 extra mouths located on various parts of the body.
- 48 Pear Shaped; unusual body shape.
- 49-50 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.
- 51-52 Reflective Hide; All energy attacks bounce off.
- 53-54 Retractable Claws; Up to D4 inches long.
- 55-56 Retractable Tongue; With a length equal to own height.
- 57 Rough Skinned; course like a shark.
- 58-59 Round Backed; the creature has a very curved spine/back, giving it a hunched and stooped stance. Very strong, bracing musculature. +2 STR.
- 60 Segmented; like a centipede.
- 61-62 Serpentine Scaled; D100% of body is covered in scales.
- 63-64 Sharp Teeth; +D4 damage.
- 65-66 Skinny; practically anorexic. -2 STR, +4 MR due to lighter frame.
- 67-68 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 evade, +3 roll.
- 69-70 Slit Featured; has slits instead of eyes, ears, nose and mouth.
- 71-72 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.
- 73 Split Body; 2 torsos on top of 1 set of legs.
- 74 Stalk faced; like a snail.
- 75-76 Striped; like a zebra.
- 77-79 Sturdy Quadroped; walks around on all fours.
- 80-81 Suckers; same as the adhesion Minor Power. They can be located on the fingers, chest or wherever else desired.
- 82-83 Tail; Either thin but strong like a monkey's allowing the life form to lift his own body weight using it, or a thick and powerful bludgeoning weapon.
- 84-85 Tentacles; Finger or arm.
- 86-87 Tough Skinned; natural AC 6.
- 88-89 Transparent Body; Can see right through the life form's body. Note he is not totally invisible as his outline can be made out.
- 90-91 Transparent Skin; Can see the muscle tissue and veins beneath the life form's skin.
- 92 Twitchy; shakes a lot.
- 93-94 Unusual Skin Colour; Pick one, whatever colour you like. Or perhaps a combination of various colours.
- 95-96 Unusual Sensory Organs; Identical to one of the Minor Power senses. This may include Hearing, Smell, or one of the Vision powers.
- 97 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.
- 98 Webbed; between its fingers or toes or both.
- 99-00 Wings; Identical to the Minor Power of Winged Flight.

Step 3: Feeding Habits

First roll to determine type, then roll again within its own section;

01-25 Carnivore

26-50 Herbivore

51-75 Omnivore

76-00 Scavenger

Carnivore

01-20 Chaser

Kill their prey after chasing it to the ground.

21-40 Killer

Raw instinct of killing for its own sake.

41-60 Pouncer

Kill prey by attacking from hiding or by stalking and springing, will flee if surprised.

61-80 Siren

Creates a lure to draw a prey to its trap.

81-00 Trapper

Passively allow their prey to enter a created trap wherein they are killed and then eaten.

Herbivore

01-50 Grazer

Devote most of their time to eating with their primary defense being flight.

51-00 Intermittent

Don't eat full time and usually freeze when an encounter occurs, then flee if attacked.

Omnivore

01-33 Eater

Eats anything and everything making no distinction.

34-66 Gatherer

Tend to eat more unresisting food.

67-00 Hunter

Similar to Chasers.

Scavenger

01-50 Carrion Eater

Take dead meat when it becomes available often waiting patiently for all other threats to disperse before beginning.

51-00 Hijacker

Establish their claim to food simply by taking it, relying on superior strength.

Step 4: Size

How tall/long is each species?

01-05 1ft +D10 inches

06-10 2ft +D10 inches

11-15 3ft +D10 inches

16-20 4ft +D10 inches

21-40 5ft +D10 inches

41-60 6ft +D10 inches

61-70 7ft +D10 inches

71-80 8ft +D10 inches

81-85 9ft +D10 inches

86-90 10ft +D10 inches

91-95 11ft +D10 inches

96-00 12ft +D10 inches

Step 5: Attribute Notes

Considerations for determining Physical and Mental Attributes are wide open to variation, but some reasonable estimates should be easy to guess after the entire environmental and behavioural backgrounds have been rolled. Generally mental attributes are based around technology, culture and adaptability. Physical attributes are based around form, local gravity, size, environment and behavioural adaptations. A predatory species is most likely to be strong and fast, but may not have a high endurance; bursts of activity followed by long periods of inactivity are common. A relatively aggressive and uncooperative species may be technologically advanced due to high individual intelligence, and likewise, a relatively stupid species can achieve great technological progress just through lots of cooperation.

Step 6: Culture

Determine the attitude of the majority of the species.

01-10 Passive

Completely free of violence and evil.

11-20 Enlightened

Truly kind race with little violence or hatefulness.

21-35 Benevolent

More tolerant than standard but still with some violence.

36-55 Standard

Diversified mix of kind and evil people.

56-70 Paranoid

Diversified mix leaning more to evil and selfishness.

71-85 Xenophobic

Fearful of others, harsh but still some redeeming features.

86-95 Hostile

Intolerant and aggressive, held in check by strong social customs.

96-00 Malevolent

Truly malicious race with no redeeming qualities at all.

Step 7: Government

Determine how the species' society is ruled.

01-03 None

There is no form of government at all.

04-06 Anarchy

There is no individual ownership with everything provided by the governing body and elected area council members serving on a super council.

07-09 Banana Republic

A politically unstable and kleptocratic government that economically depends upon the exports of a limited resource (fruits, minerals), and usually features a society composed of stratified social classes, such as a great, impoverished ergatocracy and a ruling plutocracy, composed of the aristocracy of business, politics, and the military.

10-12 Bankocracy

A system of governance with excessive power or influence of banks and other financial authorities on public policy-making. It can also refer to a form of government where financial institutions rule society.

13-15 Bureaucracy

A system of governance with many bureaus, administrators, and petty officials.

16-18 Communism

A socialist system in which the means of production are commonly owned (either by the people directly, through the commune, or by a communist state or society), and production is undertaken for use, rather than for profit.

Communist society is thus, in theory, stateless, classless, moneyless, and democratic — it is usually regarded as the "final form" of a socialist or anarchist society.

19-21 Corporatocracy

A system of governance where an economic and political system is controlled by corporations or corporate interests.

22-24 Bureaucracy

Government by agencies.

25-28 Colony/ Captive Government

Government by a leadership answerable to an outside group.

29-32 Corporation

Government by company managerial elite, citizens are company employees.

33-36 Democracy

Government by advice and consent of the public whether elected council or large government.

37-40 Dictatorship

Government by a single leader.

41-44 Feudal Technocracy

Government by specific individuals for those who agree to be ruled.

Relationships are based on the

performance of technical activities which are mutually beneficial.

45-48 Hive

Government by a group mind with a single ruler working towards the betterment of the entire hive.

49-52 Magocracy

Government with the highest and main authority being either a magician, sage, sorcerer, wizard or witch. This is often similar to a theocratic structured regime and is of course only available on a magical world.

53-56 Matriarchy/ Patriarchy

Society ruled predominantly by women (matriarchy) or men (patriarchy).

57-60 Military Dictatorship

Government by military council which has little regard for its citizenry.

61-64 Monarchy

Government by royal family, must be born into the position.

65-68 Nepotocracy

Favouritism granted to relatives regardless of merit; a system of governance in which importance is given to the relatives of those already in power, like a nephew (where the word comes from). In such governments even if the relatives aren't qualified they are given positions of authority just because they know someone who already has authority.

69-72 Oligarchy

Government by restricted minority with little or no input from the public.

73-76 Religious Autocracy

Government by a single religious dictator.

77-80 Theocracy

Government by a religious minority which has little regard for its citizenry.

81-84 Socialism

A system in which workers, democratically and/or socially own the means of production. The economic

framework may be decentralized and self-managed in autonomous economic units, as in libertarian systems, or centrally planned, as in authoritarian systems. Public services such as healthcare and education would be commonly, collectively, and/or state owned.

85-88 Technocracy

Government by the educated or technical experts; a system of governance where people who are skilled or proficient govern in their respective areas of expertise in technology would be in control of all decision making. Doctors, engineers, scientists, professionals and technologists who have knowledge, expertise, or skills would compose the governing body instead of politicians, businessmen and economists. In a technocracy, decision makers would be selected based upon how knowledgeable and skillful they are in their field.

89-92 Totalitarianism

Government by a minority which maintains absolute control through coercion and oppression.

93-96 Tribalism

A system based on a small complex society of varying degrees of centralisation that is led by an individual known as a chief.

97-00 Unocracy

Ruled by a singularity of all human minds connected via some form of technical or non-technical telepathy acting as a form of super computer to make decisions based on shared patterned experiences to deliver fair and accurate decisions to problems as they arrive. Also known as the "Hive Mind" principle, it differs from voting in that each person would make a decision while in the "hive" the synapses of all minds work together following a longer

path of memories to make "one" decision.

Step 8: Law

Determine how rigid the society is.

01-09 None

No prohibitions.

10-17 Low

Prohibition of machine guns, automatic rifles, explosives and poison gas.

18-25 Low

Prohibition of above + shotguns.

26-33 Low

Prohibition of above + pistols.

34-42 Moderate

Prohibition of above all firearms.

43-55 Moderate

Prohibition of above + blade weapons.

56-64 Moderate

Prohibition of above inside homes as collections.

65-70 High

Rigid control of civilian movement.

71-78 High

Unrestricted invasion of privacy.

79-85 High

Paramilitary law enforcement.

86-89 Extreme

True police state.

90-93 Extreme

All facets of life rigidly controlled.

94-97 Extreme

Severe punishment for petty infractions.

98-00 Extreme

Totally oppressive and restrictive.

Step 9: Technology

Determine how technologically developed the society is. It is also possible for more advanced societies to have a mix of tech levels between for instance weapons, spaceships and medicine.

01-08 Tech 0

Stone Age; Cave dwellings. Counting, oral tradition, fire, sewing needle. Skis;

dogsleds; dugout canoes. Wooden and stone weapons; primitive shields; hides for armour. Human muscle power; dogs. First aid; herbal remedies; primitive agriculture.

09-16 Tech 1

Bronze Age; Arithmetic, writing. Bare horseback; the wheel (and chariots); ship-building; sails. Bronze weapons and armour. Donkeys; oxen; ponies. Surgery; animal husbandry; fermentation. The plough, papyrus, sundials, the month (lunar cycle defined mathematically), potter's wheel, kilns, tanned hides (boiled or dried leather), woodcutting for fires, composite bow, sickle with curved handle, file, plane (wood-working), abacus, balance for weighing and measuring, ladder, trumpet (from animal horns), ships built from planks, early siege weapons (rams and picks). Wheelblades, bulldozer blades and ploughs for vehicles.

17-24 Tech 2

Iron Age; Geometry, scrolls. Saddle; roads; triremes. Iron weapons; iron armour (including mail); siege engines. Horses; water wheels. Bleeding the sick; chemical remedies. Keystone arch, horseback with a saddle, ocean going galleys, shields, scale armour, power from windmills, bleeding the sick, chemical remedies. Crop rotation, iron ploughshare (the blade of the plough), heated rooms (heat pumped under tile floor), large-scale glassblowing, irrigation, water clocks, codex (early books), scrolls, rotary locks, heavy cavalry, wheelbarrow, bellows, bridle and bit, saddle, spurs, soap, weapons: pike, trident, mace, broadsword, shortsword, scythe, crossbow, metal harpoon, lasso, ballista.

25-32 Tech 3

Medieval; Algebra, books. Stirrups; ocean going sailing ships (longships,

round ships, etc.). Steel weapons; early firearms; plate armour; castles. Heavy horses and horse-collars; windmills. Crude prosthetics; anatomical science. Steel weapons, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, lances, flails, crossbows, plate and chain mail, castles, power from horses with horse-collars, amputations and crude prosthetics.

33-40 Tech 4

Age of sail; Calculus. Stagecoach; three-masted sailing ships; precise navigation. Muskets and pikes; horse artillery; naval broadsides. Improved windmills; belt drives; clockwork. Optical microscope makes cells visible. Gunpowder, printing, transportation from fully-rigged ships, hot-air balloons, black-powder muskets, cannon, sailing warships. Dress smallsword, fencing sabre, rapier, cavalry sabre, buff coat (long leather coat worn by musketeers), amputations, bonesetting, cauterizing wounds, opium as a medical painkiller, basket hilt.

41-50 Tech 5

Industrial Revolution; Mechanical calculators, telegraph. Steam locomotives; steamboats; early submersibles; balloons and early airships. Early repeating small arms; rifled cannon; ironclads. Steam engines; direct current; batteries. Germ theory of disease; safe anaesthetics; vaccines. Mass production, steam power, telegraph, transportation by steam ship, railroads, zeppelins, ironclad warships, dynamite, repeating handguns, direct current power, germ theory of disease. Steam engine, earliest internal-combustion engine.

51-60 Tech 6

Mechanized Age; Electric calculators, telephone, radio. Automobiles; continental railways; ocean liners;

submarines; aircraft. Smokeless powder; automatic weapons; tanks; combat aircraft. Steam turbines; internal combustion; alternating current; hydroelectricity. Antibiotics; blood typing and safe transfusions; heredity; biochemistry. Radio, battleships, tanks, machine-guns, fighter aircraft, fission bombs (A-bombs), flak jackets, hydroelectric power, alternating current, major surgery, antibiotics. Helicopter drivetrain, tracked drivetrain, liquid fuel rocket, helium airships and manned balloons, weapon bays (in aircraft), radar, sonar, bombsight, airlock, diesel engine.

61-70 Tech 7

Nuclear Age; Mainframe computers, television. Nuclear submarines; jet aircraft; helicopters; manned space flight. Ballistic body armour; guided munitions; combat jets; nuclear weapons. Gas turbines; fission; solar power. Discovery of DNA; organ transplants; pacemakers. Nuclear energy, computers, lasers, rockets, jet aircraft, space shuttles, mag-lev monorails, hovercraft, nuclear missiles (H-bombs), atomic submarines, Kevlar, fission and hot fusion power (nuclear power plants), solar power, organ transplants. Ablative armour, composite armour, laminate armour, improved suspension for ground vehicles, variable sweep wings for aircraft, aircraft with controlled instability designs, improved brakes, all-wheel steering, roll stabilizers for water vehicles, leg drivetrain, magnetic levitation vehicles, orion engine (space drive using nuclear explosion for propulsion), ornithopter drivetrain (aircraft with mechanical flapping wings), ducted propellers for water vehicles, ducted fans for aircraft, tilt rotors, afterburners.

71-80 Tech 8

Digital Age; Personal computers, global networks. Satellite navigation; SSTO ("single stage to orbit") spacecraft. Smartguns; blinding lasers; unmanned combat vehicles. Fuel cells; advanced batteries. Genetically modified organisms; gene therapy; cloning. Slower-than-light space travel, fusion power, bionic implants, ballistic airliners, turbofans, ramjets, turbo-ramjets, cybertanks, orbital lasers, combat armour and battlesuits, gauss needlers, fission/electric power, orbital-collected solar power, plastiskin.

81-90 Tech 9

Microtech Age; Artificial intelligence, nanotechnology, real time virtuality, lightsails (space drives that use light for propulsion). Robot cars; space elevators; fast manned interplanetary space flight. Electrolasers; heavy laser weapons; battlesuits; combat robots; designer viruses. Micro fuel cells; deuterium-hydrogen fusion; high-temperature superconductors. Human genetic engineering; tissue engineering; artificial wombs; cybernetic implants. Force screens, tractor beams, fast FTL radio, personal force shield, antimatter missiles, sensa-skin. Gravgun, paralysis pistol, reactionless thruster, cannibal nanokits, translation program for robots, bioplastic nanomorphs, disassembler (nanobot cloud that breaks down matter). Gauss guns; nanotech armour; nanoviruses. Impulse space drive. Fusion Power, Optionics (holography), Molecular Data, Gauss/Rail, Gravitic Control, Stealth Fields, Particle/Plasma, Spaceship Ion Protolight Drive.

91-95 Tech 10

Robotic Age; warp drive, antimatter bombs. Helium-3 fusion; antimatter. Brain transplants; uploading; bioroids; uplifted animals. Contragravity, grav compensators, personal flying belts, grav

tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Compact particle-beam weapons; defensive nanites. Portable fusion power. Living machines; cellular regeneration. Faster-than-light space travel, sentient computers, space yachts, genius bombs, flamers, particle-beam blasters, stunner weapons, cold fusion/electric power, panimmunity, braintapes, complex implants, suspended animation, automedic. Blaster pistol, blaster rifle, electrolaser, electrolaser rifle, hand flamer, plasma rifle, tripod flamer, holdout laser, survival laser, monowire blade, monowire whip, gatling laser, gauss SMG, gauss battle rifle, sonic stinger, stunner (beam weapon), stun rifle, screamer (beam weapon), M-LAW (missile launcher). Stellar Power, Tachyon

Communications, Molecutronics (living circuits), true Biotech, Teleportation.

96-98 Tech 11

Diamond Age; Contragravity, grav compensators, personal flying belts, grav tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Gamma-ray lasers; "living metal" armour; black-hole bombs. Portable antimatter power. Full metamorphosis; regeneration. Antimatter power, artificial gravity, slow FTL radio, nerve pistols, superheavy combat armour, disruption beams. Bioplas sails for water vehicles, fusion air-ram (jet engine), hyperdrive, gatling x-laser vehicle gun, x-ray laser cannon, neutrino communicator, sentient computer, neural interface vehicle control: socket interface and neural induction field, artificial gravity unit (generates a gravity field inside or on top of vehicle in space), bioconvertor power plants (herbivore, carnivore, omnivore, vampire). Full terraforming of planets,

planetary missiles, "pocket" antimatter. Construction of ringworlds.

99-00 Tech 12

Enlightened Age; Phase Gate (dimension crossing), Spaceship Intergalactic Jump Drive. Construction of worlds, perfect medicine, teleport projector, reality stabilizer, parachronic technology (time machines). Mobile worlds, dyson spheres, tesseract technology.

Step 10: Meta Physics

Is it possible for some life forms in this world to have meta, psionic or cosmic powers? Or does life stop evolving at a certain point?

01-10 Meta Level 0

None. No lifeform has any form of meta powers.

11-20 Meta Level 1

Very Low. Minor mental powers only and less than 1% of any world population has any.

21-50 Meta Level 2

Low. All powers are available but at minor level only. D10% of any world population has any.

51-90 Meta Level 3

Medium. All powers are available and at any level. 5D10% of any world population has any.

91-00 Meta Level 4

High. Cosmic powers are also now available. D100% of any world population has any normal powers.

Step 11: Mana Level

As per meta powers does Magic exist in this world? How common is it? Who can use it? How much Mana does each person start with?

01-10 Mana Level 0

None. There is no magic but magical beliefs are possible, including belief in luck, the symbolic manipulation of luck, omens, and so forth. Beings may begin

to profess belief in religious systems and concepts, including spiritual agencies (higher being or beings) and mythic regions (such as a spirit world or an afterlife). Atheism, the belief in the nonexistence of the preceding, is also prevalent. No evidence of the truth of such beliefs exists, including inspiration, communication with the divine, or prophecy. Religious rites may be devised, but such rites have no effect. Religious communities can form, although individuals often differ greatly on the doctrine or tenets of a faith, and hierarchies may develop.

11-20 Mana Level 1

Very Low. Magical energies manifest with the presence of magic altering the outcome of events for good or ill, causing random outbreaks of good or bad luck. People can, through the use of symbols, bless or curse each other or themselves. Omens, spontaneous events that prefigure good or ill luck, first manifest. Rituals to evoke omens are possible, allowing for fortunetelling. Fortunetelling can predict the future, though only in the most general fashion, and doing so is very unreliable. Spiritual energy is so low that rites take years in order to get even the slightest effect. Many rituals do not work and those that do work are extremely unreliable. There is no way to differentiate between the two. As a result, magical knowledge is heavily entwined with folklore.

At best a magic user can tap into (INT + WIS) x1 mana.

21-30 Mana Level 2

Low. Rituals can evoke magic (though unreliably). A body of magical lore can be accumulated, which lore consists of a collection of recorded rituals. Magical spheres can be formalized, and

organizations based on a sphere of magic are possible. Prophecies (predictions of future events) become available, although they are often obscure and difficult to interpret; most commonly, prophecies are understood only in hindsight. Prophecy can simply give inaccurate or incorrect results as well. Direct invocation of divine power becomes possible, but is extremely unlikely. Even if successful, the effect will never be a visible and direct confirmation of divine agency. Enough spiritual energies exist to infuse life-forms with a permanent essence (a "spirit" or "soul"). Such spirits can be communicated with. An afterlife becomes possible, as does reincarnation (depending on the tenets of the religion). Rites become easier to invoke, involving weeks of effort rather than months or years.

Magic users can tap into (INT + WIS)
x2 mana.

31-60 Mana Level 3

Medium. Rituals increase in reliability; it is now possible to distinguish real rituals from folklore. A deliberate study of symbols is now possible, allowing the learned to guess at what symbols might evoke a desired effect. Through this process, they can discover new rituals. The magical symbology of a sphere can be formulated as a detailed series of magical laws; these laws delineate which symbols are needed to evoke a given effect (thus eliminating guesswork). Reliable rituals are now possible. The rudiments of spells and spellcasting are developed. Specially trained (or talented) individuals can devise and cast spells. Spells allow precise control over when, how, and how powerfully a magical effect manifests. Divination effects are possible. Permanent magical

items are possible. Magic users can discover the essence of mana; this essence underlies all magic in the dimension and is the source of all magic. Knowledge of the fundamental nature of magic allows magic users to transcend the limitations of a sphere. Some can share spells freely between different spheres and can even devise and cast spells that use no symbols. Spell manipulation becomes possible, allowing magic users to bend the rigid limits of a spell (e.g. to allow the effect to last longer or to make the spell more powerful). Manipulating a spell requires extra effort during spellcasting. Rites may be invoked without a community of the faithful being present, as long as the invoker has both faith and focus. The presence of the faithful can aid the effectiveness however. Prayers become available but usually require years of study or training since birth to utilize properly. Powerful effects still require the use of lengthy rites, each of which can take several days to complete. Religious symbols can be imbued with spiritual power as a result of divine agency but not through the will of the community; this power most often manifests itself by making the use of spiritual power easier for the faithful. Believers can now invoke minor miraculous effects via endowment by a deity. Rites are available which can be invoked in a far shorter time- usually in a few hours. Mana is plentiful enough to infuse the unliving with magical energy. Independent action taken by spiritual agencies can occur. The community of faithful may imbue an item or place with spiritual power. Items (swords, talismans) may be imbued with spiritual energy that can aid in the performance of miracles or that allow an individual to perform a specific task. These items will

only work for someone of the same faith as those who empowered the object. The presence of the divine can manifest itself on a sporadic basis, appearing as a separate being or “possessing” a worshipper. Such manifestations are temporary and can only occur in the presence of believers. Beings whose nature is intrinsically spiritual may exist. Typically, such beings can invoke magic far easier than others. More accurate prophecies are available; differences in predicted events and eventual outcomes often lie in mistaken interpretations. Servants of the divine may be empowered with spiritual energy. Such servants can work magic directly, as if they were the divine (e.g., without the need for faith or focus checks). Divinely powered beings (“angels”, “demons”, etc.) may exist as physical beings. Magic users can tap into (INT + WIS) x3 mana.

61-90 Mana Level 4

High. Magic is available to everyone though only some may truly master it. Mana is plentiful enough to reduce some lengthy and complex rites down to prayers. Divine invocations become easier and more available. Divinely granted immortality is possible. Permanent portals to mythic regions may exist, created by spiritual agencies. The divine may now manifest itself directly, but temporarily, as a physical presence. Magic users can tap into (INT + WIS) x4 mana.

91-00 Mana Level 5

Very High. Wish magic becomes an innate ability. Anyone can evoke a wish, simply by concentrating. The spiritual energies of the dimension are potent enough to affect its physical structure, including pocket dimensions or fringe

realities, and remake them in accordance with the beliefs of the welder. Physical laws of the dimension may change, geological and archaeological evidence will be altered or eliminated, and the biology of life forms may be transformed. Some remnants of the original form of the dimension may survive, but these are rare. Accurate prophecies are available. Both in precision and clarity, such predictions are highly dependable. Magic users can tap into (INT + WIS) x5 mana or higher.

11. BUILDING A SPELLJAMMER

Ships powered by spelljamming helms are capable of flying into not only the sky but into space. With their own fields of gravity and atmosphere, the ships have open decks and tend not to resemble the spaceships of science fiction, but instead look more like galleons, animals, birds, fish or even more wildly fantastic shapes.

The Spelljammer setting is designed to allow the usual sword and sorcery adventures of Dungeons & Dragons to take place within the framework of outer space tropes. Flying ships travel through the vast expanses of interplanetary space, visiting moons and planets and other stellar objects.

A wide variety of materials are used in ship construction, and some are quite rare and wonderous. The most typical are detailed here and used throughout these rules. For other materials the GM will need to determine its properites and costs.

Step One: Select the ship's type and size

The form of a spelljamming vessel is its shape and design, and plays a role in how maneuverable the ship is. A ship designed by a spacefaring shipwright is shaped to work with the way a helm functions, so the ship moves with the helmsman, rather than fighting him. Ships not designed to take advantage of the freedom and three dimensional aspects of space are less maneuverable.

Space form ships are designed to take advantage of the free and open nature of space, to work with the motivational force of the helm and the steering mechanisms used to maneuver. It is misleading to think that an overall shape is the only factor in space design.

The truth is that a good spacefaring shipwright understands the subtleties requires to make a design work. For example, the whaleship looks far more bulky than a terrestrial galleon, but is still considered a space design. This is because the designers of the whaleship understood the science of spacefaring ship engineering, and used this knowledge to make the ship as maneuverable as possible for its size. Terrestrial form ships are primarily planet-based ocean-going vessels that have been retrofitted with a helm, which gives this form its name. Examples include the galleon and the cutter.

Despite the name, though, the terrestrial form can also include non-planet-based ships. It can include space form ships that were altered, ships designed by less experienced shipwrights, or ships that require they be a certain shape.

Poor form ships are vessels whose design almost actively defy the free

nature of space and maneuverability. Their shape and poor steering mechanism layout make the ship rather unwieldy, and hard to maneuver. Ships with the poor form are usually created when the designer of the ship has little actual knowledge on what it takes to build any kind of ship. They can also be created by clumsy ship modification. The most common examples of poorly designed ships are those built and used by gnomes.

Ships can be any size length and diametre. When designing a ship you must ensure that there is adequate life support to handle the number of passengers as well as crew. For every 10 x10 metres squared of space the ship can carry 1 passenger.

The standard spelljammer looks similar to an oceangoing ship, complete with sails.

Type	Size (metres)	HPs	AC
Deathspider	200	1500	0
Galleon	50	750	2
Hammership	50	700	2
Manowarship	45	600	2
Squidship	35	550	3
Waspship	20	450	4

Type	A/DF	MR	Speed in Atmosphere
Deathspider	1	1	75kph
Galleon	3	2	150kph
Hammership	3	3	175kph
Manowarship	4	3	200kph
Squidship	5	4	250kph
Waspship	5	5	300kph

Step Two: Increase Ship

Attributes

Listed here are how much it costs to buy each individual point of each attribute. eg. between 1 and 2 A/DF cost 1 point each, while 3 to 5 cost 2 points each.

AC - this is a rating for the protective value of a vehicle's figured from 10 (very weak) to 0 or even -10 (the best armour which can be attached). The higher the AC the more vulnerable the vehicle is to damage. Armour provides protection by reducing the chance that a vehicle is attacked successfully (and suffers damage). Armour does not absorb damage, it prevents it.

A/DF - every vehicle has an Acceleration/Deceleration Factor. This is how many hexes or spaces the vehicle can add to or subtract from its speed in one turn. Vehicles cannot accelerate and decelerate on the same turn. 1 space = 2 square metres.

HPs - how many Hit Points the vehicle has or much damage it can take before being destroyed.

MR - each vehicle also has a manoeuvre rating. This number signifies how many times the vehicle can turn during its move. The vehicle must move forward at least 1 space or hex after each turn.

Speed - how fast in kilometres per hour the vehicle can travel at.

<u>Attribute</u>	<u>1 Point</u>	<u>2 Points</u>	<u>3 Points</u>
A/DF	1-2	3-5	-
AC	6 to 3	2 to -3	-4 to -10
HPs	1-200	201-80	801+
MR	1-2	3-5	-
Speed	1-200	201- Mach 1	Mach 2+

Step Three: Hull Material

Every ship has a hull covering, the layer which covers the Hull into which all systems are built, this sealed layer also includes the armour of the ship being built. The type of material used can have an effect on mass, hardness, and cost, as well as possibly granting other special benefits like the ability to naturally heal for biological hulls or immunity to certain weapons.

The hull can be considered the skin. It provides protection to the crew and cargo of the ship, both from attacks and the elements.

Adamant:

This is the pure metal form of the hard jet-black ferromagnetic ore known as adamantite, from which adamantine is made. One of the hardest of the commonly known magical metals, pure adamant is capable of slicing through most other metals as if through air, and appears to be invulnerable to fire and heat. Complex alchemical treatments are needed to work it. It exhibits some resistance of cold, electricity, acids, and attempts to disintegrate it. When forged in an alloy with iron, a very difficult task, 10% Adamant 90% Iron the resulting metal is incredibly strong per unit weight.

Adamantine:

Found only in meteorites or asteroids and the rarest of veins in magical areas, this ultrahard metal is the ultimate shipbuilding material. Ships whose hull or plating is composed of adamantine gains a natural enhancement bonus to AC -2.

Bone:

The bones of large creatures, such as kindori, are often used as ship materials by the desperate and poor. Bones are not particularly sturdy, but they do work.

Bronze:

Before the advent of iron and steel, bronze ruled the world. This metal can be used in place of steel for both weapons and armor. Bronze is non-ferrous so it doesn't rust and it is not corroded by Rust Monsters. Bronze can be used to create any medium or light armor made entirely of metal or that has metal components. It protects a creature as well as steel armor does. Bronze armor has the same weight as normal steel armor of its type.

Bronzewood:

is a special type of wood that can replace steel in most items. Any item that's normally made of metal is 10% lighter. Light armours can't be made with it, neither can chains or spikechains. Any item that's normally made of metal is 10% lighter. Unlike most woods, bronzewood can be used instead of metal to fashion heavy armour and weapons—it is somewhat shapeable during manufacturing, and it keeps a sharp edge. Although dense and weighty compared to other woods, it is still lighter than steel: Items weigh 10% less when made from bronzewood rather than metal.

Copper plated:

Copper-plated objects take half damage from acid effects. Armour composed primarily of metal that is plated in copper confers to its wearer acid resistance +1 for light armour, +3 for medium armour and shields, and +5 for heavy armour. Copper-plated armour or

shields render the wearer more vulnerable to electricity attacks, however, either granting any attack against the wearer that deals electricity damage a +2 bonus to attack rolls. Copper-plated steel has the same statistics as normal steel.

Coral, Chitin, and Shell:

Items made from coral, chitin, or sea shells are refined and shaped through various alchemical processes. They are relatively cheap, but not particularly strong compared to objects constructed of metal.

Coral: Armour made of coral is grown, not made. Special corals are shaped and moulded while growing, and then harvested and hardened to be worn as armour. Coral armour often has a bizarre organic look to it.

Clamshell: Clamshell armour is made by connecting together various sized shells harvested from giant clams.

Chitin: Chitin armour is constructed from the exoskeletons of giant aquatic vermin, such as giant crabs and lobsters. It is full-body armour.

Glasteel:

This material has the strength and durability of steel while being as transparent as glass. Spellcasters and alchemists, via transmutation, have developed the ability to give glass the properties of steel, and steel the properties of glass. The resulting material is transparent and the colour of the caster's choice (though is most often colourless), appearing much like clear volcanic glass. The weight of the item is as normal for an item of that type. This material is subject to neither magnetism nor rust.

Gold:

Soft, heavy, yellow, and nearly impervious to tarnish, gold is well-known across the many worlds. By itself, gold is magically inert, and is nearly worthless for battle. But nobles like to make ceremonial items from it, and there are a few rare monsters which can only be hurt by golden weapons.

Iron:

Mystically the mirror image of copper in several regards, iron is the metal of offence. Unfortunately, unenchanted iron has some anti-magical properties, its presence especially disturbing faerie spells and illusions. Once magically awakened (whether through spell or via alchemy), iron loses all anti-magical qualities. This was the first metal used to make armour and weapons. It has some drawbacks that caused it to be replaced by steel. However, there are times when are fighting a creature that is vulnerable to this metal, thus a small number of weapons are still crafted from it. Although Iron doesn't cost any more than steel, it weighs 25% more and can rust if not carefully maintained.

Iron, Meteoric:

This metal is rare at best. It is forged from ore garnered from stars that have fallen to ground, or harvested from amongst the rocks of space. It suffers from the same weight penalty as normal iron, but doesn't rust and performs much better in combat. Armour gains a +1 bonus. Additionally, objects made of this metal gain a +1 bonus to all saving throws and have the ability to strike creatures which normally require +1 magical blades to harm them.

Lead:

Heavy, soft, and resistant to magic, lead is not used much except as a defence against scrying or teleportation. Occasionally an alchemist will make an essence from it, but not often. Despite endless tales to the contrary, few alchemists try to turn lead to gold. Like iron, lead can be awakened in large quantities. Under some conditions, lead can extend the duration of spells or shield them from anti-magical environments.

Magnesium:

Magnesium is a light strong metal, quite hard to refine, that can be ignited by white hot coals or other hot fires and which burns with an actinic light that should severely annoy demons, undead, and other creatures of darkness.

Mithral:

This is a very rare silvery, glistening metal that is lighter than iron but just as hard. Few ships bother with mithral because its primary advantage is its lightness, and this isn't that important for most ships.

Orichalcum:

A distinctive red-orange metal, orichalcum is heavier than gold and just as soft, though not as malleable. It is the fabled metal alloy of Atlantis, used by ancient civilizations to construct immense cities and technological marvels. Extremely desired for its ability to store, deflect, absorb and release magical power, some contemporary sages and metallurgists claim to have discovered the method of producing it, albeit in very small amounts. Armour and shields fashioned from orichalcum can conduct and capture

magical energy without harming the wearer. When wearing an orichalcum armour or shield, the wearer gains spell resistance equal to the character's (INT + WIS) x1%. Orichalcum does not rust or corrode, not even from a rusting grasp spell. Like gold and platinum, it is impervious to corrosion and supports spells very well, though no awakening is needed.

Plandanium:

Is light, half as heavy as hard steel, yet just as strong. More importantly, it is strangely resistant to magic. An object made of plandanium gains a +4 bonus on any saving throw made against a magical source. Plandanium armour weighs half as much as other armours of its type, and is treated as one category lighter than normal for the purposes of movement and other limitations (light armour is still treated as light armour, though). The wearer gains a +2 resistance bonus on all saving throws against spells and spell-like abilities. A plandanium shield does not add a resistance bonus to saving throws or reduce spell failure but it adds a +2 deflection bonus from spells and spell-like abilities that require a ranged touch attack.

Platinum:

Strong, nearly immune to acids, and silvery, platinum is used in small amounts in a wide variety of magics, being the sole mundane metal which is a better magical activator and supporter of spells than gold is. Like gold and silver, platinum should be awakened to utilize it to the fullest extent.

Silver:

The metal of the moon, silver is well-known for being able to ignore lunar-based defensive powers such as those of

lycanthropy. Unlike gold, silver will tarnish readily unless protected, but it needs no special preparation for most magical uses. Awakened, 3 ounces of silver will grant moderate bonuses to divinations and magical wards it is used in. A wide selection of alloys can be made using silver, many exhibit varying degrees of tolerance for magical lightning, a quality the pure metal does not seem to have. While normally reserved for jewellery and monetary uses, there are certain creatures which are vulnerable to this metal - especially undead and lycanthes. Being a softer metal, it is not preferred for everyday use.

Soarwood:

Lightweight wood used for building airships. Soarwood possesses a magical buoyancy. Ships made from soarwood skim effortlessly over the surface of the water. The speed of a boat or ship made from soarwood is double that of an equivalent boat made from ordinary wood, and the cost is four times normal. Soarwood has the same physical characteristics as normal wood, but weighs only 75% as much. Soarwood itself is light, but not lighter than air.

Steel:

This is the standard in most areas of the planes when it comes to weapons and armour. While there may be many different colours and textures depending the Plane of origin, one steel is much the same as the other. All standard stats of armour and weapons reflects the fact that they are made out of steel.

Stone:

This is some form of durable stone, such as granite or marble, often mined from asteroids.

Tin:

Not a very good metal for most magic, tin's primary use is in making household objects.

Wood:

This is normal terrestrial wood, typically a hardier variety such as oak.

Iron Wood: Iron wood is normal wood that has been treated with iron wood solution, which is an alchemical concoction. Normal wood can be treated with iron wood solution after a ship is built, and so is a popular upgrade.

Cost of normal material per ton

Bone	1 gp
Bronze	6 gp
Chitin	1 gp
Copper	5 gp
Coral	1 gp
Gold	50 gp
Iron	1 gp
Iron, Meteoric	150 gp
Lead	1 gp
Magnesium	5 gp
Platinum	500
Sea Shell	1 gp
Silver	5 gp
Steel	5 gp
Stone	1 gp
Tin	12 gp
Wood	2 gp

Cost of magical material per kg

Adamant	2000 gp
Adamantine	3000 gp
Bronzewood	1000 gp
Glasteel	500 gp
Mithril	5000 gp
Orichalcum	4000 gp
Plandanium	5000 gp
Soarwood	1500 gp

<u>Material</u>	<u>Hit Points</u>
Bone, Chitin, Coral, Wood, Soarwood, Magnesium, Gold, Copper, Shell, Tin, Lead, Platinum, Silver, Stone	10 x ship size (total metres)
Bronze, Iron	20 x ship size (total metres)
Orichalum, Steel	30 x ship size (total metres)
Bronzewood	40 x ship size (total metres)
Plandanium	50 x ship size (total metres)
Meteoric Iron	60 x ship size (total metres)
Glasteel	70 x ship size (total metres)
Mithral size	80 x ship size (total metres)
Adamant	85 x ship size (total metres)
Adamantine	90 x ship size (total metres)

Step Four: Propulsion

Spelljammers can move in all three dimensions in space and in the atmosphere, with or without the aid of the wind. Unlike most flying creatures, they do not rely on wings for lift thanks to their soarwood hulls. They are able to fly equally well on their sides or even upside down (notwithstanding the risks that such manoeuvres present to passengers and crew). A spelljammer must have a sail in order to manoeuvre. Helms and sails will be connected to the ship's wheel.

Helms

The helm must be securely bolted to a spelljammer that is in reasonably good shape. If the helm is currently inactive it takes one hour to activate it. This is called powering up. During this time the pilot must remain in physical contact with the helm and maintain full concentration. The pilot can not use the helm to move the ship until it is fully activated. Once activated, as long as the pilot is on the skyship he can control the ship with no need to keep in physical contact with the helm. A pilot may disengage from the helm at will at any time.

A helm doesn't lose all of its power the moment it is disengaged. As soon as it is disengaged it stops moving and floats in place. It then takes an hour before it becomes fully inactive. During this time, the ship will slowly descend to the ground. If the pilot becomes unconscious or for some other reason is unable to provide the minimum concentration required to control the ship, it will continue at its current speed and direction.

The functions of a helm are controlled by sitting upon the helm and mentally linking with it. Being a spellcaster is not required; the only requirement is that the helmsman be corporeal and have something resembling a soul. Thus a human, elf or vampire could pilot the ship, but a golem or zombie could not. Linking is simply a matter of sitting on a helm and a few seconds of concentration. Once linked the helmsman can use any of the functions of the helm. These functions are:

The helmsman is always aware of exactly how much power the helm has remaining. The helmsman can view the

outside of the ship as if standing on the aft deck.

To recharge, when activated, the helm will draw all magical energy out of the person linked to the helm. Only spellcasters hold any appreciable quantity of magic within themselves. This draining takes mere seconds, and once started it cannot be stopped; the spellcaster cannot withhold any energy from the helm. The helm is charged for 1 day per level of the spellcaster. If the caster has already used magic that day, before charging the helm, figure their effective level normally.

Helm Beamed Mana

This functions like a mana engine except it involves beaming mana using a transmitter from a mana station to a receiver. It is generally used to allow a vehicle that lacks power to receive power from a larger, stationary ground station. A beamed mana receiver functions like a power plant as long as it is receiving mana from a beamed transmitter. If a more powerful beam is used than the receiver can handle, it will be destroyed, and the vehicle housing it will take damage.

Helm Bio Converter

This form of helm is a bio-mechanical machine living inside the vehicle, eating food and producing bioelectrical or mechanical energy. It generates energy using food and atmospheric oxygen, and have a "mouth" into which water and food (anything biological) must be placed.

Helm Elemental Furnace

This form of helm is a magical steam engine using bound fire and air (for combustion) elementals. An elemental furnace functions like a steam engine,

except that it can be built by any blacksmith working with a mage and requires no fuel.

Helm Mana Engine

This is the most common form of helm used on a skyship. It is a technomagic device that gathers ambient magical energy (in the same way a mana organ does in a magical creature) and transforms it into electrical power. They do require recharging, with 1 mana lasting one hour (or less if the ship has to travel faster, etc). While this provides movement forward; manoeuvring is primarily accomplished through use of the ship's sails. Many helmsmen describe a feeling akin to being submerged to the neck in warm water when they are using the helm, and the ability to see things as if he were standing on the deck. Only one helm can be used at a time, but smart captains are advised to keep another helm onboard as backup.

Helm Soulburner

This is the rarest and most feared form of helm, a necromantic machine fuelled by life-force. It does not use normal fuel. Instead, an intelligent, sentient being must be placed within it, he then dies and his soul and mana power the machine.

Monster Harness

All monster-drawn spelljammers must have a harness. This includes not just the actual harness, but also the pole or shafts and reins. A harness is a monster-drawn vehicle's "drive train," converting the power from the monsters into vehicle movement. A harness may either be; a rope connecting the vehicle to the cloth, leather or synthetic collars of the pulling animals; a long pole attached to a yoke

around the neck of the monster secured by a flexible throat harness. A harness has no volume, so location is irrelevant. It connects the vehicle's body with the monsters. The harness has no volume or power requirement. MR is worked out according to the monster/s pulling the vehicle minus the weight they're pulling. A beast intended to pull a vehicle must be trainable.

Sail

Sails use the wind for manoeuvring and turning, thus they only work in an environment where there is moving air, although there is no need for it to be breathable. Sails can only be used if a vehicle has a mast.

Solar Sail

A solar sail is made of a special magical canvass material which converts light into electrical energy. It is used primarily as a form of battery backup should the helm be damaged.

<u>Propulsion</u>	<u>Cost</u>
Helm Beamed Mana	100 gp
Helm Bio Converter	110 gp
Helm Elemental Furnace	100 gp
Helm Mana Engine	110 gp
Helm Soulburner	110 gp
Monster Harness	10 gp
Sail	2 gp per sail
Solar Sail	10 gp per sail

Step Five: Audio and Optical Equipment

These are devices that are used either for communication between ships or visual sighting.

Heliograph

A heliograph consists of a mirror and a sighting device. Slight movements of the mirror send a pulse code by moving a reflected beam on or off the target. Only the target can read the signal properly and messages can only be sent from a stable platform, a ship or a moving vehicle. Range is limited by line of sight, and also depends on the light source; sunlight gives a maximum range of 30 miles and moonlight is 5 miles. If artificial sources are attached to the heliograph, range will vary depending on the light's intensity.

Loudspeaker

A simple bullhorn like device which amplifies a person's voice up to 120 decibels.

Periscope

An extendable sensor periscope is a tube and viewer containing an arrangement of mirrors or prisms to permit observation from outside a direct line of sight. A periscope can be extended or retracted in 2 seconds.

A periscope on a naval submarine is normally between 9 and 18 metres long (this is periscope depth) to allow observation from well below the waves.

Semaphore

A pair of movable pointers mounted on a mast used to send any hand semaphore alphabet. Naked eye visibility is a kilometre. Systems using single pointers, rotating coloured disks, shutter arrangements, or more than two perform similarly, but don't use hand semaphore codes.

Signal Lamp

This lamp (limelight) is lined with a shutter allowing it to be used for Morse

code. Effective range is 25 kilometres (or line of sight).

Telescope

A telescope uses optical lenses to enhance human distance vision. It essentially does two things: it gathers light over a larger area of space allowing detection of fainter objects and it improves resolution allowing detection of finer detail. In darkness telescopes can only spot objects that emit light such as stars or lighted buildings, or are illuminated by other light sources like the moon or an object silhouetted against a light or source of reflected light. Telescopes are rated for their maximum magnification.

Audio and Optical Cost

Heliograph	1 gp
Loudspeaker	1 gp
Periscope	1 gp
Semaphore	1 gp
Signal Lamp	1 gp
Telescope	1 gp per x20 magnification

Step Six: External Equipment

This refers to any equipment which is mainly fitted outside the vehicle.

Drill

Drills are used for digging holes at a rate of 30 metres per hour in earth or ice, half that for soft rock, 1/4 for hard rock. Decide on the maximum depth it can drill.

Hedgerow Cutter

A light triangular blade that is small and low enough that it does not impede firing like other blades. It enables the vehicle to cut a path through brush.

Pontoon

Some ships are designed to land on pontoons and float. Build these as waterproof or sealed pods attached to the body or wings containing nothing but empty space. A vehicle should generally have two pontoons (each the same size) as under-body pods. A vehicle may have both retractable wheels and pontoons.

Skids

Any vehicle can use skids to slide along on the ground although it will need some form of external propulsion system like harnessed animals, sails, propellers or a jet engine to move under its own power. Skids are slower than wheels on normal terrain but are very effective on ice or snow. Skids can be built to retract into the vehicle which is useful for reducing drag in flight. The only disadvantage is that this will take up space in the vehicle. If a vehicle with retractable skids will also have wings decide whether the skids retract into the body or into the body and wings.

Wheels

Wheels allow a vehicle to roll along on the ground. Retractable wheels are wheels that can retract into the vehicle. This is useful for reducing drag if the vehicle flies. If a vehicle with retractable wheels will also have wings the wheels can retract into either the body alone or the body and wings.

Winch

This is a winching mechanism fitted either externally or retractable and designed to lift or haul loads of up to 1 ton. A winch is a mechanical device that is used to pull in (wind up) or let out (wind out) or otherwise adjust the tension of a rope or wire rope (also called cable or wire cable).

Wings

Not standard for ships but maybe added if desired. Wings are a means by which a heavier than air vehicle can achieve flight. A vehicle with wings must be given two of these including a tail to use for stability and steering. Wings are used to generate lift aerodynamically, through the motion of the wings through the air. A wing is curved so that the flow of air going over the wing travels faster than that passing under it. The faster air travels, the lower its pressure. Because the air under the wing is moving slower and is at a higher pressure than the air immediately above it, the air tries to rise upward – and this results in lift. If a winged vehicle on the ground is moving fast enough, its wings' motion through the air will result in enough lift to counter the weight of the airplane, and the aircraft will lift into the air and enter aerodynamic flight. However to stay in the air it must continue to move at or faster than this speed.

Wings, Swing

These adjustable wings allow the pilot of the plane to change the position of the wings depending on if its necessary to travel through a narrow gap.

Wrecking Ball

This is a crane with a wrecking ball instead of a hook. This prevents it from lifting things but allows it to do 7D6 damage. One attack may be made every three turns.

<u>External</u>	<u>Cost</u>
Drill	10 gp
Hedgerow Cutter	10 gp
Pontoon	10 gp per pontoon
Skids	10 gp per skid
Submersible	30 gp per square metre
Wheels	10 gp per wheel
Winch	10 gp
Wings	20 gp per wing
Wings, Swing	20 gp per wing
Wrecking Ball	10 gp

Step Six: Facilities

This section is for equipment used for amenities or resources.

Bunk Only

This is simply a bunk in a wall, and includes no space for anything but sleeping. Storage is above the person in nets or bags hung from corners. Privacy is through a curtain, and there is no room to stand; dressing is done in the hall or room where the bunk is. Includes: bunk.

Cargo Bay

Each cargo bay space is equal to 25 cubic metres of storage space. Includes: a variety of rings and pinions mounted on walls, floors and beams to tie cargo off to. Note that cargo space can be used for a variety of things besides cargo. People can sleep in the cargo bay, food can be eaten or courses can be astrogated. It is just that the cargo area does not fully support such actions (i.e. no walls for privacy, no shelves or desks for working at, and so on). Included free of charge is a basic hatch or door to move cargo in or out.

Chart/Astrogation Room

Uncommon except on larger or exploration ships, this room is designed to hold the charts and equipment need to astrogate. Includes: shelves, desk, chairs. This can also be used to represent offices or libraries.

Crew Quarters

There is enough room for a moderate size chest for personal belongings, plus room to dress, but little else. Includes: bunk.

Docking Bay External, Passenger

This is a docking bay designed to allow a ship to come along side and dock. The size of the docking ship isn't really important, as it won't be actually entering the ship it docks. The passenger external docking bay is designed primarily to allow passengers and small parcels to be passed from one ship to another. It includes mooring points, a basic dock extension, a sliding door over the bay and space for a group of people to wait for boarding.

Docking Bay External, Cargo

This is the same as the Passenger docking bay, except it is designed to allow the transfers of larger objects. The actual size of the docking bay can vary upwards from two tons, depending on the size of the cargo that is expected to be moved. Two tons will work for most barrels and smaller crates, while stuff like lumber or ore might require from four to six tons. Half of the space can be used as temporary cargo space when no ship is present. It otherwise comes with the same stuff as a passenger bay.

Engineering Room

Enough space for a one-man shop.
Includes: shelves and workbenches.
Tools are separate.

Fine Dining Facilities

Almost never used for anything other than luxury passenger liners. Includes: tables and chair.

Galley

This is the cooking facilities for the ship. The amount of space depends on how many people they expect to serve in an hour. It has space for storage for pots, pans and utensils, plus standard cooking ingredients (i.e. spices, barrels of water, flour, and so on). Includes: stove(s).

Helm Room

Ships will usually have a separate room for the helm. Size can vary, as low as .25 tons, but 1 is the standard, as few ships have separate chart rooms for the astrogators, and it allows the captain, first officer and the helmsmen to hold private meetings. The cost is essentially nothing if it is nothing but a room for the helm. If it is used for astrogation and charts, use the cost for that room.

Holding Cell

Standard holding cells are designed to incarcerate one prisoner (although they can be larger). The cells include basic barred gates and a bed.

Larder

A larder is simply a room with a large number of shelves and slots for barrels, to hold food and water for the kitchen. Kitchens on smaller vessels won't need one; generally a half-ton of larder per 3 tons of kitchen works fine. Includes: shelves and barrel holders.

Mess Hall

Simply space for people to eat. It is a room with tables and chairs. Most ships only allocate enough room for half or less of its normal crew to eat, since others will be asleep or working. Some let men eat on deck or in their rooms, and assign no room to dining facilities. Three times as many people can be packed in if they are simply there to talk, and it is often used for ship meetings. Included: benches and tables.

Passenger Cabin

It comes with a bunk bed for one person. This can be upgraded to a proper bed. Two or more can be bought and connected to make a larger room to contain more people.

Recreation

This represents one form of recreation for each time it is bought. It may include games, pool tables, tennis courts, swimming pool, a stage, restaurants, running areas, parks/ gardens, casino, etc.

Saloon/Lounge

This is a place for the crew or passengers to relax, and possibly have a drink. It is generally more spacious than the mess hall, and may have a bar in it. It is essentially the same thing as Fine Dining Facilities, the main difference being quality of the tables and chairs. Includes: bar, tables and chair.

Secret Compartment

Small secret compartments can built into the vehicle to hold tools, supplies, weapons, etc. The number of compartments depends on the size and type vehicle and size of the compartment.

Stairway/ Ladder

For standard use or in emergencies when elevators are not functioning.

Toilet

A typical toilet with a detachable tank.

Weapons Locker

Any cargo space can be used as weapon storage, but a weapons locker includes cabinets and racks for weapons and armour. One ton can generally hold weapons and armour for up to 50 men, or weapons only for up to 100 men.

Includes: racks and cabinets.

<u>Facilities</u>	<u>Cost</u>
Bunk only	1 gp
Cargo Bay	20 gp per 25 cubic metres
Chart room	5 gp
Cramped Quarters	2 gp
Dock Cargo	10 gp
Dock Passenger	5 gp
Engineering	5 gp
Fine Dining	10 gp
Galley	10 gp
Helm	5 gp
Holding Cell	5 gp
Larder	1 gp
Mess Hall	5 gp
Passenger Cabin	5 gp
Recreation	10 gp
Saloon	10 gp
Secret Compartment	1 gp each
Stairway/ Ladder	1 gp each
Toilet	1 gp each
Weapons Locker	1 gp each

Step Seven: Weapons

Spelljammers can be armed with a wide variety of built-in ranged weapons.

When installing a weapon the character must specify whether it points forward, backward, right, left, up or down; this

determines the direction it can fire. Of course, a weapon in a limited or full rotation turret or open mount can fire in different directions as the turret or mount itself rotates. Mechanical artillery, guns and launchers all require ammunition.

Ready to fire ammunition must normally be located in the same location as the weapon that fires it. If the weapon is in a turret, open mount, superstructure, arm or leg, the ammunition can also be located in the part of the vehicle that subassembly is supported by.

Ammunition can also be stored in cargo spaces. This ammunition cannot be used immediately, but can replace fired ready shots if several minutes are spent to unpack and replenish ammo.

Ammunition can be stowed in the body, superstructure, pods, turrets, open mounts, arms or legs.

Ballistas:

Ballistas include all devices, which throw bolts, javelins, and spears with greater force than possible by human (or inhuman) strength. Most are built along the lines of the crossbow, and are mounted on pivots on the ship's deck to fire at any targets.

Ballista, Heavy

5D6 damage, 180 kgs weight, 45 metre range

Ballista, Light

3D6 damage, 45 kgs weight, 30 metre range

Ballista, Medium

4D6 damage, 135 kgs weight, 35 metre range

Ballista Bolts

5 kgs weight

The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (D20) with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions. A ballista bolt is a large arrow used in all the standard ballistas. A standard ballista bolt will fit a light, medium, or heavy ballista. The difference in damage is caused by the power of the ballista's mechanism.

Cannons:

Cannons are typically resting on a wooden carriage (some cannons like the swivel cannon are fixed in position once mounted, though they can be remounted in D4 minutes in a new position). These carriages can be move to a new position on a ship given enough time. Cannons use magical smoke powder to function. One shot uses 10 charges of powder. The scarcity of smoke powder (which is a magical substance in fantasy space) makes bombard impractical compared to ballistas and catapults. It should be noted that the Great Bombard takes 20 charges of smoke power to fire its massive iron balls.

Cannon, Heavy

6D10 damage, 2000 kgs weight, 60 metre range

Cannon, Light

3D10 damage, 1000 kgs weight, 60 metre range

Cannon Shot

40 kgs weight

Two types of shot are used in bombards: large, round stones and cast iron "cannonballs." Using the latter increases the bombard's damage against a ship but not against crewmembers. (Stone shot

often breaks up on impact, scattering sharp fragments, while iron is less likely to do so.) Bombards using iron shot have a +2 circumstance modifier to hit.

Catapults:

The general category of catapults is large, stone-throwing devices operated by springs, cranks, or flywheels. Catapults are fixed in position once mounted and can fire only one direction. A catapult firing forward is permitted to fire at any target across its trajectory to a maximum of 10 range increments. All ranges take into account the nature of wildspace and the Flow. Catapults can be loaded with stone shot instead of large rocks. Stone shots is most effective as an antipersonnel weapon and will not affect a ship as effectively as the damage drops from d10 to d4 (the ship's AC will prevent much of this damage), but effects all personal within a 10 foot radius of the spot where it hits. Special: Catapults cannot attack a ships that is within 30 metres of the catapult.

Catapult, Heavy

6D6, 225 kgs weight, 60 metre range
A heavy catapult is a large engine capable of throwing rocks or heavy objects with great force. When fired, one of the crew makes a Profession (siege engineer) roll. If successful, where the object actually lands is determined by rolling D12 and consulting the Deviation (10 ft. to 16 ft) The centre is the desired target. If the check is failed, the DM secretly rolls and consults the same deviation diagram. The result is now where the catapult is actually aimed. This new result is used as the centre to determine the actual deviation of the attack. Loading the catapult and preparing it to fire takes the full crew 8 full rounds. Initially aiming (or

reaming) takes 10 minutes in addition to loading and preparation time. Three to four crew members can operate the device in three times this time. Fewer than three crew members cannot operate the device.

Catapult, Light

4D6, 113 kgs weight, 45 metre range
A Light Catapult is a smaller, lighter version of the heavy catapult. Two crew members can load and prepare this device in 5 full rounds and aim (or reaim) in 5 minutes. One person can crew the engine, but it takes three times the time to aim and prepare.

Catapult, Medium

5D6, 135 kgs weight, 55 metre range

Catapult Stones

9 kgs weight

Unlike ballista bolts, three types of catapults stones are available, one for each type of catapult: light, medium, and heavy. Only the proper sort of stone is really useful in each type of catapult. A copper-pinching captain can use any type of similarly sized and readily available rock to inflict similar damage, and some combats have involved tossing tables, dead bodies, cows, and other items through space as shot.

Catapult Stones, Chain

14 kgs weight

A Catapult Stone Chain Shot is made of two small catapult stones chained together, this ammunition can be fired from catapults. Chain shot is especially good at tearing through sails and rigging, dealing double its normal damage to that form of propulsion. It deals normal damage to a creature, and if hit, the creature will be knocked prone. Chain shot is relatively ineffective against

ships themselves, dealing only 2D6 points of damage for a light catapult, or 4D6 points of damage for a standard catapult.

Firedrake

6D6 damage, 180 kgs weight, 18 metre range

These huge siege engines are often mounted on wheels. This apparatus fires goutts of Alchemist's fire in either a 18 metre line or a 9 metre cone (siege crew leader's choice). Targets in the area take 6D6 points of fire damage; those who fail their saves also catch on fire. A firedrake with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 6 metre burst. Firedrakes have 70 hit points.

Firedrake Ammunition

9 kgs

Ram, Battering

135 kgs weight

Rams are common weapons on warships in space, and adding one is fairly simple. To mount a ram a ship must have at least a standard frame, since a light frame is not up to taking the shock from ramming, making it likely to break off and take a sizable chunk of the ship with it. Even with a standard frame a certain amount of reinforcement needs to be done.

A ship cannot ram another ship that is in the same hex as the start of the turn unless it leaves that hex and re-enters it later. A ship cannot ram another ship that is grappled with it. A ship may only attempt to ram once in its turn. It cannot attempt to ram a vessel, miss, then ram another vessel in the same or an adjoining hex.

Use the helmsman's THAC0 vs. ship's Armor Class to determine success. If no individual helmsman, use the THAC0 of the navigator at half his level. If the ramming ship misses the target or reduces the target to 0 hull points, the ramming ship may continue its movement up to its regular limits. If the ship hits without destroying the target or becomes locked or grappled, movement stops. Ship crews may grapple in the same round as a ram, if so desired. A ship cannot ram another ship that is 10% or less of the ramming ship's size. If such a ram is attempted, the smaller ship must check for a crash. A ship may not ram another ship that is more than three times its size. If it attempts such a move, check for a crash.

Head-on ramming is a special case. If the attacking ship hits its target, handle the ram normally. If the ramming ship misses, the opposing ship has opportunity to ram its attacker immediately. In this situation the original target ship uses its speed from the previous turn when determining damage.

Damage is based on relative speed. When something hits a stationary object then the only thing to worry about is the speed of the moving object. When two moving objects meet, whichever does the most damage will determine the actual damage. 2D6 hull point damage per 1 kph of speed or per 5 A/DF.

Scorpio

3D6, 9 kgs weight, 45 metre range

Scorpio Arrows

1 kg weight

The scorpio was a crossbow-like device that fired smaller arrows with deadly accuracy used both in the field and in

sieges. They were so-named for their deadly, armour-piercing sting and could be operated by just one or two men. Scorpions were meant to kill and injure enemy troops, rather than break down enemy fortifications. Thanks to their smaller size, they could be mounted on or in siege towers. Legionaries either side would continuously keep turning cranks which turned a chain, which operated the various mechanisms to load and fire the catapult. All that was needed was for another soldier to keep feeding in more arrows.

Trebuchet

5D6, 450 kgs weight, 40 metre range

Trebuchet Stones

5 kgs weight

The Trebuchet was a weapon used during siege warfare. The Medieval Trebuchet was similar to a catapult, or stave sling, which was used for hurling heavy stones to smash castle or city walls.

Turrets:

A turret is a rotating platform. Weapons mounted on turrets can be turned to face different targets quickly. For example, a heavy catapult mounted on a turret can be swung to attack any ship in a 360-degree range. Turrets can also provide shield bonus cover for the crew. Protected turrets are available at double the initial cost, and provide +4 shield bonus to the crew manning that heavy weapon. Small weapons can be moved easily without a turret, but they can benefit from the cover a turret provides. A turret is typically made of metal (hardness 10, 30 hit points) ½ inch thick.

Standard Turret

Turrets are used to rotate a weapon into a new firing arc. It takes one man one round to rotate a light weapon into a new arc. It takes one man two rounds, or two men one round for medium and ship weapons. This can be done during reloading, but men rotating the turret cannot also assist in reloading.

Protected Turrets:

These turrets provide shielding for weapon crew. They are double the cost of standard turrets, but gives 50% cover (-4 AC cover bonus) to the crew manning that heavy weapon. Small weapons can be moved easily without a turret, but they can benefit from the cover a turret provides. A turret is typically made of metal (hardness 10, 30 hit points) ½ inch thick.

<u>Weapons</u>	<u>Cost</u>
Ballista, Heavy	80000 gp
Ballista, Light	40000 gp
Ballista, Medium	60000 gp
Ballista Bolts	50 gp for 6
Cannon, Heavy	90000 gp
Cannon, Light	75000 gp
Cannon Shot	150 gp
Catapult, Heavy	50000 gp
Catapult, Light	25000 gp
Catapult, Medium	35000 gp
Catapult Stones	30 gp
Catapult Stones, Chain	50 gp
Firedrake	15000 gp
Firedrake Ammunition	2000 gp
Ram	see below
Scorpio	15000 gp
Scorpio Arrows	30 gp for 6
Trebuchet	75000 gp
Trebuchet Stones	20 gp
Turret, Protected	500 gp
Turret, Standard	750 gp

<u>Ram Material</u>	<u>Cost</u>
Adamant	1000 gp
Adamantine	2000 gp
Bone	50 gp
Bronze	250 gp
Bronzewood	1000 gp
Iron	50 gp
Iron, Meteoric	150 gp
Gold	1000 gp
Mithril	1500 gp
Plandanium	5000 gp
Platinum	5000 gp
Silver	200 gp
Steel	200 gp
Stone	50 gp
Wood	100 gp

Add 25% to the final cost for the ram to be reinforced.

Step Eight: Free Equipment

All the items in this section are included free with each ship upon its completion.

Anchor, Ocean

Large watercraft are assumed to have at least one anchor. A device, normally made of metal, used to connect a vessel to the bed of a body of water to prevent the craft from drifting due to wind or current.

Anchor/Tether, Space

Anchors are used to moor a ship to a larger body such as an asteroid or tie together tow ships. Anchors and tethers are also used at space docks to secure ships and keep them from drifting off in difficult situations. In general, a larger ship will generally require a larger anchor, but for very large ships, multiple tethers/anchors serve the purpose as well as a single large anchor. They are not necessary for ships that can only land on soil, or for those that can never land. (On those special spelljamming ships,

anchors are usually attached anyway, but for aesthetics alone).

Belaying Pin

These short rods of metal or wood are wedged into the railing of a ship to secure the lines from the booms and sails. These sails must be firmly anchored in place to properly catch the currents of wildspace and the phlogiston. Wooden belaying pins cost two copper pieces each, while metal ones cost 2 silver pieces each.

Bell

Bells are used to summon the crew from meal breaks, shift changes, sleep period endings, or crew meetings. Ships typically have up to six bells. They are all controlled from the navigator's, captain's, or the helmsman's chamber. Below, a list of bells is given with the standard meaning:

Corvus

A corvus is a boarding device that features a hinged counterweight system for mounting a bridge vertically on the side of a ship, with a hooked end to grab onto a target ship. A corvus is usually 3 metres wide and 4.5 metres long. It has 10 hit points per square. Once a corvus is attached, it takes a Strength check as a full-round action to dislodge the corvus. Alternatively, if the corvus is attached to a ship, the pilot of either ship can make a sailing check as a standard action to dislodge the corvus.

Doors and Hatches

All vehicles large enough to need them are assumed to come with normal doors or hatches.

Ladder

Ladders are commonly used to board ships whether they are landing on water or land. Without ladders, it would take a great deal of time to scale the mainmast to enter the crow's nest.

Lanterns

Lanterns illuminate an area in front of the vehicle and can be seen at 20 times that distance. These are sufficient for normal night time travel.

Life Preserver

Life preservers are round floatation devices used to rescue a comrade who has fallen overboard. The basic cost of the item does not include a rope, which must be attached before the preserver can be used.

In wildspace, the preserver is thrown out into the gravity plane of the ship, where it falls up and down across the gravity plane until it is caught by the crewmember that has fallen overboard or comes to rest on the plane. The rescued person can then be pulled toward the ship, where he can grab netting, a ladder, or some other support. Some ships, especially those that see heavy battle; have been seen with several dozen life preservers.

Locks and Keys

Standard locks for vehicle doors.

Meteorological Instruments

Any water or aircraft that is large in size can be assumed to have wind vanes, wind socks, thermometers, etc. to measure temperature, humidity, wind speed, etc.

Mooring Bits

Mooring bits are very similar to belaying pins in function. Mooring bits, however,

are used to secure a ship to a dock. A ship needs one mooring bit for every 25 tons (or portion thereof) of displacement. For example, the Hammership, a 60-ton ship, requires three mooring bits.

Without the required number of mooring bits, the ship cannot be securely fastened to the dock. For example, in a storm, the ship will take 0-2 hit points for every 10 minutes per mooring bit missing.

Netting

Ships with large, open decks are often covered with thick, twisted ropes bound into a net. These nets serve to protect the crew partially from catapult fire and boarding from other ships. Attacks coming from above must destroy the nets first before hitting crewmembers. Each section of netting is 5 feet square and 50 hit points to destroy. Netting reduces damage from catapults by providing damage reduction 5. Typically a heavy catapult will destroy a 2 metre square section of netting (other catapult type may require more than one volley to destroy the netting, but most volleys will at least make a hole in netting to allow a man-sized creature to pass thru netting).

Against small arrow fire the netting provides at best one-quarter concealment bonus (10% chance to miss). In boarding actions, boarders must cut through the netting before they can attack the enemy crew. Netting can be cut the same as grappling lines; it takes 10 hit points minimum to create hole in the net for a medium sized creature to walk thru. Defenders under the netting can attack boarders above the netting if the defenders are armed with piercing weapons. The netting is composed of 36-45 metres of standard rope $\frac{3}{4}$ inch thick.

Rope, Nautical (Hawser)

Rope serves two general purposes on a ship. The hawser is a rope of great size and strength used for mooring and tethering. Hawsers are very rough and can cause bleeding and blistering of the palms even after a few short minutes of use. Twice pentad-braided for the greatest possible raw strength, almost nothing will break them. This rope has 5 hit points per inch of diameter.

Ship's Tiller

A tiller or till is a lever attached to a rudder post (American terminology) or rudder stock (English terminology) of a boat that provides leverage in the form of torque for the helmsman to turn the rudder. The tiller can be used by the helmsman directly pulling or pushing it, but it may also be moved remotely using tiller lines or a ship's wheel. Rapid or excessive movement of the tiller results in an increase in drag and will result in braking or slowing the boat. In steering a boat, the tiller is always moved in the direction opposite of which the bow of the boat is to move. If the tiller is moved to port side (left), the bow will turn to starboard (right). If the tiller is moved to starboard (right), the bow will turn port (left).

Ship's Wheel

A ship's wheel or boat's wheel is a device used aboard a water vessel to change that vessel's course. Together with the rest of the steering mechanism, it forms part of the helm. It is connected to a mechanical, electric servo, or hydraulic system which alters the vertical angle of the vessel's rudder relative to its hull. In some modern ships the wheel is replaced with a simple toggle that remotely controls an electro-mechanical or electro-hydraulic drive for

the rudder, with a rudder position indicator presenting feedback to the helmsman.

Step Nine: Miscellaneous

Equipment

This section features whatever equipment doesn't fit into any other category.

Auto-Helm

An auto-helm is an automated helm. It uses navigation beacons placed along the flight path to navigate to the ship's destination. Once it reaches within 1 kilometre of the navigation beacon it will search and fly towards the next beacon. The beacons are about 18 centimetres, spherical in form and has a unique signal signature. The auto-helm itself is usually placed inside a 5' by 5' metal safe for protection. The auto-helm is a 1 metre dark obelisk and capped by a 20 centimetre yellow crystal. These types of helms are used on well established and safe trading routes. The helm can be programmed to follow certain beacons. By laying several beacon routes the ship can follow any path and foil the would be pirates. The obelisk uses ambient energies to power itself.

Cargo Hoist

Even after you are anchored, getting down from your ship requires some effort. Lowering rope ladders, fly spells, and attaching elastic cords to a passenger's feet and throwing him overboard (a favorite of gnomes) have all been found wanting for one reason or another. The most common solution is the cargo hoist, a cranelike device that attaches firmly to the ship. The hoist consists of a boom that hangs over the

side of the ship, a winch, and a drum holding a few hundred feet of line. A bucket, sling, or platform is tied to the end of the line hanging from the boom. The whole affair resembles a huge fishing rod.

Four or five stout deckhands can turn the winch, reeling up the line to raise as much as 1,000 pounds. Hoists are slow, requiring 15 minutes to raise a load to the deck (although only five minutes is required to lower a similar load). When not being used, the hoist can be stowed along the gunwales of the ship. Larger ships (30 tons or more) carry multiple hoists; in general, a ship can use one hoist per 25 tons or less. Ships of 10 tons or less must use smaller hoists that can lift or lower only 500 pounds on a single trip, although only two men are required to operate this hoist. If there is a rush to move cargo, the travel time can be cut in half.

Cargo hoists are much less expensive than a ship's launch with a spelljamming helm, and hoists allow captains whose ships can land only on water to trade with landlocked cities. Some landlocked cities with established spelljamming trade have anchorages outside the city where visiting ships can drop anchor in safety and use cargo winches to move themselves and their cargo up and down.

Communication Badge

It appears to be a silver brooch in the design of a circle with wings spread over to the top. It allows the user to contact another person wearing a comm-badge within 100 kms from his position. Strong magical fields or obstacles, like being underground or lead shielding, might affect the distance or even prohibit contact with another comm-badge.

You press on the comm-badge and say the desired comm-badge name to contact to operate it. The person being contacted will hear his comm-badge beep two times and he would press the badge to acknowledge the person calling him. If the person does not wish to answer, he would just ignore the beep.

The comm-badge is created and tuned for a specific person to use it and would not work if used by another person. Each badge is given a name, usually the name of the person who would be using it, allowing an easy way to contact the intended user.

Using a magically enhanced planet locator, if a person fall over board, the comm-badge will allow the ship to locate them. If they are any comm-badge wearer in a planet or asteroid they would appear in the locator also. They would appear as a small silver dot on the planet locator.

It confers a continuous modified mind blank spell effect against psionic and magical mind attack on the user. It works like a regular mind blank spell.

Evermap

An Evermap appears as a sphere about the size of a beach ball, with a smokey, transparent appearance. A tiny white light is in the center of the sphere, and it represents the ship carrying it.

This Arcane built device only works in the phlogiston, and is designed to locate crystal spheres within a given radius. In this case, the radius is given in terms of 'standard spelljamming days' of travel. The navigator gives a command to the Evermap, such as 'show me all crystal spheres within three days travel,' and the

map responds by creating an appropriate, three-dimensional map in the sphere. Any spheres within the desired range appear as miniature replicas of the actual spheres, about the size of a pea. If a sphere has a distinct appearance known to the navigator, he or she will recognize it. With the use of this map, the navigator can then compute or confirm courses, and inform the captain and helmsman accordingly.

Homing Pigeon

Magical metal pigeons that carries messages in the metal capsule tied to their feet. It will be able to track down a special homing beacon and fly for the signal. The homing pigeon can be used from ship to ship within a crystal sphere. It will fly at spelljamming speed to the source of the homing signal. They can also fly from a planet into space to a waiting ship or from ship to planet.

Horn Tubes

The horn tubes are used to communicate with remote areas of the ship. Benefit: Horn tubes consist of two tubes that run into every room on the ship. There is a receiving tube as well as a sending tube. By blowing through the sending tube, the user alerts the operator and can ask to be connected to a specific room of the whole ship. The operator connects the two tubes together, and the two distant room occupants can communicate with each other. When the communication is over, the operator unhooks the tubes, and awaits another communications alert. Except in the case of an all-ship bulletin, only two rooms can talk with each other. Three cannot be connected together. Also there is not limit to the number of communications that can occur at the same time. It comes with an operator's console that can hold

tubes for 20 rooms (Ships that have more than 20 rooms must get more than one console, and there is no limit to the number of consoles that can be used on a single ship) and 2 tubes.

Lifeboat

Lifeboats are hard-shelled vehicles designed for one purpose: to bring the occupants relatively safely to the surface of a planet or a rescue ship. The lifeboat falls toward the nearest gravity well (using a lifeboat close to a star can have nasty results). The lifeboat descends according to the rules listed for landing, but may only land. Once landed, it will never fly again.

Large lifeboat holds 20 medium creatures.

A Medium lifeboat holds 5 medium creatures.

A small lifeboat holds 2 medium creatures.

Sarcophagus of Preservation

The Sarcophagus is an ornate coffin-like box that is designed to keep the user alive for long trips through wildspace and the phlogiston, or used in an emergency where the ship cannot recharge or is otherwise crippled. It could be as simple as a wooden box, or as complex as the mummy cases of Egyptian fame.

The user gets into the Sarcophagus, lays down, and states a condition for awakening. He/she then closes the lid and goes to sleep. The coffin creates/casts the softwood spell on the user inside the case. One condition that is automatically a condition for awakening is the opening of the sarcophagus. The softwood dissolves at the normal rate when opening or the condition is met.

Sextant

Normal sextants are simple brass navigational instruments that are used to measure the altitudes of familiar celestial bodies in order to find the location of a ship on a planet. (Usually a stationary object, like the brightest and most northern star, is used). Nautical sextants are useless on a spelljamming ship. Sextants are usually made of brass or and it well withstands the effects of saltwater and normal tarnishing.

Sextant, Spelljamming

The spelljamming sextant is a specialized navigational instrument that is used to measure the altitudes, and relative distance between three special, bright, and stationary celestial bodies. This sextant can determine the location of a spelljamming craft within a crystal sphere when a character uses it with the proficiency Celestial Navigation. This item can be used on a seafaring ships, but somewhat less efficiently than a nautical sextant.

Spyglass

The spyglass consists of a two-part brass outer sheathing that protects two precisely ground lenses. The outer sheathing comes in two parts, one fitting snugly into the other. By slipping the inner sheath in and out, objects far away can be seen as though closer, and objects near can be see as though very close. The outer mechanism is difficult to construct, and the special lenses inside are extremely expensive and time-consuming to produce.

Star Charts

The star charts of a system vary in price according to how well that system is known and visited. Star charts indicate that location and relative position of the

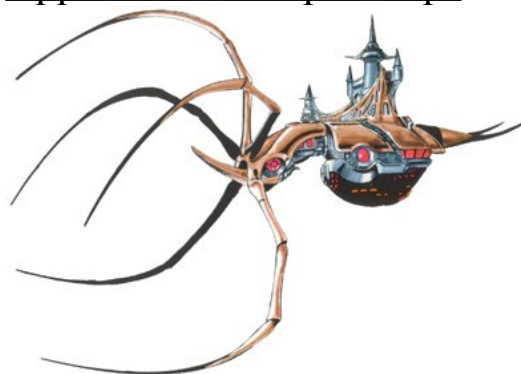
various planets in the system, but do not indicate current position. They are not magical but are very useful for determining things like hostile forces, mean temperature, and spaceborne powers operate in the region. May have notes (by the cartographer) such as hostile forces, mean temperature, and spaceborne powers operating in the region

Warning Beacon

These are magical beacons left next to dangerous anomalies in space. They are about 30 cms in diameter and broadcast a message that is picked up by the modified planet locator. It shows as a red dot. A short message can be magically programmed into the beacons. The beacon is sometimes used as a "message in a bottle". Resourceful shipwrecked captains sometimes used the beacon to send a SOS message to passing ships. Others have smuggled it inside an enemy's ship and followed them to their hideout. They are also sometimes left as markers for treasures, ruins and Away Team drop and pick up zones.

Type	Cost
Auto Helm	5000 gp
Cargo Hoist	50 gp
Communication Badge	5000 gp
Evermap	30000 gp
Homing Pigeon	500 gp
Horn Tubes	50 gp for 2
Lifeboat Large	10000 gp
Lifeboat Medium	5000 gp
Lifeboat Small	1000 gp
Sarcophagus	5000 gp
Sextant, Nautical	20 gp
Sextant, Spelljamming	100 gp
Spyglass	20 gp
Star Chart	100-600 gp
Warning Beacon	1000 gp

Appendix 1: Sample Ships

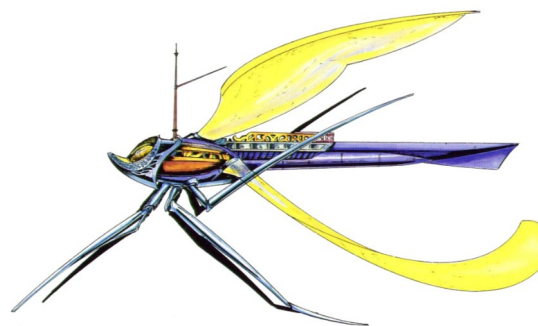


Deathspider:

100 tons; 52 mtr length x 15 mtr width
1500 hit points; AC 9;

Form; iron hull; standard rigging (350 hit points, AC 1); Water (No), Ground (No);

Internal Facilities: Standard Crew Quarters (30 men), Cramped Crew Quarters (60 men), Luxurious Room (1 men), Cargo (50 tons), Mess Hall (10 men), Galley (15 men), Helm Room
Weapons: Ballista Heavy x4, Catapult Heavy x1, Cannon Heavy x1, forward ram (iron) x1



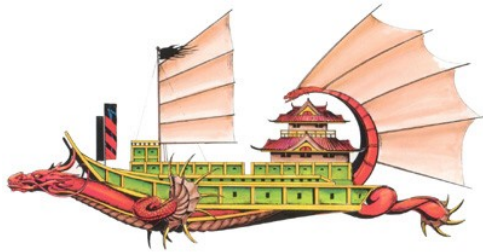
Dragonfly

26 tons; 75 hit points; AC 1; 30 mtrs length x 6 mtrs width

Form; ironwood; standard rigging (120 hit points, AC 0); Water (Yes), Ground (Yes);

Internal Facilities: standard Crew Quarters (10 men), Standard Room (3 men), Cargo (5 tons), Larder, Galley (8 men), Helm Room

Weapons: 1 x light ballista



Dragonship

45 tons; 300 hit points; AC 5; 45 mtrs length x 6 mtrs width

Form; ironwood; standard rigging (200 hit points, AC 0); Water (Yes), Ground (No);

Internal Facilities: standard Crew Quarters (20 men), Standard Room (6 men), Spacious Room (1 man), Cargo (110 tons), Larder, Mess Hall (16 men), Galley (16 men), Saloon/Lounge (16 men), Helm Room, Basic Engineering

Weapons: 1 x ram, 2 x heavy catapults, 2 x medium ballista



Hammership:

60 tons; 60 hit points; AC 6; 75 mtr length x 7.5 mtr width

Form; ironwood; standard rigging (200 hit points, AC 0); Water (Yes), Ground (No);

Internal Facilities: standard Crew Quarters (24 men), Standard Room (7 men), Spacious Room (1 man), Cargo (30 tons), Larder, Mess Hall (16 men), Galley (16 men), Saloon/Lounge (16 men), Helm Room, Basic Engineering

Weapons: 1 x ram, 2 x heavy catapults, 1 x heavy ballista



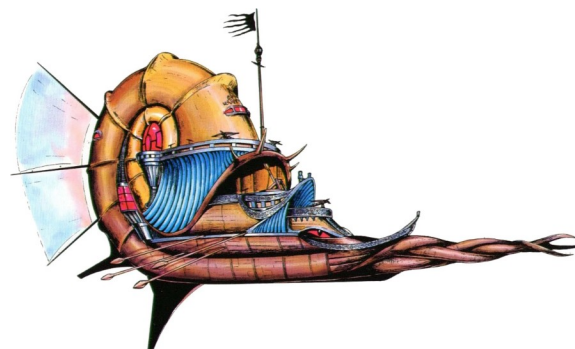
Man o' War, Elven:

60 tons; 60 hit points; AC 7; 54 mtrs length x 6 mtrs width

Form; ironwood; standard rigging (400 hit points, AC 0); Water (No), Ground (No);

Internal Facilities: standard Crew Quarters (10 men), Standard Room (8 men), Spacious Room (1 man), Cargo (30 tons), Larder, Mess Hall (20 men), Galley (20 men), Saloon/Lounge (20 men), Helm Room, Basic Engineering

Weapons: 2 x medium ballista, 1 x medium catapult, 1 x medium cannon



Nautiloid, Illithid

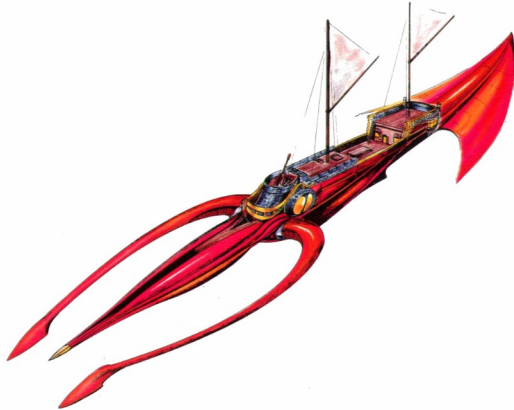
35 tons; 35 hit points, AC 4;

18 metres length x 9 metres width

Form; ironwood; standard rigging (200 hit points, AC 0); Water (Yes), Ground (No);

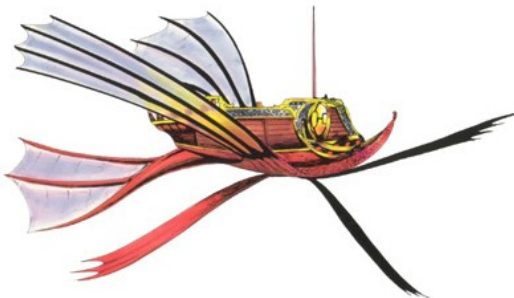
Internal Facilities: Standard Crew Quarters (35 men), Standard Room (7 men), Spacious Room (1 man), Cargo

(17 tons), Larder, Mess Hall (16 men), Galley (16 men), Saloon/Lounge (16 men), Helm Room, Basic Engineering
Weapons: 3 x medium ballista, 1 x medium forward catapult, 1 x medium rear cannon, 1 x forward ram



Squidship:

45 tons; 45 hit points; AC 5; 75 mtr length x 7.5 mtr width
Form: ironwood frame; standard rigging (150 hit points, AC 0); Water (Yes), Ground (None);
Internal Facilities: standard Crew Quarters (32 men), Standard Room (4 men), Spacious Room (1 men), Cargo (23 tons), Larder, Mess Hall (14 men), Galley (14 men), Helm Room, Basic Engineering
Weapons: 1 x ram, 1 x heavy catapult, 2 x medium ballista



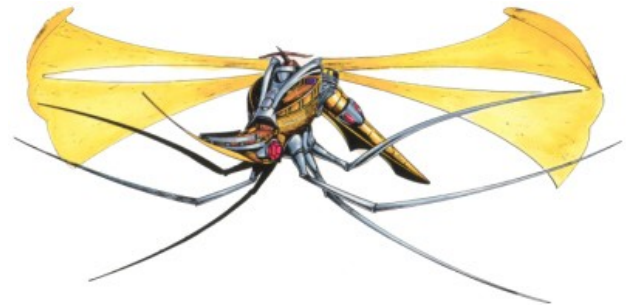
Tradesman

25 tons; 150 hit points; AC 1; 36 mtr length x 18 mtr width

Form: ironwood; standard rigging (100 hit points, AC 0); Water (No), Ground (No);

Internal Facilities: standard Crew Quarters (10 men), Standard Room (3 men), Cargo (65 tons), Larder, Galley (5 men), Helm Room

Weapons: 1 x medium ballista, 1 x light catapult



Wasp:

18 tons; 216 hit points; AC 1; 24 mtr length x 6 mtr width
Form: ironwood; standard rigging (120 hit points, AC 0); Water (Yes), Ground (Yes);
Internal Facilities: standard Crew Quarters (12 men), Standard Room (3 men), Cargo (9 tons), Larder, Galley (8 men), Helm Room
Weapons: 1 x heavy ballista

12. SKYSHIP

CONSTRUCTION

With the high level of magic found in many fantasy RPG campaigns, enchanted vehicles designed to soar through the air are not beyond the realm of possibility. After all, what use are cloud kingdoms, sky realms, and other areas high above the earth if adventurers have no means of travelling to them? Magic such as fly and similar spells are too limited to make travel simple for characters. Furthermore, without some form of reliable transportation the sky kingdoms would lack the ability to carry on any meaningful trade or migrations. Thus, sky ships represent the most common method for non-flying creatures to take to the air. If magic is common in your game (as represented by particularly powerful spells, archmages, and ancient artifacts), skyships should fit into the general feel of the game.

A few wizards know how to construct them and most commoners have seen one soaring across the sky at some point in their lives. In lower magic campaigns where powerful wizards are rare and magic is a wondrous rarity, skyships are rarely encountered on the surface. The sky elves use and maintain them, but the cost and time needed to manufacture them reserves their use for only the most important tasks. Of course, cloud kingdoms and other aspects of an aerial realm fall firmly in the high fantasy camp. As discussed earlier, if you plan to use cloud realms in a low fantasy game you need to include some explanations as to why cloud kingdoms tend to have more magic than ground ones.

1. Choose Type and Size

The standard skyship (at least as far as standards have developed for this relatively new creation) looks similar to an oceangoing ship, complete with sails. Skyships built for the very wealthy have been outfitted with the finest amenities, with many decorative flourishes included in their construction.

Flying Fortress

200 mtr length, 1500 HPs, AC 0, A/DF 1, MR 1, Speed 75kph

Skimmer

5 mtr length, 45 HPs, AC 5, A/DF 3, MR 4, Speed 300kph

Transport, Civilian Large

40 mtr length, 600 HPs, AC 4, A/DF 1, MR 1, Speed 100kph

Transport, Civilian Standard

20 mtr length, 450 HPs, AC 4, A/DF 1, MR 1, Speed 100kph

Transport, Military

20 mtr length, 450 HPs, AC 4, A/DF 1, MR 2, Speed 250kph

Warship, Escort

35 mtr length, 550 HPs, AC 3, A/DF 1, MR 1, Speed 350kph

Warship, Destroyer

55 mtr length, 750 HPs, AC 2, A/DF 1, MR 1, Speed 250kph

Warship, Dreadnaught

80 mtr length, 950 HPs, AC 1, A/DF 1, MR 1, Speed 150kph

Step 2: Increase Vehicle

Attributes

Listed here are how much it costs to buy each individual point of each attribute. eg. between 1 and 2 A/DF cost 1 point each, while 3 to 5 cost 2 points each.

AC - this is a rating for the protective value of a vehicle's figured from 10 (very weak) to 0 or even -10 (the best armour which can be attached). The higher the AC the more vulnerable the vehicle is to damage. Armour provides protection by reducing the chance that a vehicle is attacked successfully (and suffers damage). Armour does not absorb damage, it prevents it.

A/DF - every vehicle has an Acceleration/Deceleration Factor. This is how many hexes or spaces the vehicle can add to or subtract from its speed in one turn. Vehicles cannot accelerate and decelerate on the same turn. 1 space = 2 square metres.

HPs - how many Hit Points the vehicle has or much damage it can take before being destroyed.

MR - each vehicle also has a manoeuvre rating. This number signifies how many times the vehicle can turn during its move. The vehicle must move forward at least 1 space or hex after each turn.

Speed - how fast in kilometres per hour the vehicle can travel at.

The table below shows the cost of increasing each attribute point;

<u>Attribute</u>	<u>1 Point</u>	<u>2 Points</u>	<u>3 Points</u>
A/DF	1-2	3-5	-
AC	6 to 3	2 to -3	-4 to -10
HPs	1-200	201-80	801+
MR	1-2	3-5	-
Speed	1-200	201- Mach 1	Mach 2+

Step 3: Free Equipment

Depending on the vehicle type, when you first purchase it, it may come with some of the following equipment free. Adding additional equipment will of course cost you.

Anchor

Just like watercraft skyships need at least one anchor to prevent the craft from drifting due to wind or current when it is not moving.

Corvus

A corvus is a boarding device that features a hinged counterweight system for mounting a bridge vertically on the side of a ship, with a hooked end to grab onto a target ship. A corvus is usually 3 metres wide and 4.5 metres long. It has 10 hit points per square. Once a corvus is attached, it takes a Strength check as a full-round action to dislodge the corvus. Alternatively, if the corvus is attached to a ship, the pilot of either ship can make a sailing check as a standard action to dislodge the corvus.

Doors and Hatches

All vehicles large enough to need them are assumed to come with normal doors or hatches.

Lanterns

Lanterns illuminate an area in front of the vehicle and can be seen at 20 times that distance. These are sufficient for normal night time travel.

Locks and Keys

Standard locks for vehicle doors.

Meteorological Instruments

Any water or aircraft that is large in size can be assumed to have wind vanes, wind socks, thermometers, etc. to measure temperature, humidity, wind speed, etc.

Safety Belts

Safety straps or belts, although not all vehicles have them.

Ship's Wheel

A ship's wheel or boat's wheel is a device used aboard a water vessel to change that vessel's course. Together with the rest of the steering mechanism, it forms part of the helm. It is connected to a mechanical system which alters the vertical angle of the vessel's rudder relative to its hull.

Step 4: Engines

Skyships can move in all three dimensions, with or without the aid of the wind. Unlike most flying creatures, they do not rely on wings for lift thanks to their soarwood hulls. They are able to fly equally well on their sides or even upside down (notwithstanding the risks that such manoeuvres present to passengers and crew). A skyship must have a sail in order to manoeuvre. Helms and sails will be connected to the ship's wheel.

The helm must be securely bolted to a skyship that is in reasonably good shape. If the helm is currently inactive it takes one hour to activate it. This is called powering up. During this time the pilot must remain in physical contact with the helm and maintain full concentration. The pilot can not use the helm to move the ship until it is fully activated.

Once activated, as long as the pilot is on the skyship he can control the ship with no need to keep in physical contact with the helm. A pilot may disengage from the helm at will at any time. A helm doesn't lose all of its power the moment it is disengaged. As soon as it is disengaged it stops moving and floats in place. It then takes an hour before it becomes fully inactive. During this time, the ship will slowly descend to the ground. If the pilot becomes unconscious or for some other reason is unable to provide the minimum concentration required to control the ship, it will continue at its current speed and direction.

Animal Harness

All animal-drawn skyships must have a harness. This includes not just the actual harness, but also the pole or shafts and reins. A harness is an animal-drawn vehicle's "drive train," converting the power from the animals into vehicle movement. A harness may either be; a rope connecting the vehicle to the cloth, leather or synthetic collars of the pulling animals; a long pole attached to a yoke around the neck of the animal secured by a flexible throat harness. A harness has no volume, so location is irrelevant. It connects the vehicle's body with the animals. The harness has no volume or power requirement. MR is worked out according to the animal/s pulling the

vehicle minus the weight they're pulling. A beast intended to pull a vehicle must be trainable. In this case the following options would be available; Dragon, Giant Bat, Giant Eagle, Giant Owl, Giant Vulture, Griffon, Hippogriff, Manticore, and Pegasus.

Balloon

A vehicle carrying enough lighter-than-air gas will also be lighter than air and will rise up. This fact led to the first successful manned flights in balloons and later in self-propelled airships. Lighter-than-air gas is a cheap, low-tech way to get a vehicle to stay airborne. But it only works in an atmosphere heavier than the gas and a very large volume of lighter-than-air gas is required to produce lift. The choices for lifting gases are hot air, hydrogen or helium. Hot air has little lifting power but is safe and cheap. The lightest of all gases hydrogen is the most effective lifting agent but is also flammable. Helium has somewhat less lifting power than hydrogen, but isn't flammable. It is expensive. Helium is light enough that it escapes from the Earth's atmosphere, with the only significant amounts being found underground.

Helm, Beamed Mana

This functions like a mana engine except it involves beaming mana using a transmitter from a mana station to a receiver. It is generally used to allow a vehicle that lacks power to receive power from a larger, stationary ground station. A beamed mana receiver functions like a power plant as long as it is receiving mana from a beamed transmitter. If a more powerful beam is used than the receiver can handle, it will be destroyed, and the vehicle housing it

will take damage.

Helm, Bio Converter

This form of helm is a bio-mechanical machine living inside the vehicle, eating food and producing bioelectrical or mechanical energy. It generates energy using food and atmospheric oxygen, and have a "mouth" into which water and food (anything biological) must be placed.

Helm, Elemental Furnace

This form of helm is a magical steam engine using bound fire and air (for combustion) elementals. An elemental furnace functions like a steam engine, except that it can be built by any blacksmith working with a mage and requires no fuel.

Helm, Mana Engine

This is the most common form of helm used on a skyship. It is a technomagic device that gathers ambient magical energy (in the same way a mana organ does in a magical creature) and transforms it into electrical power. They do require recharging, with 1 mana lasting one hour (or less if the ship has to travel faster, etc). While this provides movement forward; manoeuvring is primarily accomplished through use of the ship's sails. Many helmsmen describe a feeling akin to being submerged to the neck in warm water when they are using the helm, and the ability to see things as if he were standing on the deck. Only one helm can be used at a time, but smart captains are advised to keep another helm onboard as backup.

Helm, Soulburner

This is the rarest and most feared form of helm, a necromantic machine fuelled

by life-force. It does not use normal fuel. Instead, an intelligent, sentient being must be placed within it, he then dies and his soul and mana power the machine.

Sail

With skyships sails use the wind for manoeuvring and turning, thus they only work in an environment where there is moving air, although there is no need for it to be breathable. Sails can only be used if a vehicle has a mast.

<u>Engines</u>	<u>Cost</u>
Animal Harness	10 gp
Balloon	20 gp
Helm Beamed Mana	100 gp
Helm Bio Converter	110 gp
Helm Elemental Furnace	100 gp
Helm Mana Engine	110 gp
Helm Soulburner	110 gp
Sail	2 gp per sail

Step 5: External Equipment

This refers to any equipment which is mainly fitted outside the vehicle.

Crane

A crane is a type of machine used for lifting, generally equipped with a hoist (device) (also called a wire rope drum), wire ropes or chains and sheaves, that can be used both to lift and lower materials and to move them horizontally. It uses one or more simple machines like a hoist to create mechanical advantage and thus move loads beyond the normal capability of a human.

Dozer Blade

A dozer blade is a substantial metal plate used to push large quantities of soil,

sand, rubble, etc, during construction work.

Drill

Drills are used for digging holes at a rate of 30 metres per hour in earth or ice, half that for soft rock, 1/4 for hard rock. Decide on the maximum depth it can drill.

Dump Bin

A typical dump truck is equipped with a hydraulically operated open-box bed hinged at the rear, the front of which can be lifted up to allow the contents to be deposited on the ground behind the truck at the site of delivery.

Grader

A grader is a long blade used to create a flat surface.

Hedgerow Cutter

A light triangular blade that is small and low enough that it does not impede firing like other blades. It enables the vehicle to cut a path through brush.

Hitch

A vehicle can be equipped to tow another vehicle, or to be towed itself. A hitch is a hook, or other device that enables a vehicle to pull another vehicle. Attaching or detaching a hitched vehicle takes at least 10 seconds and requires exiting the vehicle.

Pontoon

Some skyships are designed to land on pontoons and float. Build these as waterproof or sealed pods attached to the body or wings containing nothing but empty space. A vehicle should generally have two pontoons (each the same size) as under-body pods. A vehicle may have

both retractable wheels and pontoons.

Skids

Any vehicle can use skids to slide along on the ground although it will need some form of external propulsion system like harnessed animals, sails, propellers or a jet engine to move under its own power. Skids are slower than wheels on normal terrain but are very effective on ice or snow. Skids can be built to retract into the vehicle which is useful for reducing drag in flight. The only disadvantage is that this will take up space in the vehicle. If a vehicle with retractable skids will also have wings decide whether the skids retract into the body or into the body and wings.

Wheels

Wheels allow a vehicle to roll along on the ground.

Standard wheels are used by most ground vehicles. They are designed for use on a road, but have limited cross-country capability. They are assumed to have a sprung suspension and tires.

Off-Road wheels are heavy wheels with high clearance suspensions and large tires for cross country use. Smaller wheels are mainly used as landing gear for aircraft. They have poor off-road capability, especially if the vehicle is very heavily loaded.

Heavy wheels are larger and heavier versions of the standard wheels. They beef up a vehicle's suspension for transporting heavier loads. They are common on trucks.

Railway wheels are heavy wheels built solely for use on railway tracks. A vehicle with railway wheels can carry great loads and move more quickly as long as it stays on the railroad.

Retractable wheels are wheels that can retract into the vehicle. This is useful for

reducing drag if the vehicle flies. If a vehicle with retractable wheels will also have wings the wheels can retract into either the body alone or the body and wings.

Winch

This is a winching mechanism fitted either externally or retractable and designed to lift or haul loads of up to 1 ton. A winch is a mechanical device that is used to pull in (wind up) or let out (wind out) or otherwise adjust the tension of a rope or wire rope (also called cable or wire cable).

Wings

Not standard for skyships but maybe added if desired. Wings are a means by which a heavier than air vehicle can achieve flight. A vehicle with wings must be given two of these including a tail to use for stability and steering.

Wings are used to generate lift aerodynamically, through the motion of the wings through the air. A wing is curved so that the flow of air going over the wing travels faster than that passing under it. The faster air travels, the lower its pressure. Because the air under the wing is moving slower and is at a higher pressure than the air immediately above it, the air tries to rise upward – and this results in lift. If a winged vehicle on the ground is moving fast enough, its wings' motion through the air will result in enough lift to counter the weight of the airplane, and the aircraft will lift into the air and enter aerodynamic flight. However to stay in the air it must continue to move at or faster than this speed.

Wings, Swing

These adjustable wings allow the pilot of the plane to change the position of the

wings depending on if its necessary to travel through a narrow gap.

Wrecking Ball

This is a crane with a wrecking ball instead of a hook. This prevents it from lifting things but allows it to do 7D6 damage. One attack may be made every three turns.

<u>External</u>	<u>Cost</u>
Crane	10 gp
Dozer blade	5 gp
Drill	10 gp
Dump Bin	5 gp
Grader	5 gp
Hedgerow Cutter	10 gp
Hitch	5 gp
Pontoon	10 gp per pontoon
Skids	10 gp per skid
Wheels	10 gp per wheel
Winch	10 gp
Wings	20 gp per wing
Wings, Swing	20 gp per wing
Wrecking Ball	10 gp

Step 6: Audio and Optical Equipment

These are devices that measures sound, optical or another physical quantity and converts it into a signal which can be read by an observer or by an instrument.

Heliograph

A heliograph consists of a mirror and a sighting device. Slight movements of the mirror send a pulse code by moving a reflected beam on or off the target. Only the target can read the signal properly and messages can only be sent from a stable platform, a ship or a moving vehicle. Range is limited by line of sight, and also depends on the light source; sunlight gives a maximum range of 30 miles and moonlight is 5 miles. If

artificial sources are attached to the heliograph, range will vary depending on the light' intensity.

Loudspeaker

Amplifies a person's voice up to 120 decibels.

Periscope

An extendable sensor periscope is a tube and viewer containing an arrangement of mirrors or prisms to permit observation from outside a direct line of sight, A periscope can be extended or retracted in 2 seconds. A periscope on a naval submarine is normally between 9 and 18 metres long (this is periscope depth) to allow observation from well below the waves.

Semaphore

A pair of movable pointers mounted on a mast used to send any hand semaphore alphabet. Naked eye visibility is a kilometre. Systems using single pointers, rotating coloured disks, shutter arrangements, or more than two perform similarly, but don't use hand semaphore codes.

Signal Lamp

This lamp (limelight or electrical) is lined with a shutter allowing it to be used for Morse code. Effective range is 25 kilometres (or line of sight).

Telescope

A telescope uses optical lenses to enhance human distance vision. It essentially does two things: it gathers light over a larger area of space allowing detection of fainter objects and it improves resolution allowing detection of finer detail. In darkness telescopes can only spot objects that emit light such as stars or lighted buildings, or are

illuminated by other light sources like the moon or an object silhouetted against a light or source of reflected light. Telescopes are rated for their maximum magnification.

Audio and Optical Cost

Heliograph	1 gp
Loudspeaker	1 gp
Periscope	1 gp
Semaphore	1 gp
Signal Lamp	1 gp
Telescope	1 gp per x20 magnification

Step 7: Facilities

This section is for equipment used for amenities or resources.

Cargo Bay

Each cargo bay space is equal to 25 cubic metres of storage space.

Galley

A well-equipped kitchen. Up to three people can work in it comfortably. The standard galley is adequate for up to ten passengers and crew. It includes a dining area. The seating area can be upgraded from standard to luxurious by doubling the cost.

Holding Cell

Standard holding cells are designed to incarcerate one prisoner (although they can be larger). The cells include basic barred gates and a bed.

Passenger Cabin

It comes with a bunk bed for one person. This can be upgraded to a proper bed. Two or more can be bought and connected to make a larger room to contain more people.

Recreation

This represents one form of recreation for each time it is bought. It may include games, pool tables, tennis courts, swimming pool, a stage, restaurants, running areas, parks/ gardens, casino, etc.

Secret Compartment

Small secret compartments can be built into the vehicle to hold tools, supplies, weapons, etc. The number of compartments depends on the size and type vehicle and size of the compartment.

Stairway/ Ladder

For standard use or in emergencies when elevators are not functioning.

Toilet

A typical vehicular toilet with a detachable tank.

Workshop

Workshops include basic machinery like drills, lathes, saws, raw materials, spare parts and so forth. Workshops however are not factories. Big constructions cannot be produced in them like vehicles and so forth. However tools could be made, weapons, armour or robots etc can be constructed providing the relevant parts or materials were available, but not in great numbers or speedily.

<u>Facilities</u>	<u>Cost</u>
Cargo Bay	20 gp per 25 cubic metres
Galley	10 gp
Helm	5 gp
Holding Cell	5 gp
Passenger Cabin	5 gp
Recreation	10 gp

<u>Facilities</u>	<u>Cost</u>
Saloon	10 gp
Secret Compartment	1 gp each
Stairway/ Ladder	1 gp each
Toilet	1 gp each
Weapons Locker	1 gp each
Workshop	5 gp

Step 8: Weapons

Vehicles can be armed with a wide variety of built-in ranged weapons, such as guns, launchers and beam weapons. When installing a weapon the character must specify whether it points forward, backward, right, left, up or down; this determines the direction it can fire. Of course, a weapon in a limited or full rotation turret or open mount can fire in different directions as the turret or mount itself rotates. Mechanical artillery, guns and launchers all require ammunition.

Ready to fire ammunition must normally be located in the same location as the weapon that fires it. If the weapon is in a turret, open mount, superstructure, arm or leg, the ammunition can also be located in the part of the vehicle that subassembly is supported by.

Ammunition can also be stored in cargo spaces. This ammunition cannot be used immediately, but can replace fired ready shots if several minutes are spent to unpack and replenish ammo.

Ammunition can be stowed in the body, superstructure, pods, turrets, open mounts, arms or legs.

Ballistas:

Ballistas include all devices, which throw bolts, javelins, and spears with greater force than possible by human (or inhuman) strength. Most are built along the lines of the crossbow, and are

mounted on pivots on the ship's deck to fire at any targets.

Ballista, Heavy

5D6 damage, 180 kgs weight, 45 metre range

Ballista, Light

3D6 damage, 45 kgs weight, 30 metre range

Ballista, Medium

4D6 damage, 135 kgs weight, 35 metre range

Ballista Bolts

5 kgs weight

The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (D20) with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions. A ballista bolt is a large arrow used in all the standard ballistas. A standard ballista bolt will fit a light, medium, or heavy ballista. The difference in damage is caused by the power of the ballista's mechanism.

Cannons:

Cannons are typically resting on a wooden carriage (some cannons like the swivel cannon are fixed in position once mounted, though they can be remounted in D4 minutes in a new position). These carriages can be move to a new position on a ship given enough time. Cannons use magical smoke powder to function. One shot uses 10 charges of powder. The scarcity of smoke powder (which is a magical substance in fantasy space) makes bombards impractical compared to ballistas and catapults. It should be noted that the Great Bombard takes 20 charges of smoke power to fire its massive iron balls.

Cannon, Heavy

6D10 damage, 2000 kgs weight, 60 metre range

Cannon, Light

3D10 damage, 1000 kgs weight, 60 metre range

Cannon Shot

40 kgs weight

Two types of shot are used in bombard: large, round stones and cast iron "cannonballs." Using the latter increases the bombard's damage against a ship but not against crewmembers. (Stone shot often breaks up on impact, scattering sharp fragments, while iron is less likely to do so.) Bombards using iron shot have a +2 circumstance modifier to hit.

Catapults:

The general category of catapults is large, stone-throwing devices operated by springs, cranks, or flywheels. Catapults are fixed in position once mounted and can fire only one direction. A catapult firing forward is permitted to fire at any target across its trajectory to a maximum of 10 range increments. All ranges take into account the nature of wildspace and the Flow. Catapults can be loaded with stone shot instead of large rocks. Stone shots is most effective as an antipersonnel weapon and will not affect a ship as effectively as the damage drops from d10 to d4 (the ship's AC will prevent much of this damage), but effects all personal within a 10 foot radius of the spot where it hits. Special: Catapults cannot attack a ships that is within 30 metres of the catapult.

Catapult, Heavy

6D6, 225 kgs weight, 60 metre range
A heavy catapult is a large engine capable of throwing rocks or heavy

objects with great force. When fired, one of the crew makes a Profession (siege engineer) roll. If successful, where the object actually lands is determined by rolling D12 and consulting the Deviation (10 ft. to 16 ft) The centre is the desired target. If the check is failed, the DM secretly rolls and consults the same deviation diagram. The result is now where the catapult is actually aimed. This new result is used as the centre to determine the actual deviation of the attack. Loading the catapult and preparing it to fire takes the full crew 8 full rounds. Initially aiming (or reaiming) takes 10 minutes in addition to loading and preparation time. Three to four crew members can operate the device in three times this time. Fewer than three crew members cannot operate the device.

Catapult, Light

4D6, 113 kgs weight, 45 metre range
A Light Catapult is a smaller, lighter version of the heavy catapult. Two crew members can load and prepare this device in 5 full rounds and aim (or reaim) in 5 minutes. One person can crew the engine, but it takes three times the time to aim and prepare.

Catapult, Medium

5D6, 135 kgs weight, 55 metre range

Catapult Stones

9 kgs weight
Unlike ballista bolts, three types of catapults stones are available, one for each type of catapult: light, medium, and heavy. Only the proper sort of stone is really useful in each type of catapult. A copper-pinching captain can use any type of similarly sized and readily available rock to inflict similar damage, and some combats have involved tossing

tables, dead bodies, cows, and other items through space as shot.

Catapult Stones, Chain

14 kgs weight

A Catapult Stone Chain Shot is made of two small catapult stones chained together, this ammunition can be fired from catapults. Chain shot is especially good at tearing through sails and rigging, dealing double its normal damage to that form of propulsion. It deals normal damage to a creature, and if hit, the creature will be knocked prone. Chain shot is relatively ineffective against ships themselves, dealing only 2D6 points of damage for a light catapult, or 4D6 points of damage for a standard catapult.

Firedrake

180 kgs weight, 18 metre range

These huge siege engines are often mounted on wheels. This apparatus fires goutts of Alchemist's fire in either a 18 metre line or a 9 metre cone (siege crew leader's choice). Targets in the area take 6D6 points of fire damage; those who fail their saves also catch on fire. A firedrake with the broken condition that suffers a further mishap explodes, dealing its damage to all creatures within a 6 metre burst. Firedrakes have 70 hit points.

Firedrake Ammunition

9 kgs

Ram, Battering

135 kgs weight

Rams are common weapons on warships in space, and adding one is fairly simple. To mount a ram a ship must have at least a standard frame, since a light frame is not up to taking the shock from ramming, making it likely to break off

and take a sizable chunk of the ship with it. Even with a standard frame a certain amount of reinforcement needs to be done.

Use the helmsman's THAC0 vs. ship's Armor Class to determine success. If no individual helmsman, use the THAC0 of the navigator at half his level. If the ramming ship misses the target or reduces the target to 0 hull points, the ramming ship may continue its movement up to its regular limits. If the ship hits without destroying the target movement stops. A ship cannot ram another ship that is 10% or less of the ramming ship's size. If such a ram is attempted, the smaller ship must check for a crash. A ship may not ram another ship that is more than three times its size. If it attempts such a move, check for a crash.

Head-on ramming is a special case. If the attacking ship hits its target, handle the ram normally. If the ramming ship misses, the opposing ship has opportunity to ram its attacker immediately. In this situation the original target ship uses its speed from the previous turn when determining damage.

Damage is based on relative speed.

When something hits a stationary object then the only thing to worry about is the speed of the moving object. When two moving objects meet, whichever does the most damage will determine the actual damage. 2D6 hull point damage per 1 kph of speed or per 5 A/DF.

Scorpio

3D6, 9 kgs weight, 45 metre range

Scorpio Arrows

1 kg weight

The scorio was a crossbow-like device that fired smaller arrows with deadly accuracy used both in the field and in sieges. They were so-named for their deadly, armour-piercing sting and could be operated by just one or two men. Scorios were meant to kill and injure enemy troops, rather than break down enemy fortifications. Thanks to their smaller size, they could be mounted on or in siege towers. Legionaries either side would continuously keep turning cranks which turned a chain, which operated the various mechanisms to load and fire the catapult. All that was needed was for another soldier to keep feeding in more arrows.

Trebuchet

5D6, 450 kgs weight, 40 metre range

Trebuchet Stones

5 kgs weight

The Trebuchet was a weapon used during siege warfare. The Medieval Trebuchet was similar to a catapult, or stave sling, which was used for hurling heavy stones to smash castle or city walls.

Turrets:

A turret is a rotating platform. Weapons mounted on turrets can be turned to face different targets quickly. For example, a heavy catapult mounted on a turret can be swung to attack any ship in a 360-degree range. Turrets can also provide shield bonus cover for the crew.

Protected turrets are available at double the initial cost, and provide +4 shield bonus to the crew manning that heavy weapon. Small weapons can be moved easily without a turret, but they can benefit from the cover a turret provides. A turret is typically made of metal (hardness 10, 30 hit points) ½ inch thick.

Standard Turret

Turrets are used to rotate a weapon into a new firing arc. It takes one man one round to rotate a light weapon into a new arc. It takes one man two rounds, or two men one round for medium and ship weapons. This can be done during reloading, but men rotating the turret cannot also assist in reloading.

Protected Turrets:

These turrets provide shielding for weapon crew. They are double the cost of standard turrets, but gives 50% cover (-4 AC cover bonus) to the crew manning that heavy weapon. Small weapons can be moved easily without a turret, but they can benefit from the cover a turret provides. A turret is typically made of metal (hardness 10, 30 hit points) ½ inch thick.

<u>Weapons</u>	<u>Cost</u>
Ballista, Heavy	80000 gp
Ballista, Light	40000 gp
Ballista, Medium	60000 gp
Ballista Bolts	50 gp for 6
Cannon, Heavy	90000 gp
Cannon, Light	75000 gp
Cannon Shot	150 gp
Catapult, Heavy	50000 gp
Catapult, Light	25000 gp
Catapult, Medium	35000 gp
Catapult Stones	30 gp
Catapult Stones, Chain	50 gp
Firedrake	15000 gp
Firedrake Ammunition	2000 gp
Ram	see below
Scorio	15000 gp
Scorio Arrows	30 gp for 6
Trebuchet	75000 gp
Trebuchet Stones	20 gp
Turret, Protected	500 gp
Turret, Standard	750 gp

<u>Ram Material</u>	<u>Cost</u>
Adamant	1000 gp
Adamantine	2000 gp
Bone	50 gp
Bronze	250 gp
Bronzewood	1000 gp
Iron	50 gp
Iron, Meteoric	150 gp
Gold	1000 gp
Mithril	1500 gp
Plandanium	5000 gp
Platinum	5000 gp
Silver	200 gp
Steel	200 gp
Stone	50 gp
Wood	100 gp

Add 25% to the final cost for the ram to be reinforced.

Step 9: Ship Types

Listed below are examples of the most common types of skyships encountered. You and your GM are free to add more.



Flying Fortress

These are huge outposts that serve as a base of operations for other ships. A flying fortress is a powerful battle station crafted to establish military dominance in a section of airspace or over a stretch of ground. Powerful overlords with access to mighty magics often craft these war machines to serve as mobile strong

points. Nothing inspires more terror in an enemy army than the sight of a floating sky fortress disgorging flights of harpies, manticores, and other creatures to swoop from the sky and rain destruction upon the earth below. Flying fortresses are generally designed with portals, windows, arrow slits, and other features that make it much more suited for battle than its base ship.



Skimmer

Skimmers are small attack skyships. They are fast and manoeuvrable but easy to destroy. The sleek, deadly skimmers are designed for swift strikes against slower or stationary targets. In battle, when the skimmer passes an enemy ship, the marines leap aboard to overpower its crew and claim its cargo as their own. Needless to say, skimmers are quite popular with pirates and other marauders. However, these ships are often used by more legitimate navies during times of war as scouts, pursuit ships, and patrol vessels.



Transport, Civilian

Transports have size enough to carry significant weapons, cargo, and

crewmembers, but not so large that it is too expensive for the average trader (or buccaneer) to build and maintain. Transports are mainly cargo freighters and can be built in a wide variety of sizes. Transports are mainly cargo freighters and can be built in a wide variety of sizes. These vessels can be used for many jobs from transporting ore to passengers.



Transport, Military

Military transports carry very few weapons relying heavily on other ships for protection. Instead they carry troopers, siege weapons and cargo.



Warship

These are among the slowest and least manoeuvrable skyships. They are however well armed and can absorb a

considerable amount of damage. Larger warships can also serve as mobile bases for skimmer squadrons. It transports skimmers to the scene of a battle, launches them, and recovers and re-arms the ones that survive the battle. They are usually tied onto the sides of the warship. A warship can carry 1 skimmer per side for every 10 metres of size.

13. PROBABILITY

CHAMPIONS

Probability Champions are a recent occurrence following the attempted Shattered Reality dimensional invasion. As the Earth was invaded by other realities, it created its own defenders. A small percentage of men and women were able to maintain their hold on Earth's reality, despite the influx of these other realities. With this special attribute, these men and women were able to stand in defence of Earth. They became heroes of whom stories were told.

These Probability Champions were not only able to pass across reality borders, but were also able to make tools work in lands where they would otherwise cease to function. They also had an innate ability to "bend" reality to their ends - almost like exceedingly good luck. Through this, they were able to overcome great odds and accomplish great feats. These abilities are accomplished through the manipulation of probability energy. The Earth is very rich in this energy which is desired by the invaders, and this energy which is used by Champions in their defence of their land. Champions are found from all walks of life, male and female, and from all over the world. Some have come

from other realities and have joined Earth's cause.

Whenever villainy manifests, a hero will appear to confront it. If the hero perseveres, they can overcome and succeed against incredible odds. No matter how bleak the situation may seem, there is always hope. The cosmic balance ensures that wherever a villain arises, a hero will be present to oppose him or her. If there isn't a champion already the Earth will spontaneously create one.

Since the failed invasion this actually has expanded itself into the invading Realms, which is causing immense complications for its rulers. Initially Champions were involved in fighting off the interdimensional invaders. The war was won but those altered still remain, as do champions from other worlds.

Champions in Earth tend to be at the center of unusual events much of their lives. Coincidence drives them to stumble upon villainy, and villains seem inexplicably drawn to them and their loved ones.

Step 1: Realm

Choose which dimension the character is from. This will determine what races and abilities are available to him.

Step 2: Attributes

Roll up attributes as normal according to the character's race. Hit points = CON +8, +8 per level.

Step 3: Skills

Choose skills in the normal manner but according to the character's realm.

Step 4: Abilities

Champions start with the following ability free;

Reality Bubble - The primary way in which Champions are able to shape reality is the ability to impose the rules of their own reality on a limited area of another reality. Each reality, or cosm, has a set of laws which delineates what can be achieved under its rules.

Champions, however, carry their own reality with them. They can perform under their own reality wherever they go, in effect they are immune to the physics laws of other realities.

The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Anchor

Cost: 5

This prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Further even if history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Cultural Adaptability

Cost: 5

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all CHA rolls and +1 skill

bonus with all CHA skills. When confronted with a completely alien concept or custom he gets an INT roll to understand what's going on and respond correctly.

Disrupt Mana Bridge

Cost: 10

The ability to destroy a current tunnel anchor in the reality which the character is standing in.

Disrupt Teleport

Cost: 10

The character can prevent anyone within 1 metre per WIS of him from teleporting, shifting or using a gateway.

Epic Fail

Cost: 5

The opposite of Heroic Feat. The character can use 'probability energy' to cause others within his line of sight to screw up their actions. He can use this to temporarily either; deduct 1 per 5 WIS to any rolls (saves, skills, thac0), -1 per 5 WIS to any physical attribute, or minus one dice to any damage rolls.

Healing

Cost:5

This can be used on the character or anyone he touches to heal at phenomenal rates. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Gain +1 per 4 WIS to save vs drugs, poisons and toxins.

Heroic Feat

Cost: 5

The character can use 'probability energy' to perform a superheroic action. He can use this to temporarily either; add +1 per 5 WIS to any rolls (saves, skills, thac0), +1 per 5 WIS to any physical attribute, or plus one dice to any

damage rolls. He can also do the reverse to any opponent in his line of sight.

Reopen Gate

Cost: 5

The character can reopen any form of local or interdimensional gate which has been previously opened in the area. The gate must be within 10 metres per WIS radius of the character. It can either be the standard vertical gate in the air or any doorway that was used. Once he has reopened a gate once he can open it again at any time anywhere.

Truesight

Cost: 5

Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Truespeak

Cost: 5

The character instantly learns the language of any being he comes into contact with and he can then converse with it. This only lasts until they are separated, at which point he forgets the language.

Step 5: Side Effects

The reality powers gained also result in some unusual side effects. Roll or choose from the Unusual Characteristics table below with each one giving the character an additional 5 starting points. The player can take as many as he wants but no less than one.

Unusual Characteristics

Choose or roll on the following tables;

Colour Mutations

Roll on this table several times; once for skin colour, again for eye colour and once more for hair colour.

- 01-15 Completely normal
- 16-20 Red
- 21-25 Orange
- 26-30 Yellow
- 31-35 Green
- 36-40 Blue
- 41-45 Indigo
- 46-50 Violet
- 51-55 Gold
- 56-60 Silver
- 61-65 Bronze
- 66-70 Brown
- 71-75 White
- 76-80 Black
- 81-85 Grey
- 86-90 Transparent
- 91-95 Combination of several of the above in striped form. Roll D4 more times.
- 96-00 Combination of several of the above in patch form. Roll D4 more times.

Eye Mutations

What type of eyes does the character have?

- 01-08 Very small; -2 to hit eyes if targeted by enemies.
- 09-16 Small; -1 to hit eyes if targeted by enemies.
- 17-28 Completely normal.
- 29-36 Large; +10% greater sight range.
- 37-44 Very Large; +20% greater sight range.
- 45-52 Oval shape; 180 degree vision.
- 53-60 Glowing; +1 to intimidate others.
- 61-68 Reptilian; underwater nightvision equal to half normal range.
- 69-76 Fish; underwater nightvision identical to normal sight range.

77-84 Cat; nightvision equal to half normal range.

85-92 Insect; 360 degree vision.

93-00 Third Eye; see the invisible.

Size Mutations

How big is the character?

- 01-08 1ft +D10 inches
- 09-16 2ft +D10 inches
- 17-24 3ft +D10 inches
- 25-30 4ft +D10 inches
- 31-44 5ft +D10 inches
- 45-52 6ft +D10 inches
- 53-60 7ft +D10 inches
- 61-68 8ft +D10 inches
- 69-76 9ft +D10 inches
- 77-84 10ft +D10 inches
- 85-92 11ft +D10 inches
- 93-00 12ft +D10 inches

Body Mutations

Does the character have any additional mutations?

- 01-02 None.
- 03-04 Antennae; depending on the character's powers these could be used as senses, discharge, telepathy, etc.
- 03-04 Elastic Bones; only takes half damage from any kinetic attacks (falls, punches, explosions, etc).
- 05-06 Emits Vapours; determine what effect the gases have and what types of lifeforms they affect.
- 07-08 Extra limbs; D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.
- 09-10 Fat; appears overweight but is pure muscle, +1 STR.
- 11-12 Featureless; a totally blank face and body. No eyes, ears, nose, mouth, nipples, etc. The character can somehow still see, hear, smell and breathe normally. For food and drink he relies on solar sustenance.
- 13-14 Flat Billed; platypus type beak.

15-16 Frilled; lizard type vane around the neck.

17-18 Headless; Sensory organs are located on the main torso.

19-20 Horned; Up to D4 horns on head which do D6 damage each.

21-22 Huge Jaw; neck length.

23-24 Large Eared; hear +20% better.

25-26 Large Nostrils; smell +20% better.

27-28 Long Limbed; arms reach down to the knees or even ankles.

29-31 Lumpy; over most of the skin.

32-34 Mandibles; like an insect with STR equal to double the normal attribute.

35-37 Multiple Mouths; up to D6 extra mouths located on various parts of the body.

38-40 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.

41-43 Rough Skinned; course like a shark.

44-46 Segmented; like a centipede.

47-49 Serpentine Scaled; D100% of body is covered in scales.

50-52 Sharp Teeth; +D4 damage.

53-55 Skinny; practically anorexic. -1 STR, +2 MR due to lighter frame.

56-58 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 AC.

59-61 Slit Featured; has slits instead of eyes, ears, nose and mouth.

62-64 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.

65-67 Split Body; 2 torsos on top of 1 set of legs.

68-70 Stalk faced; like a snail.

71-73 Striped; like a zebra.

74-76 Sturdy Quadroped; walks around on all fours.

77-79 Suckers; same as the adhesion Minor Power. They can be located on the fingers, chest or wherever else desired.

80-82 Tail; either thin but strong like a monkey's allowing the life form to lift his own body weight using it, or a thick and powerful bludgeoning weapon.

83-85 Tentacles; finger or arm.

86-88 Tough Skinned; natural AC 2.

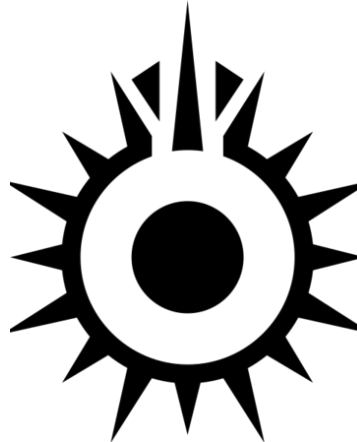
89-91 Transparent Body; can see right through his body. Note he is not totally invisible as his outline can be made out.

92-94 Twitchy; shakes a lot.

95-97 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.

98-00 Webbed; between its fingers or toes or both.

14. THE SOCIETY OF THE DARK SUN



Note the information presented here refer to the Society's activities in the lead up to the invasion.

The Society of the Dark Sun is an infiltration unit from Takhisis's army. It is part of the propaganda efforts, with the aim of discouraging people from earth religions, and turning them instead to beliefs related to the Realms.

The central public philosophy put forth by the Society is that all humans, metahumans and the supernatural are truly bonded together in a way that transcends culture, race and geography. Further they teach that people are immortal spiritual beings who have forgotten their true nature. Magic, mana, the energy of life, the supernatural, and different deities (like Takhisis) are real and must be welcomed.

The Society and its large network of corporations, non-profits and other legal entities it has acquired through its followers are estimated to make around 600 million US dollars in annual revenue.

The Society uses volunteer ministers trained to bring spiritual assistance to anyone in any aspect of life, whether it is to increase his communication ability, his study skills, help raising children or save marriages, as well as dozens of other domains of intervention.

Critics accuse the organization of attempting to take advantage of disasters in order to promote the Society to the grief-stricken populace in the area. According to NMHA President, "The public needs to understand that the Society are using this tragedy to recruit new members. They are not providing true assistance."

Those that are fully converted are given missions to either recruit others, sabotage or remove threats to the society, obtain wealth or power for the Society

Hierarchy

Prospective members attend a discovery meeting, a psychological sales job that

plays on the candidates desire to belong to something. Once the candidate has been initiated, the next major step is the transition to the inner circle.

Initiate

1st level; Includes only Church apprentices or mundane worshippers. Most of the Church's allies in politics and corporations fall into this category.

Acolyte

2nd-3rd level; Anyone who has proven themselves a blindly loyal follower graduates to this section.

Disciple

4th-9th level; Those who have proven their loyalty and worth. The higher their level the more duties they are allowed.

Minister

10th-12th level; A head of the local chapter house. They are always appointed by the regional High Minister.

High Minister

13th-14th level; Each of these control all the chapter houses in their region. They are selected by the Matriarch.

Matriarch

15th level; Head of the entire Church, specifically chosen by Takhisis. If she is killed one of the female High Ministers will be elevated to her position.

Operations

Each chapter has a membership of D10 x10 people, most of whom come from the lower end of the socioeconomic spectrum. These are street people and squatters for whom any change in situation would be an improvement. The growth has been phenomenal. There are now some 400 chapters scattered across America. There are currently 2350 active ministers and over 70,000 Society members. As the profile of the organisation begins to rise, the Society has begun to aim their recruitment at more affluent citizens.

On the surface the Society appears to be a loose confederation of autonomous chapter houses. Each is led by a High Minister and his or her Ministers. They are solely responsible for the day to day operations of the chapter. The Matriarch directly controls all nationwide membership drives, public relations, advertising and establishment of new chapters. The church enjoys the tax free status awarded to religious institutions.

Whenever disaster strikes, the Society is quick to appear. Often assigned a specific role by Emergency Preparedness authorities, such as counselling, registration and identification, transportation, emergency housing, feeding or clothing. Like no other civilian body, it can mobilise personnel, resources, volunteers and financial support from the public at large, and bring them to bear where the need is greatest. At which point attempt are made to recruit new members.

During the invasion

Once the invasion begins the Society would provide support and intelligence to the various invaders. This would include diverting medical supplies to them and acts of sabotage against the invaded country.

15. MANA STORMS

The border between conflicting realities can unleash fearsome displays of possibility energy in the form of reality storms. Mana storms have violent physical manifestations; winds ranging in velocity from 40 to hundreds of kilometres an hour are possible. History records incidents in which lightning from mana storms has sheared mountains and leveled entire cities. The

effects of the storms can be even more confusing. Many dimensions can come into temporary contact with earth during a storm, gravity can become variable, vehicles can move about on their own, and the sizes and colors of buildings can alter. Most of the effects fade within two to 24 hours of the storm's passage. In a few rare instances the effects last much longer.

Mana storms can also have other amazing effects.

One is that it can cause people to feel inspired and creative. Scientific breakthroughs are a possibility. supervillains may suddenly get clever, difficult tasks become easier, and the odds of succeeding at something become easier.

Second the amount of available mana in the area increases dramatically. Any who can normally use mana will feel the following effects. Reroll on this table every D4 hours;

D100 Amount of extra mana

01-50	+50% normal
51-75	+100% normal
76-90	+150% normal
91-97	+200% normal
98-99	+300% normal
00	+400% normal

Size of Mana Storm

01-05	D4 metre diameter.
06-40	D10 metre diameter.
41-79	D20 metre diameter.
80-92	D20 x10 metre diameter.
93-98	D20 x 50 metre diameter.
99	D20 x 100 metre diameter.
00	D20 x 200 metre diameter.

Length of time of Mana Storm

01-05	Remains for 2D6 minutes
06-40	Remains for 6D6 minutes
41-79	Remains for D6 x 10 minutes.
80-92	Remains for 2D6 x 10 minutes
93-98	Remains for 1D4 hours.
99	Remains for D10 days.
00	Remains open for D4 weeks.

16. RUNNING AN INVASION

These are more general rules for running an invasion of earth but can still be used here.

The invasion can come from other worlds, the ocean bottom or a distant dimension. Most are wrapped up quickly with no lingering effects. The incident that sparks an invasion can range from trespassing into sovereign territory to a slip in etiquette. The reason can be internal rather than external. Instead of a fear or passion driving them, the invaders might themselves need something, like food or hosts for their young. A leader might decide the only way to keep his position is to start a war with a national enemy. The earth might just be a waypoint on the way to the real enemy with necessary resources.

The GM needs to decide what the invaders want and why are they invading? Any justification for invasion is fine so long as it offers a possible solution to the invasion or a mystery to solve if the invaders aren't talking. Not all invaders are evil however. Some may feel they are liberating the earth. Other questions the GM needs to ask himself include; How long has the invasion been planned? What is the trigger for the invasion? At what stage do the players

get involved and can they somehow prevent the invasion?

Once the invasion starts it usually goes through a fairly standard sequence of events. Each event is broken into 2 parts; an open and a secret invasion. A open invasion is known to the general public, while a secret invasion is one which only a few people know about.

1. Preventing the Invasion

If the players have a way of knowing the invasion is planned and have a way to intercept it, they might try. They can even succeed so long as there is no grand invasion scenario. This could involve a galaxy spanning adventure or a stealthy border crossing to obliterate some vital supply dump without which the invasion cannot proceed.

2. The Arrival

Open: The invader hopes that the flagrant display of force will crush the defender's will to resist.

Secret: The invader will be working to terrorize the population or arrive in secret to arrange for a massive assault later. The invader could design ships and equipment that looked vastly different than their standard fare and send down agents thus equipped to find the locals. The standard troops could make very convincing efforts to destroy the agents before they make landfall. They may even sacrifice a party or two, just to lend authenticity. The agents could tell the locals that they represent another faction, one dedicated to the destruction of the invasion forces. The agents would organize rebel cells, provide medical aid and supplies, and once they were trusted, offer a plan to oust the invaders. That plan would succeed brilliantly, since it's

all a ruse. Then with the trust and cooperation of the populace, the invader agents would take over the world.

3. Build up of Invasion forces

Open: The invaders will forcibly conquer territory for central bases and any areas with materials needed to complete the invasion plans.

Secret: The invaders in a secret arrival may have to assemble the war machines, gain power sources, and study the invasion target.

4. The Invaders take ground

Open: Open warfare with pitched battles and subjugation of territory. The invaders must win some ground in this event or they will not be perceived as a credible threat.

Secret: Terrorism is used to destroy the defender's will to defend himself.

5. Invader Reinforcements arrive

The initial invasion is going well for the invaders, when things get better still. The reinforcements may come from home or could be locals who have turned traitor or are forced to serve. These reinforcements may be identical to earlier invaders or they could be a special force. The new force can cause trouble among the initial invaders as well as for the defenders. The new forces can include individuals who don't like or even hate the leader or other members of the original cadre. The second force may even install a new leader which could in turn cause widespread dissension in the ranks. This new force may also be independent of the first and will go about its own missions as it pleases. In a secret invasion the invaders may seek native troops for reinforcements.

6. The Heroes get organized

The players and their associates get better organized and make contact with other groups who are also fighting the invaders. The new associations will have benefits and perhaps drawbacks.

7. New Technology

The players get the chance to create or assist in the creation of a weapon that is especially useful against the invaders. The invaders might also reveal some new weapon at this point.

8. The Heroes strike back

The players fight and start to win more battles than they lose. This could be due to a new weapon, more efficient organization, knowledge of the invader's capabilities or dissension among the victorious invaders. Unknown to the players the invaders may begin to fight amongst themselves. Moreover the leader could be killing those who now displease him, some of his cadre could rebel or the leader may be replaced, causing organizational chaos.

9. The Invaders get desperate

The invaders are pulling out all the stops and try to crush the heroes in one stroke. It may not be well considered, but it will be big and may be combined with a new weapon.

10. The Grand Finale

Everyone's last cards are laid on the table. This is often tied to the invaders' big plan, so that in stopping the plan the invaders will be completely defeated.

11. Aftermath

What has been lost or destroyed in the fighting? What has been gained? Are there prisoners of war to deal with? How badly were the invaders beaten? Will

they have the ability to invade again some day? If they escaped, where did they go? Has new tech or magic been introduced?

Command Structure

How does the leader get his orders down to his troops? Do the invaders have a strict hierarchy or is it informal? Can the cadre argue with the leader or do they follow his orders mindlessly? Are the troops allowed to give opinions? Does the leader really command or is he a front for the cadre?

Leader

The strength and distinction of any invasion should come from its ultimate source of guidance; its leader. The players may never meet the leader of the invasion but the personality of this individual is very important. The leader of the invasion force can be a bigger, stronger, more impressive version of his troops or he can be completely different. The leader can be an average person commanding an army of super strong morons, a trooper who rose through the ranks or a gladiator champion of champions. If the leader is loved, respected or feared by his troops then his army will work well for him. If the leader is weak, stupid or uncaring then the army will often be too disorganised to be an effective invasion force.

Lieutenants

These are the lesser leaders who direct the troops personally and may become personally involved in combat. The cadre could like the leader, the troops, a combination of both or something completely different. The troops could be loyal to their lieutenant rather than their leader. Over the course of the invasion the GM should take notice of

the rivalries that being developed between players and the lieutenants.

Foot Soldiers

Aside from selected individuals the rest of the troops should be mostly faceless grunts. New troop types can be added when reinforcements arrive. How many types of warriors do the invaders have?