



Spelljammer Jumpchain, ver 0.9

Ever wanted to see what's beyond the skies of your typical D&D fantasy world? Spelljamming can take you there. Spelljammer is the shared 'outer space' of several other D&D settings -- canonically the worlds of Forgotten Realms, Greyhawk and Dragonlance as well as several wholly original planets, but fanon allows for many other fantasy RPG settings to be included in the same shared universe, including potentially some not within the D&D rules system. The structure of the universe is different here than you might be used to; while individual solar systems are similar to those found in the real world, with planets and moons orbiting in a vast cosmic orrery, each solar system is enclosed in its own *crystal sphere*, with a strange gaseous substance known as *phlogiston* filling the interstellar medium. Travel between worlds and spheres happens primarily on vessels powered by *spelljamming helms*, potent magical items able to convert the magical talent of a spellcaster into motive force sufficient to move entire ships through the depths of space.

The Spelljammer setting works on its own unique style of physics, which complies with the expectations of magic rather than of science. As a result, spaceships you may have acquired in other Jumps, that rely on technologies like rocket engines, warp drives or teraports, probably aren't very useful here. Fortunately, your Benefactor has granted you **+1000 CP** to help make up this difference.

Origin

Choose one of the following Origins; it grants the associated 100-CP Perk for free, and a 50% discount on other associated Perks. Note that Origin, aside from potentially *Inhuman*, doesn't dictate your race or species; you can choose that freely to fit your in-Jump identity, from the many different options that D&D and Spelljammer have to offer. For any Origin, you can either arrive with a history in wildspace, complete with associated reputation, or you can alternately toggle Drop-In and be a complete enigma, without any past history, accomplishments or notoriety to live up to or overcome.

Adventurer -- You travel the depths of wildspace in search of lost treasures, forgotten secrets, and perils to face and overcome. You may be skilled in swordplay, subterfuge, magic of either divine or arcane origin, or have a blend of several talents, but you're not in any manner mundane or ordinary.

Merchant -- Trade and commerce are just as important among the stars as groundside; with smaller and more specialized populations, perhaps more so. Whether a dealer in bulk wares, a distributor of rare and valuable curios, an agent who recovers lost rarities, or a purveyor of illicit goods, your livelihood is to travel between stellar settlements, buying up what is cheap and selling it where it is valuable and in short supply.

Soldier -- The depths of space hold many dangers, and you're prepared to battle against them all. You may be skilled in bladeplay, battle-magic, heavy siege weaponry, or leading others into battle. Your services may not always be needed, but when enemies either mundane or monstrous appear you're both the first and best line of defense.

Inhuman -- Not everyone in the Spelljammer setting is human, or even near-human. You have a heritage that offers strange powers and worldviews, and quite possibly a moral compass that's alien if not outright malicious from a mundane human's perspective. Whether you live up to the expectations of your new host race, or turn your back on them to acclimate into a human society that may never fully trust the face you wear, is your choice to make.

Starting Location

The Spelljammer universe encompasses a multitude of star systems, each enclosed in its own *crystal sphere*, and with a limitless expanse of rainbow-hued *phlogiston* that fills the space between these spheres. Each crystal sphere has many planets, moons and smaller bodies -- some populated with races familiar with space travel, some home to those ignorant of the wonders above, some inhabited only by nonintelligent beasts.

Pick from any of the starting locations, or take +50 CP if you're willing to randomly select:

- 1 - Rock of Bral (*Free Choice of Sphere*) -- The busiest and most cosmopolitan trade port in the Known Spheres, the Rock of Bral is (potentially) friendly to wildspace travellers of all kinds, and an excellent place to begin pursuit of any quest, challenge or aspiration. Since the exact location of the Rock of Bral has deliberately never been defined in canon, if this is your Origin you can choose which crystal sphere it appears in.
- 2 - Ginsel (*Greyspace*) -- A crescent-shaped outer world in the same crystal sphere as the world of Oerth, home to many competing petty kingdoms. Familiar with and welcoming to spelljamming vessels, especially those whose captains are willing to become involved in their many internecine political intrigues and trading disputes.
- 3 - Reorx (*Krynnspace*) -- A rocky, mountainous inner world inhabited by dwarves, gnomes and humans, as well as by mind flayers who prey on the other three races. Rumored to be home to a dwarven god, whose luxurious subterranean palace is a refuge for the exemplars and heroes among his faithful.
- 4 - Tears of Sélune (*Realmspace*) -- A cluster of asteroids that trail the moon of the planet Toril. Many bases and outposts are found here, including the trading depot of Dragon's Rock; the neogi hideout of Journey's Legg; the beholder warren called Eye in the Sky; and Stardock, a

holding of the mad mage Halaster connected to his better-known surface complex Undermountain through powerful teleportation magics.

5 - Refuge (*Arcane Inner Flow*) -- Refuge is a trading and resort moon owned and run by the enigmatic Arcane, blue-skinned giants who trade in all things magical, especially spelljamming helms. Refuge is a good place for the wealthy and comfortable, not so much for the downtrodden and desperate; Arcane-hired patrols and mercenaries keep things safe and peaceful, but below the surface are mysteries to uncover, smuggling to profit from and endless intrigues to be involved with.

6 - Perianth (*Pyrespace*) -- The world of Perianth is ruled by the elves, with thick, endless forests claimed as fiefdoms by sprawling and subtle noble families. The elves maintain a formidable spelljamming navy, but their control is threatened by both internal turmoil and by attacks from illithids dwelling in the deep system, voracious formian colonizer-hives, and the drow of the Spider Moon.

7 - Ironport (*Clusterspace*) -- This is the main neutral ground of the Astromundi Cluster, run by neogi merchants willing to turn a blind eye to almost anything likely to turn them a healthy profit. Spies and agents of the Antilan sun-mages, the Illithid Empire, the Arcane Consortium, the Varan protectorate, the Thoric clans, and many other lesser factions connive against one another for information, leverage and other advantage -- usually to the detriment of anyone caught in the middle.

8 - Free Choice! -- Pick any location you'd like, including in deep space aboard whatever spelljamming vessel you've bought or imported.

Perks

== Adventurer

Able Spacehand (100 CP) -- Crewing a spacegoing vessel isn't an automatic knack; knowing how to trim sails, find the charts room, balance on a gravity plane or spot the occlusion of another ship at a distance are all learned skills. This Perk grants you instant proficiency with all such simple tasks, though, even on vessels you haven't visited or crewed on before. It's less effective on unique craft or vessels whose deck plans and rigging have been radically altered from the norm, but even for these outliers you'll be able to familiarize yourself much, much faster than most would think possible.



Skilled Adventurer (200 CP) -- This grants training, ability and experience roughly equivalent to that of a 5th or 6th level D&D character, in the class of your choice. If you already have D&D-style class levels from a previous Jump, or equivalent experience, this counts as a "multiclass"; granting parallel talents, but not directly improving any you already have. (In other words, buying this to cover a profession you're already adept in is a waste of points.) You can

buy this multiple times to gain access to multiple different classes, if you'd like, but only the first purchase is eligible for discounts.

A Knack for Magic (200 CP) -- Wildspace is home to a dizzying variety of magical items and trinkets, from the prizes of groundling worlds to the creations of spacefarers to the prizes of forgotten empires. This perk gives you knowledge of all such items, encompassing both what they're capable of and how to activate them. Even if you lack the skills or background to use a particular item yourself, you can quickly assess who can. This perk also extends to recognizing cursed magical items and knowing how to handle them in a way that avoids their curse.

In Good(?) Company (400 CP) -- The Elven Imperial Fleet, the Pragmatic Order of Thought, the Crimson Company, the Tenth Pit, the Wonderseekers, the Fireball Alliance... Spelljammer has countless companies of adventurers, privateers, soldiers of fortune and similar groups that pursue common interests and look out for one another. This Perk grants you either membership in or reputation and esteem with one of these companies; you can leverage its good name, call on members for small favors and advice, and similar. You may likewise be asked for assistance in return, but you will generally be able to refuse without any consequences beyond temporary ill-feeling and possibly a guilty conscience. In future Jumps, you can either choose to have this relationship with a similar organization appearing in that setting, or to have a new setting-appropriate organization appear to associate yourself with, your choice.

A Gift for Adventuring (600 CP) -- Searching for adventure in the depths of wildspace is an often frustrating and sometimes dangerous pastime, but with this Perk you can skip past much of the chance and tedium. By default, this acts as a form of "survivor's luck" that gives you a measure of protection from serious harm and other calamity; you can instead choose to refocus it, if needed, to guide you towards a valuable treasure, a hidden secret or mystery, or a chance at glory, at the cost of losing the luck-protection until you've either claimed your prize or abandoned the chance to do so. Finally, this Perk will once per Jump insure your survival in some situation that would otherwise mean your death, though once this triggers the lesser advantages it provides are suppressed until the end of the Jump.

== Merchant

A Sense for Trade (100 CP) -- Wildspace offers the chance to carry all sorts of cargoes, from the prosaic to the exotic to the just plain weird. With this Perk, you have an intuition for what will sell and what won't, where to find a buyer for the hold full of merchandise you've acquired, and whether any given opportunity is likely to be unexpectedly dangerous or unpleasant. Note that this won't create chances to buy and sell where none exist; just give you a sense of the hidden opportunities and costs associated with any given venture.



A Home in Any Port (200 CP) -- While there are a multitude of spacedocks, harbors and other ports of call within the Spelljammer setting, many of them are unfriendly at best to strangers and unexpected visitors. With this Perk, though, you always have some "in" with the locals at any active port, whether through proper paperwork, personal connections or just simple luck, and can approach peacefully in order to do business. While the usual customs of your hosts will still apply -- neogi will expect you to be open to slave-trading, an elven military port is going to have positively paranoiac security against spying and sabotage -- you'll be able to anticipate any difficulties that may result during your visit, and plans you establish to mitigate or work around any resulting problems will generally succeed. No matter where you go, you can expect at least some degree of safety and respect, as long as you don't invite outright violence or outrageously offend your hosts.

Atwixt Ground And Space (200 CP) -- Spacefarers mostly avoid inflicting their weirdness and wonder on the teeming masses of the groundling nations of each sphere, pretending to be ordinary sailing ships when they make port groundside and not meddling in local wars. With this, you can be an exception to this rule if you like, dropping straight out of the sky and interfering in groundling politics and business affairs as you like without drawing much undue attention. While this isn't a perfect shield against official displeasure, groundlings you interact with will treat you basically fairly, rather than immediately judging you as an alien from the stars who can't be trusted. In future Jumps, this mitigates against any prejudice you might face as an outsider for the dominant culture of the local Jump.

The Shady Side of Wildspace (400 CP) -- Even for respectable merchants, wildspace can be a dangerous and lawless place, with pirates, privateers and slavers endangering a simple trade run and either smuggling or overzealous customs enforcement complicating and bleeding the revenue from an otherwise salutatory cargo. For you, though, the hazards of criminal activity are familiar and straightforward to deal with. You're well-versed in how to dissuade, overawe or (if need be) outright fight off pirates and slavers looking to loot from you, and how to either butter up or bypass customs blockades as needed. In the event that you choose to turn pirate yourself, you'll also know how to size up prime targets, while avoiding those who are more trouble than they're worth and 'bait' vessels sent out by local governments to lure you in, then ambush.

Always a Cargo When You Need One (600 CP) -- Merchant ships live and die by the different goods they can carry from port to port -- even a fantastically profitable cargo can end up as a net loss if there's nothing to carry on the return trip. This Perk means you'll never have to worry about such a problem -- even in the most remote and alien places you'll always be able to fill your hold with something that's locally inexpensive but valuable elsewhere. The cargo you pick up might possibly be risky, hazardous, illegal, distasteful, or a mix of all four at once, but if you choose to accept it you're guaranteed not to sell at a loss.

The default setting for this Perk is for relatively conventional cargoes that will both cover your operating expenses and turn you a modest, respectable profit. You can 'push' this Perk's power to acquire a hold full of something extravagantly rare and profitable at a bargain rate, but doing so will suppress the benefit this Perk would otherwise provide for another one to three trading runs (potentially worth it, though, if you're heading into a well-settled area of space where

cargoes are easy to come by). You can also choose to keep goods acquired with this Perk for yourself, or sell them to someone other than their intended buyer; doing so isn't necessarily consequence-free, but you will generally be able to delay the fallout, or shuffle any animosity onto someone else.

== Soldier

Siege Weapon Specialist (100 CP) -- Long-range weaponry aboard spelljamming vessels are generally converted siege tools; ballistas, catapults and similar. This Perk makes you an expert at using any and all such weapons. You can operate smaller and lighter versions of such weapons by yourself, and quickly and effectively take command of any crew operating a larger and heavier weapon. You're equally adept at targeting the broadside of enemy vessels, aiming at individuals on-deck or in the rigging, or aiming for specific weak points you know about on another ship's hull.



Smoke Powder Expertise (200 CP) -- You know how to work with the explosive substance known as smoke powder, in both hand-scale weapons such as wheel-lock pistols and grenadoe bombs, and with the larger bombards mounted on ships as siege weapons. You also have a small but regularly regenerating supply of smoke powder, enough for regular use of either your personal weapons or for one ship-scale bombard. You know which areas of the Spelljammer setting render smoke powder inert or oddly reactive (such as the surface of Oerth, in Greyspace) and may even be able to find workarounds, given time and the chance to tinker.

Battlefield Repair (200 CP) -- It's a sad but inescapable fact of life that spelljamming vessels can get seriously damaged in the course of any serious combat. With this Perk, you can make patch repairs to alleviate the worst of any damage and insure your ship stays in fighting trim much, much longer than might seem possible. While the repairs you make won't quite be up to the standard of a full overhaul made within the safety of a drydock, they'll come close.

Training Up A Crack Crew (400 CP) -- A skilled crew of deckhands, weapon specialists, and marines is an immeasurable asset for any spelljamming vessel, and with this Perk you have the ability to turn any bunch of random rejects and layabouts into an elite and well-honed crew, given roughly 30-60 days of drilling time (which can be part of an ongoing voyage). Crack crews give the ship they're serving on quick and responsive maneuvering, accurate and well-timed siege weapons fire, and a solid cadre of marines to repel enemy boarding attempts. A crew that you've trained up that's transferred to another ship, placed under another's command or split apart for fleet cadre will have their skills and camaraderie gradually degrade, though you can polish up a crew you've previously worked with much quicker than even your usual norm.

Indomitable Boarder (600 CP) -- Boarding actions are often desperate and dangerous affairs, whether seeking to assault an enemy ship or repel a hostile force from your own decks. This Perk makes you a natural at any such action, riding the chaos of the melee and making you a match for an entire ship's company of enemy marines on your own. You also have a knack for commanding others during any boarding combat, making yourself heard over the clangor of melee, communicating your intentions clearly with just a few words, and commanding obedience and common purpose even if your instructions don't make much immediate sense. This Perk works best in close-quarter, fast-moving engagements; on other battlefields (whether they be one-on-one duels, long-range exchanges of bombardment, groundside clashes, siege warfare or similar) its benefits are much more limited.

== Inhuman

Fearsome Reputation (100 CP) -- Many of the inhuman races of wildspace have a formidable and unpleasant reputation. This Perk grants you the upsides of such a reputation, with few if any of the associated downsides -- you'll find it easier to intimidate the nervous and uncertain, make threats or promise punishments as appropriate for your chosen race, and otherwise bully or coerce, but won't generally face prejudice, disdain or animosity from enemies of your chosen race unless and until your own actions invite it.



Monstrous Form (200+ CP) -- This perk functions as a racial toggle, giving you the body of some powerful monstrous creature commonly appearing in wildspace, such as a neogi, arcane, grav, illithid or plasmoid. (If you wish to be subtle, you can also apply the abilities and innate toughness of your chosen creature type to a human body.) The base cost for this Perk is 200 CP, but especially powerful or versatile forms cost more -- 300 CP for the abilities of an illithid or bionoid, for example, 400 CP for the powers of a common beholder, or even higher for extremely rare and powerful creatures. You can buy this multiple times to gain access to multiple creatures' powers, if you like, but only the first purchase is eligible for discounts.

Gnomish Technology! (200 CP) -- The gnomes of Krynnspace have a fascination with technological devices that is sometimes fascinating and often downright frightening. This Perk gives you a full measure of skill with gnomish artifice, ability to integrate out-Jump technology and devices into gnomish creations, and a knack for guiding local gnome assistants into inventing and using devices that much of the time actually work to some extent. In future Jumps, this transitions into a general talent for interfacing out-Jump items with the local tech base.

Elite Minions (400 CP) -- Even in the weird-fantasy universe of Spelljammer, the typical deckhand or ship's marine is a relatively ordinary human or demihuman, reasonably skilled and

robust but otherwise unremarkable. With this perk, you get something different; a loyal cadre of roughly 60 HD-equivalent of exceptional followers of your own monstrous race if you selected Monstrous Form, or a group of about a dozen humans or demihumans with roughly 4-6 class levels if you didn't. This group will import into future Jumps as a band of followers, and can (if you want) appear as normal humans (but keeping their racial abilities and traits) in more mundane settings that don't have nonhuman

Secrets Beyond Humankind (600 CP) -- Many of the inhuman races of wildspace have some ancient mystery or lore associated with their race -- the origins of the illithid empire, the true purpose of the beholder race, the methods used by the drow to travel in space, the destruction of the reigar homeworld, or something similar. You have access to this secret and the ability to leverage it to your own advantage, gaining at least a measure of the benefits with a modicum of effort. Members of the affected race will also instinctively treat you with an awed respect (even if the secret is something generally unknown to the race in question); they will obey almost any command or intention you voice in return for continuing to keep their race's secret.

== General Perks (Undiscounted)

Astronomical Lore (200 CP) -- Wildspace is enormously big, and enormously varied; nobody can know all the details of every corner of it. You, however, come as close as anyone mortal can to disproving this truism. Whether looking at a planet, ship or settlement in person, examining a map or chart, or perusing an ancient logbook, you'll always have at least a basic background of whatever place is being discussed -- the 'common knowledge' of that place, whether or not you were ever in a position to study it yourself. This information may be fragmentary and incomplete if its subject is especially mysterious, and may even be inaccurate if someone has maliciously acted to make sure that the conventional wisdom is misinformed and incorrect. Even in these latter cases, though, you'll be aware of the limits of what this perk grants you, and have a sense for what you can do to find more complete and correct knowledge.

Spelljamming Ace (200 CP) -- Anyone with magical talent can, in principle, power a spelljamming helm and pilot a spacefaring vessel. Not everyone can do it well. This perk lets you attune to a spelljamming helm more quickly, turn and maneuver it with deftness and skill, and potentially even sometimes dodge some siege weapon attacks and attempted ramming strikes. The maximum tactical speed your vessel can move at remains unchanged (governed by your raw spellcasting ability), but your ability to accelerate to and decelerate from this top speed is enhanced by this perk. Finally, you have more of an ability to shrug off the 'spelljamming shock' trauma that can threaten pilots when their ships are severely damaged, and when you do suffer spelljamming shock you recover from its debilitation much, much more quickly than others. Any fighting vessel would be glad to have you on their crew.

Spelljamming Helms

Spelljamming helms are the most common engines used to travel the depths of fantasy space. There are many kinds of spelljamming helms, but they all share the same general traits:

- A helm can be attached to, and can subsequently move, a vehicle or other object with a volume of at least 2,700 cubic feet, and generally no larger than 270,000 cubic feet. The vehicle's mass and internal structure are utterly irrelevant when considering whether it can be moved by a spelljamming helm. Attaching a helm to a vessel generally takes one hour, unless otherwise noted.
- An operating helm also provides artificial gravity (generally in a flat plane running through the beam of the vessel) and maintains a breathable atmosphere even in the absence of an airtight hull. Air recycling handled by the helm isn't perfect (there's a typical outer limit of 120-240 days before an atmosphere turns toxic) but is much, much better than nothing. *(This isn't purely canon to the Spelljammer setting, where gravity and atmosphere are a natural 'fantasy physics' property rather than being provided by helms. Melding these properties into helms makes helms much easier to use in later Jumps, though, where more 'normal' physics can be expected to apply.)*
- In deep space, a spelljamming helm moves a vessel at a *spelljamming speed* of roughly 4 million miles per hour; slightly more than 1 AU per day. A vessel drops to *tactical speed* (varies between 17 mph and 136 mph, depending on helm quality and pilot skill) whenever it comes within a 7 mile distance of any object with a volume of at least 27,000 cubic feet (this includes most spelljamming-capable vessels). Even greater speeds can be achieved in the interstellar *phlogiston*, moving between crystal spheres in a matter of weeks. Spelljamming helms imported into settings with warp drives, hyperdrives, jump engines or similar tools for interstellar travel can mimic the FTL capabilities of drives in these settings.
- Spelljamming helms are highly magical, and nearly indestructible. They can potentially be destroyed by severe environmental trauma, powerful magical disjunctions, or absurdly excessive force. A helm purchased with CP that is destroyed, stolen or permanently lost reappears in your Warehouse thirty days after its loss (with the original, if it still exists, vanishing from the wider universe at the same time).

All these traits and qualities carry over into future settings for spelljammer helms purchased with CP.

Standard Helm (200 CP) -- The most common kind of spelljamming helm is a large, heavy throne, piloted by someone able to use magic (either arcane or divine). It drains all of its pilot's magical energies while in use, but allows the pilot to move and steer the ship freely; the pilot's senses also extend throughout the ship's hull, letting the pilot 'see' in all directions and 'feel' outside objects colliding with the ship.

Furnace (150 CP) -- A relatively primitive form of helm, this device destroys other magical items to function, turning their arcane energies into motive force. Temporary and limited-use magical items burn up quickly, in a matter of days; moderately-powerful items such as magical swords and wands provide fuel for a few weeks; exceptionally powerful items can burn for two or three months. Cursed magical items ignite instantaneously and provide no long-term benefit (nice try).

Furnaces move a vessel relatively slowly at tactical speed (maxing out at ~34 mph). They also can't be used in the *phlogiston*, the strange substance that exists between crystal spheres.

Crown of the Stars (300 CP) -- This item has all the capabilities of a standard helm, but wearable on a pilot's head rather than bolted to the deck. The pilot can accordingly move around and act normally while piloting, rather than being stuck in one place. A *crown of the stars* even allows a vessel to be piloted remotely -- though with a maximum normal control range of one mile, this latter feature requires some creative thinking to use effectively in deep space.

Lifejammer (200 CP) -- An ugly and unethical variation on the standard helm, a lifejammer drains vital life essence rather than magical enemies. This means it can be powered by any sapient creature, not just a spellcaster; on the definite downside, being strapped into a lifejammer is agonizing at best, and quite often fatal. Normal humans typically have a 25% chance of dying per day of operation; less vital and robust creatures have a higher chance of dying, more vigorous beings a lower chance (though odds basically never drop below 5% per day, unless the power source is genuinely immortal). Healing magic can improve a subject's odds, but there's always the chance of sudden death. Most vessels powered by a lifejammer helm keep a large stock of captive slaves on board as fuel, and regularly raid other ships for prisoners they can feed to their helm.

Artifurnace (400 CP) -- This rare kind of helm is similar to a standard furnace helm, but is built around and powered by an artifact -- a uniquely powerful magical item with its own powers, history and calling. An artifurnace moves a ship with the speed and skill of an archmage, and never requires refuelling (its fuel source being essentially indestructible and inexhaustible). While inside the artifurnace, the host artifact's powers and curse are essentially contained and suppressed, though they may manifest unexpectedly in extraordinary circumstances. In an absolute emergency, you can unseal your artifurnace and wield the artifact inside of it; its powers are unique, potent, and extremely difficult to predict or properly focus. Chance and circumstance will work strongly against any actions you take to reseal a released artifact back into your artifurnace.

Artifurnaces are a partial exception to CP fiat-protection for spelljamming helms. Artifurnaces are generally immune to any outside force other than deliberate attack, but if an artifurnace is damaged anyways or stolen, the artifact at its heart generally escapes, seeking out some other owner who can further its calling somewhere in the myriad crystal spheres. While the artifurnace shell reappears in your Warehouse, its power and utility is reduced to that of a standard Furnace helm until a replacement artifact is installed within (either the original, or a substitute you possess).

Specialized Helm (200+ CP) -- Series helms, dwarven forges, orbus beholders, radiant helms, unity helms, and more... all sorts of esoteric tools exist for inhuman races to travel in space. Choose this option if you want access to one of these kinds of helms; in most situations the helm will be equivalent in utility to a standard helm. (If there's improved benefits beyond what a standard helm offers, increase the cost in CP. Be honest.) If you're interested in this option, you know enough to do the research and figure out the differences for yourself.

Ultimate Helm (150/250/350 CP) -- A somewhat misnamed Item choice, this Item isn't so much an engine for wildspace travel as a uniquely empowered bespoke piece of magical gear. For 150 CP, you get an item capable of manifesting between two and three minor utility spell effects; 250 CP provides an item that also has one or two effects capable of direct attack or defense; 350 CP provides an item that also grants one major invocation of the arcane, such as conjuring creatures or transmuting objects.

The true value of an ultimate helm isn't in its powers, though, but its link to the fabled *Spelljammer* -- the fabled city-ship a thousand times larger than anything else moving in space. Possession of an Ultimate Helm means that you'll be drawn to the *Spelljammer* sometime during your Jump, and granted the opportunity to face the perils, discover the secrets and claim any lost treasures that may be aboard. In future Jumps, the ultimate helm retains its normal powers, and will also act in some way as a guide or lodestone to a hidden prize or opportunity appropriate to the setting.

ULTIMATE Helm (200 CP, requires an 'Ultimate Helm' purchase) -- Think 'a somewhat misnamed Item choice' is a pretty lousy cop-out? Your Benefactor thinks so too. Pay this surcharge and your Ultimate Helm also gains the capabilities of a *crown of the stars*. You can even use the Ultimate Helm's own inherent magic as a substitute power source, if you lack any magical skills of your own (though doing so prevents you from using any of the Ultimate Helm's other powers while piloting, and provides motive power equal to the rawest of rank apprentices, to boot.)

Spelljamming Ships

Hundreds of different kinds of spelljamming vessels exist, whether small and nimble, large and forbidding, primitive, elegant, ominous or bizarre. Rather than trying to exhaustively detail the different kinds of available vessels, this document identifies a few generic classes, with further specifics left up to the Jumper to decide on. Out-of-Jump vehicles can also be imported as spelljamming vessels, though they have to be within the same volume limitations (minimum of 2,700 cubic feet, maximum of 270,000 cubic feet) as in-setting ships.



Groundling Ship (50 CP) -- Originally designed to sail a terrestrial planet's ocean, groundling ships are often clumsy, overcrewed and inefficient; experienced space-travellers consider their owners to be credulous novices who don't know enough about wildspace to get a better ship. On the upside, you'll be frequently underestimated. You'll also likely find it easier to visit and blend in on terrestrial planets (assuming you drop out of the sky somewhere remote, where your arrival can't be remarked upon, and sail normally the rest of the way). Example hulls include the *Drakkar*, the *Galleon*, and the *Xebec*.

Shuttlecraft (50 CP) -- This is a small vessel, barely able to hold its pilot and possibly a few extra crew or passengers, and usually mounting no siege weapons or dedicated cargo space. On the upside, it's nimble, easily handled by a very small crew (likely just the pilot, alone) and able to avoid many threats that a larger ship would have to face head-on. They are sometimes outfitted with short-range non-helm engines and carried by larger military vessels or space bases as scouting or escort craft. Sample hulls are the elven *Flitter*, the goblin *Arrow* and the human *Dragonfly*.

Trading Vessel (100 CP) -- This vessel is mostly designed for commerce, granting more space to cargo and making it easier to access and transship. They range in all sizes, whether small and easily handled to bulky, capacious and clumsy. Siege weapon mounts aren't unheard of, but usually placed for deterrence value rather than for head-on military engagement. Sample hulls are the *Tradesman* (possibly the single most common hull in wildspace) and the heavier *Whaleship*.

Light Warship (150 CP) -- This is a smaller and nimbler vessel designed for war; maneuverability, rather than bulk or armor, is its primary defense, and its siege weapons are lighter and focused more on long-range bombardment. Rigging and crew handling are focused

on efficiency rather than top performance. A good all-around vessel, able to scout, patrol, or explore uncharted space. Examples include the *Eelship*, the goblinoid *Porcupine* and the *Shrikeship*; the *Squidship* hovers near the top end of this ship class.

Heavy Warship (200 CP) -- The largest and most formidable vessels in common use among the Known Spheres. Heavy warships are well-armored and durable, generally mount heavier (and shorter-ranged) siege weaponry, and can comfortably quarter large crews including large marine platoons for dedicated boarding actions. They are relatively expensive to maintain and operate, though, and some settlements consider the mere arrival of one to be a hostile act. The most common kind of heavy warship is the *Hammership*; other examples include the elven *Man-O-War* and the orcish *Scorpion Ship*.

Exotic Hull (+50 CP) -- Many kinds of unusual space vessels exist; some built by reclusive minor races, others using novel and expensive construction techniques that grant them unusual capabilities or traits. Many examples exist, including the *Barge of Ptah* (an exotic groundling ship), the aarakocra *Eagle Ship* (an exotic light warship), the giff *Great Bombard* and the scro *Mantis* (both exotic heavy warships, though with distinctly different focuses), the neogi *Mindspider* (another exotic light warship), and the *Swanship* (an exotic tradesman).

Personalizations (+50 CP) -- There are many known ways of altering and improving on spelljamming vessels, whether by either stripping or thickening the hull (resulting in either improved maneuverability and handling at the expense of durability, or the exact reverse), bolting on armor plating in key locations, 'topping out' rigging to improve handling at the cost of requiring more active crew, installing turrets for siege weapons to improve their firing arc, or even rebuilding the hull entirely with an exotic material such as *glassteel*, gemstone or mithril. Pick this Perk option to customize your chosen vessel as you would like; bear in mind that while the initial purchase is enabled by CP, any subsequent repair, maintenance and upkeep will be dependent on the skills and resources you have in-setting.

Other Items

Accelerator (100 CP) -- A unique magical siege weapon, an accelerator is capable of rapidly launching almost any small object into the depths of space with great speed and force, conducting a small-scale siege bombardment with impromptu missiles. Accelerators are able to launch a missile once every thirty seconds, with an effective range of slightly under two miles; damage done is dependent on the size and hardness of the object launched, with reasonably durable objects capable of denting and damaging an enemy ship's hull. Accelerators draw on the power of an active spelljamming helm to function, and are inert when not aboard a spelljamming vessel. Objects larger than six inches in diameter, and any living or animate creature of any size, can't be launched from an accelerator.

Astrolabe (100 CP) -- This magical device commonly occupies a small room aboard a spelljamming vessel, usually set aside for the ship's navigator and also used to store logs, charts

and other ship's records. An astrolabe scribes and observes the crystal sphere around it and can, on command, create a scaled-down phantasmal representation of every stellar object in the system; planet, moon, planetoid or similar. It can also advance or reverse orbital paths, showing the location of all such stellar bodies in the past or (expected) future. Astrolabes don't normally track the position of ships or other artificial objects, though a skilled mage could likely add ships' (static) locations to the astrolabe display without much difficulty. The astrolabe deactivates temporarily when entering the phlogiston, but upon entering a new crystal sphere scribes and charts it instantly.

Bottled Phlogiston (50 CP) -- Phlogiston is a strange substance with many extraordinary and unusual properties -- not least of which is its absolute inability to exist within any crystal sphere. This Item, however, embodies an exception to the rule; when uncorked or broken open it will release enough phlogiston to displace up to 125 cubic feet of atmosphere, which will linger for 1 minute before dissolving. The bottle refills itself (and repairs itself, if needed) once every seven days.

Divine Icon (50/100/150 CP) -- Divine attention and assistance is uncertain within the Spelljammer setting -- any particular deity is usually worshipped in only a handful of crystal spheres (and possibly just one) and can channel only minimal magic and other assistance to priests outside those spheres. This Item mitigates this disconnect to at least some extent; 50 CP buys an Icon that allows one priest access to their divine patron, 100 CP buys an Icon that grants access to all priests aboard the same spelljamming vessel, 150 CP buys an Icon powerful enough to empower all priests within a port, stronghold or similarly-sized community. An Icon's effects aren't absolute; magical auguries or similar invocations of deific perception and insight are limited to the Icon's immediate area, and the most powerful and esoteric divine spell effects can't be invoked even with an Icon to act as a conduit. Each Icon is 'tuned' to one deity only, and empowers only those priests devoted to that deity.

Gemsword (100 CP) -- This magical blade is of ancient elven origin, and is an excellent dueling weapon. It can, once per day, unleash a power strike able of fracturing a ship's hull, or magically dazing and disorienting a living creature targeted. Magical gemstones set within the hilt also allow single-use invocations of magical healing, lightning strikes, or personal teleportation.

Helm-Bomb (150 CP) -- This strange object appears similar to a helm, but operates on almost exactly opposite principles; disrupting and negating the operation of a spelljamming helm it's in close proximity to, rather than acting as an engine for a spelljamming vessel. When activated aboard an unpowered vessel, the helm-bomb suppresses any use of a normal spelljamming helm; if smuggled aboard and activated aboard a vessel in motion, the helm-bomb does its best to create a destructive feedback loop that rips its host vessel apart. A helm-bomb can only be used once, but you get a replacement once every thirty days.

Mage-Shot (50 CP/type) -- Mage-Shot is the jargon term for any of several specialized kinds of siege weapon ammunition crafted with alchemy or magic. Known varieties include compounds that catch flame easily or unleash a momentary snowstorm, burst in midair and spread a thick

obscuring dust, release a toxic nauseating fog, corrode wooden hulls or cause metallic hulls to ring like a bell. CP-purchased mage-shot gives you enough ammunition to run all the weapons on any ship you're on for one battle, replenishes once a week, and is basically inert (treated like normal, nonmagical siege weapon ammunition) if used by anyone hostile to you.

Portal-Shaper (150/200 CP) -- This magical device works with the different portals that allow egress from a crystal sphere into the phlogiston beyond. It can widen portals to allow traversal by larger ships, open a portal that's currently closed or vice versa, or even ensure that a portal scheduled to open in the near future remains closed for longer than it otherwise would. The portal-shaper functions once every thirty days (though as most journeys between spheres take at least this long, this is usually not a serious limitation). A 150-CP portal-shaper is purely a utility tool; it only functions when the vessel carrying it is the only mobile thing within 10 miles. A 200-CP portal-shaper lacks this drawback, and can potentially (with careful timing) even force a portal closed while a hostile vessel is halfway through it. (The results of this are generally catastrophic for the transiting craft.) A portal-shaper imported into a setting with a 'hyperspace' or 'jumpspace' can provide access to those spaces, as appropriate to the setting.

Shakti (100 CP/200 CP) -- These wondrous items are creations of the ancient and enigmatic reigar, and take the form of a small amulet or other item of jewelry that can, on command, transform into either a specific magical weapon, a lightweight and formfitting suit of plate armor, or a personal vehicle capable of slow flight. Shakti that are stolen or seized by force become immediately and permanently inoperable. 200 CP provides a lesser shakti, able to make one kind of transformation, while 300 CP buys a shakti that can assume any of its alternate forms.

Skyhook (50 CP) -- This odd device can act as an immobile 'anchor' in midair, potentially allowing a spelljamming ship to remain stationary while in orbit around a larger planet without having to make contact with the surface, or to set an anchor point for cargo or other objects being offloaded from above. A skyhook only works when set up in a larger object's gravity well, and maintains its immobility relative to the host well's movement; a skyhook deployed just in front of a moving vessel will continue to move with that vessel, and one (somehow) deployed in deep space well away from anything else will just uselessly drift.

Companions

Any Companion option aside from *Companion Import* can potentially be acquired for free if you meet the Companion in-setting and take the time to befriend and impress them. Note that CP cost for in-setting Companions reflects not just their utility and skills, but also their rarity -- Reigar and Outcast Arcane are extremely unlikely to be encountered without CP-purchased fiat backing, and CP-backing is basically required for Smalljammer-*tan* to exist in-setting at all.

Companion Import (50 CP per, or 300 CP for 8) -- This is your standard Companion import. Each Companion receives one Origin for free and 600 CP for other purchases, which can't include Companions.

Giant Space Hamster (50+ CP) -- Your very own four-ton ball of chubby, cuddly fluff, this creature is the penultimate product of gnomish bioengineering. By default, it's basically useless in a fight, or indeed for any purpose other than running hamster wheels; you can grant your Giant Space Hamster traits from other monstrous species, at a cost of +50 CP per trait. (The *Fire-Breathing Phase Doppelganger Giant Space Hamster* would be a 200-CP Companion.) The *Miniature* trait is +0 CP by default, or +50 CP if the Giant Space Hamster can change sizes between tiny and full-sized forms. You may take this Companion with you post-Jump if you keep it well-supplied with alfalfa pellets and wood shavings, and never once butcher it for spaham. (You sicko.)

Dohwar Huckster (100 CP) -- This squat and vaguely penguinoid demihuman is, despite all appearances, a reasonably savvy and insightful trader and negotiator. Their usual skills and talents are bolstered by a specialized telepathic sense that can pick up on clients' surface thoughts and desires, a wide network of mutual obligation with other dohwar merchants, and a casual disregard for any moral obligations that might stand in the way of a quick profit. You may take this Companion with you post-Jump if you assist them with establishing a robust trading network and becoming comfortably wealthy, and take any convenient opportunity to embarrass and discomfit the arrogant elitist Arcane magnates who have claimed the cultural niche the dohwar seek to fill.

Giff Armsman (100 CP) -- This demihuman is a skilled warrior, a practiced space-traveller, and (like all giff) absolutely fascinated with smoke powder, explosions and concussive weaponry. They will serve you well in battle and obey you faithfully out of battle (though backing down from a good fight will earn their dismay and disappointment). You may take this Companion with you post-Jump if you are courageous and valorous in battle, and provide them with additional access to and training with smoke powder weapons, incendiary magic or miltech, or similar beyond what they're already familiar with.

Hadozee Bosun (100 CP) -- This demihuman is an experienced and confident ship-handler, able to either work independently or to command a cadre of other sailors. They're also widely travelled, with firsthand knowledge of a dozen ports and the ability to rapidly and accurately identify hundreds of different ship hulls, banners of allegiance, notable names and faces, and similar useful information. They'll be an asset to any ship and crew (but especially larger and less streamlined vessels) and can potentially be trained further in combat, commerce or magecraft if you have the aptitude, experience and inclination to teach them. You may take this Companion with you post-Jump if you treat them with respect and trust aboard your ship, grant them a measure of authority, and take them to at least three places they have never been (including at least one crystal sphere they have never been).

Xixchil Surgeon (100 CP) -- This odd, insectoid being is quite skilled in most forms of nonmagical medical care and treatment, as well as related disciplines such as anatomy and biological alchemy. Their most unique and noteworthy talent involves body enhancement through surgical alteration -- a tricky and esoteric craft that can grant exceptional and possibly

superhuman attributes, but always with a trade-off that includes subjecting one's body to the surgeon's dubious sense of aesthetics. (One possibly apocryphal example involves a dwarven warrior granted extraordinary strength, but at the cost of an amputated head.) You may take this Companion with you post-Jump if you provide them ample opportunity to practice their vocation, assist them in acquiring specialized magical and non-magical tools to improve their surgical aptitude, and help them avoid or deal with the several irate past customers who are vocally displeased with the quality of their work.

Outcast Arcane (200 CP) -- The Outcast Arcane is at odds with their race and its goals; their skills at commerce, magical engineering and knowledge of the known spheres may be invaluable to you, but their need for protection from their estranged fellows is potentially just as much of a headache. Convincing the Outcast Arcane to reveal any of the secrets of their people, including any specifics of what caused their ostracism from Arcane society, is a monumental challenge (and if any details ever are revealed, the Outcast Arcane is quite possibly lying). You may take this Companion with you post-Jump if you demonstrate good business sense, a willingness to value pragmatism and results over ethical scruples, and keep the Outcast Arcane safe from the malice of its fellows.

Reigar Aesthete (200 CP) -- This enigmatic companion is capricious, impulsive, hedonistic, frequently amoral, and extremely dangerous to be around when bored. They're also immensely knowledgeable, magically adept, highly innovative and creative, and capable of using a myriad of esoteric magical items and invocations. The reigar aesthete is drawn to (and seeks to inspire) displays of artistic talent and creativity, despises repetition, efficiency and tedium, and regularly disrupts the commonplace and routine for excitement's sake. You may take this Companion with you post-Jump if you demonstrate great aesthetic skill and expertise, impress them with your creativity and insight, and help them recover some lost treasure or prized memento once stolen from them.

Smalljammer-tan (300 CP) -- The smalljammers are extremely rare living ships, miniature offspring of the great *Spelljammer* measuring some 65 feet from nose to tail and a roughly 140 foot wingspan. Smalljammer-*tan* is a unique example of her kind, able to shift as needed between the form of a ship and the body of a late-teenage human girl. As the former, she can pilot herself; as the latter, she can pilot a normal vessel as if in possession of a *crown of the stars* (though the speed and confidence with which she maneuvers other vessels is 'raw-rank-apprentice'-level, at least until you get her some magical instruction and flight experience). You may take Smalljammer-*tan* with you post-Jump if you're kind to her, entertaining and protective, and help her encounter and learn more about the mysterious *Spelljammer*.

Drawbacks

You can take as many Drawbacks as you like, but only the first 600 CP worth of Drawbacks get you full points. Any additional Drawbacks taken after that provide only half their usual extra bonus. (Round down, if necessary, to the nearest multiple of 50 CP.)

Shared Setting (0 CP) -- Spelljammer is the 'outer space' of multiple D&D settings; Forgotten Realms, Dragonlance, Greyhawk and others. If you've Jumped to any of these worlds before (or visited Jumps set in locations within these worlds, such as *Neverwinter Nights* or *Baldur's Gate*), you can choose whether your Spelljammer Jump is in the same multiverse as your previous adventures. This means that your past actions and reputation may be leveraged during your time in Spelljammer, and that past acquaintances can be visited if you choose to go 'downside' (or if they're powerful and knowledgeable to come 'up' to you). In future Jumps to D&D settings, you can likewise choose whether to share the Jump with Spelljammer (and any other ground-based Jumps you've tied it to) or have it exist in its own separate continuity.

Travel Time (0 CP) -- "Ten years in a setting" doesn't necessarily go as far as it might when voyages between planets can involve weeks or even months of sailing through the empty depths of wildspace or the rainbow loneliness of the phlogiston. If you choose this option, the 'downtime' of long, eventless voyages no longer counts against your clock in-setting; only your time spent around other ships, worlds or people (outside your Companions and crew) counts. Note that this doesn't provide any protection from boredom, privation, aging, or any other hazard; it just keeps Jump-chan's clock from ticking up during mandatory idle time. Good for deep-wildspace explorers.

Adrift in the Phlogiston (-50/-150 CP) -- This Drawback overrides your normal Starting Location. You start your Jump only recently rescued from petrified stasis, after being cast overboard deep in the interstellar phlogiston; any in-Jump memories or history you have are decades or more out of date. Your Items and Companions start in your Warehouse, and can only be retrieved after you reach a safe port of call.

For -50 CP, you're picked up by an adventuring company, merchant vessel, scout ship, or other mostly-benign rescuer. Your hosts will expect you to properly repay the immense favor you owe them, and to earn your passage while aboard, but will for the most part treat you with dignity.

For -150 CP, you're instead picked up by something much nastier -- slave-takers, neogi, goblinoid marauders, or even worse. They've pulled you from the Flow purely for their own malicious purposes, taken special precautions to try to keep you helpless and obedient even after they revive you, and likely plan for you a fate worse than death. On the upside, if you can defeat them all, you can claim their helm and ship. Alone. Somewhere deep in the Flow.

...maybe this isn't so much of an upside, after all?

Gnomish Fascination (-50/-200 CP) -- The 'technology' of the tinker gnomes of Krynnspace is, depending on who you ask, either one of the wonders or the terrors of wildspace... and many who take the former view admit that much of the wonder is in the way it sometimes actually manages to work at all. This Drawback makes you an adherent of the tinker gnome way of life and the marvels that it brings.

At -50 CP, you're merely willing to hire on gnomes as crew, incorporate their devices and weaponry into your ship, and putter alongside them in your free time; any out-Jump engineering knowledge you have may even rub off on them, to beneficial (if likely chaotic) net effect. At -200 CP, though, you firmly believe that gnomish technology is the apex of scientific advancement. You'll gladly turn over out-Jump tools and technology you possess to your new friends for disassembly and 'improvement', and never turn to non-gnomish means to address a problem until all possible technological solutions have proven insufficient.

Warehouse Anchor (-50/-100/-200 CP) -- On-demand access to an extradimensional space with its own suite of life-support utilities seems like a pretty nifty thing to attach to a relatively tiny spaceship, right? With this Drawback, not so much. For -50 CP, accessing your Warehouse while aboard a spelljamming vessel simply immobilizes it as long as the Warehouse remains open. For -100 CP, you can't access your Warehouse while aboard a vessel moving at spelljamming speed (you'll need to stop the ship first), and accessing your Warehouse immobilizes the vessel you're on not just while the Warehouse is open but for a full 24 hours after you close the door. For -200 CP, you can't access your Warehouse while aboard anything small enough to be moved at spelljamming speed at all (even if it's not moving right now, or is unattached to a helm).

If you have Universal Drawbacks that affect your Warehouse, the points from this Drawback aren't additive with them. You get either the Universal Drawback points or the points from Warehouse Anchor, whichever is greater, but not both.

Scattered Jump-Memories (-100 CP/pick) -- This Drawback locks the various Perks, Items, expertise and other assets you've obtained from your past Jumps into the form of an immaterial talismans, hidden somewhere in a distant crystal sphere. You'll have to find the location of this talisman, traverse the phlogiston, and reclaim it from its resting place to regain use of your out-of-Jump abilities.

You can take this Drawback multiple times, but only as many times as you have past Jumps; each pick of this you take splits your past Perks and Items further (for -300 CP, for instance, you'd have three talismans, each with a third of your total Perks and Items). Each talisman will be hidden in a different crystal sphere, and there will never be a talisman in the sphere you started the Jump in.

An Offer You Can't Refuse (-200 CP) -- The Arcane are convinced that you know how to make spelljamming helms (and, depending on some of your out-Jump Perk choices, they may even be right). Regardless of your actual abilities, they are bound and determined to maintain their usual monopoly on helm manufacture, and the immense wealth and prestige it grants them. They will attempt to coerce you into joining or allying with their interstellar trade consortium by whatever means necessary, defaulting to threats, blackmail, sabotage and similar measures if no better means presents itself. Refusing makes the Arcane your implacable enemy, intent on ruining your finances, reputation and ability to conduct independent trade of any kind. Accepting ties you into a tangled web of commercial intrigue, where absolutely everyone wants to manipulate you, take advantage of you, and earn a hefty profit at your expense. Have fun!

In the Pale Witchlight (-200 CP) -- Of all the strange and unsettling weapons created during the Inhuman War of five centuries ago, perhaps the most terrifying were the Witchlight Marauders. These monstrosities were enormous, savage, self-replicating biological killing machines intended to descend upon elven-controlled worlds and ravage them of all life. None have been seen in the Known Spheres since the Inhuman War ended... but with this drawback, you'll guarantee that at least once each year, a Primary Marauder will descend upon a planet or moon that you're visiting, forcing you to either aid in its destruction or flee. Avoiding settled planets will keep you out of contact with Primary Marauders... but will instead insure that you attract the even larger Spacegoing Marauders, once every three to five years instead. Can you deal with these ravenous beings? Perhaps more importantly, can you do so without becoming notorious throughout wildspace as a magnet for their attentions?

Wanted by the Elven Imperial Fleet (-200 CP) -- The Elven Imperial Fleet are the self-declared 'policing force' of the Spelljammer setting, with patrolling squadrons and outpost docks in nearly every civilized crystal sphere backed up by highly-trained response fleet elements. They're enemies of the neogi, the beholders, pirates, villains... and, with this Drawback, you as well. The Fleet will harass, shame and slander you at the very least, and attempt to imprison or maroon you, seize your ship and assets, or even execute you if the chance presents itself. Earning a pardon is possible... but will require some immense deed or service of immeasurable benefit to the Fleet or the entire elven race. And even if you do such a thing, the elves won't actually be grateful; just satisfied that you've 'atoned' for your past 'misdeeds'. (Arrogant little snots.)

Second Inhuman War (-300 CP) -- The first Inhuman War, which was waged nearly five hundred years ago, saw the assembled strength of the goblinoid and orcish races shattered by the Elven Imperial Navy. Now the goblinoids, led by the militaristic scro, are looking for a rematch -- and this Drawback guarantees that you'll be intimately involved. Raiding actions, skirmishes, punitive strikes or all-out fleet engagements will cross your path no matter where in wildspace you go. Worse yet, both sides will instinctively distrust you, treat you as in league with the enemy and possibly even stop shooting at each other in order to attack you. Allying with one side isn't much better -- your new patrons will treat you as the most disposable of assets, sending you on desperate unsupported deep strikes at best, outright suicide missions at worst. The Second Inhuman War (and the threats it poses to your continued well-being) will continue unabated until you directly intervene to decisively defeat at least one side's entire high command staff (and even then, the shattered remnants of the losing side will still hold a lasting grudge).

Vodoni Invasion (-300 CP) -- The distant and malignant Vodoni Empire is set to invade the Known Spheres, and this Drawback puts you squarely in the middle. The Vodoni invaders (whose naval vessels are crewed by bloodthirsty super-werewolves and captained by brainwashed archmage transmuters) will know you personally, have detailed knowledge on your Perks, abilities and weaknesses, and believe you to be the one obstacle to their conquest. The various defenders of the Known Spheres, meanwhile, will have few if any military virtues to speak of and will have to be led by you personally in order to have any success against the

Vodoni. The Vodoni invasion will continue until you manage to lead a decapitation strike force to the Vodoni home sphere, confront the tyrannical Emperor Vulkaran (a legendary warrior in possession of a relic able to imprison a pantheon's worth of deities) and overthrow him.

The Egg of Night (-300 CP) -- Both the Arcane Consortium and the Illithid Empire have dread plans for the Clusterspace crystal sphere. The former want to collapse Clusterspace's twin suns, opening a planar rift to the Abyss and ushering in an invasion of untold numbers of demons. The latter mean to reincarnate their deceased divinity, then unite under its leadership to conquer and enslave all other sapient beings. Both sets of plans depend upon the Egg of Night, a weird magical relic with mutable powers and potentially limitless capabilities. At some point during this Jump, you will have to visit Clusterspace and claim the Egg of Night, then either hold onto it long enough for the schemes of both the Arcane and the Illithids to collapse in ignominy (all while agents of both sides seek to steal the Egg away from you) or else go the extra step and ruin their plans yourself. Note that the Egg of Night, like most artifacts, has a will of its own and will not stay passively secure inside your Warehouse or other extradimensional pocket space. Good luck.

Scenario -- Legend of the Spelljammer

(requires any level of 'Ultimate Helm' item purchase)

The *Spelljammer*. A near-mythical denizen of wildspace, this enormous vessel is a thousand times the size of anything else that moves between the stars, measuring more than a quarter-mile from nose to tail and with a wingspan nearly twice that. It flies through wildspace with the speed and grace of a warship helmed by an archmage and an entire small city can be found on its manta-like back, but few alive have ever even seen it and nobody now traversing wildspace can credibly claim to have walked its decks.

You will be the exception to this. The Ultimate Helm you possess is a marker not just of the *Spelljammer's* favor but of the right to become the great ship's captain. The exact methods and rituals needed to turn potential into reality, though, are obscure and well-hidden, sending you on a journey of discovery across the Known Spheres. You'll be harried and attacked by many, who either seek to wrest the destiny of captaincy from you or else assure that no one can claim it. Once you've discerned the truth, another journey into the unexplored depths of wildspace awaits, to find and land aboard the *Spelljammer*.

Even after you've rendezvoused with the great ship, your trials will continue. A small but diverse and fractious set of factions make up the *Spelljammer's* effective 'crew', and you will have to win their loyalty and bring their internal strife to an end--one way or another--before you can become the *Spelljammer's* captain. More contestants to the captaincy await aboard the *Spelljammer*, along with insane intriguers and alien monsters kept caged by the *Spelljammer* just to test a prospective captain's mettle. Succeed despite all these obstacles, and you will have achieved what vanishingly few have accomplished -- a symbiotic link with the *Spelljammer*, and the right to claim the title of its captain.

Rewards: The *Spelljammer* is at your command for the rest of your time in this setting. The great ship will try to avoid passing too close to groundling planets or large populations (even space settlements), and will refuse actions it sees as suicidal (such as singlehandedly attacking an entire enemy fleet). Its speed and power are legendary, though, and as its internal gardens recycle air and produce food, its cruising range is effectively infinite.

You can also choose, if you wish, to have the *Spelljammer* follow you into future Jumps. It is not a Companion and can't be granted Companion perks, but by the same token doesn't cost CP to import. (You still can't import the *Spelljammer* into Gauntlets, or other Jumps that block Companion imports.) In settings where a quarter-mile-long living spaceship would be grossly conspicuous, the *Spelljammer* will import itself as some more mundane vessel or vehicle appropriate to the setting. (It retains its self-awareness, armament and durability, and ability to heal.)

If you don't want to accept the *Spelljammer* as a Follower, you can take a stipend of +300 CP. All purchases of spelljamming helms (including upgrades to your Ultimate Helm) and Companions are discounted, but Origin perk purchases are not.

Conclusion

At the end of your ten years traveling the crystal spheres, you will have a choice to make.

Stay Here -- You're not yet done with the weirdness and wonder of the myriad stars. You'll stay here, to battle, learn and explore.

Go Home -- Take the secrets you've learned and the prizes you've won back to your original universe, to put them to whatever end you choose.

Continue On -- While wildspace is expansive, it's not truly limitless, and there are other settings to explore. Which will you choose to visit next?