HackMaster

HackJammer

SPECIAL REFERENCE WORK

HACKJAMMER

HackMaster Adventures in Space

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HackJamming

To my esteemed colleagues,

What is HackSpace? A simple question, really, yet it one not easily answered. My journeys through this mysterious place, this emptiness, this Sea of the Darkness have taken me to wurlds I would never have imagined in my wildest dreams. How can I describe the feeling of lifting into the sky aboard a rickety galleon, escaping the protective sphere of air around Dethwuulf, heading out into an infinite sea of emptiness? Or of the first time I laid eyes on the spinning Moons of Khaos, or the ringwurld of the Suungirdle. Or even the Phlogiston, the Rainbow Ocean that allows travel to even more distant wurlds, some all the way across the TeraVerse.

So what is HackSpace? It is travel between wurlds, without resorting to forcing one's way through planar barriers. It is boarding ships of wood and magic, protected by thin bubbles of air, to sail the void between wurlds. It is discovering strange, alien wurlds, battling deadly pirates and monsters, looting unimaginable treasures. Only the strongest souls survive, and may even prosper, in HackSpace.

I have enclosed my records and logs of my travels through HackSpace. These give details on the ships I have encountered and the monsters I have battled. Of particular importance is the Rock of Brawl; if you find yourself in HackSpace, head to this asteroid city. It may not be the safest port of call, but it is a good place to learn the ropes before heading out on your own. But whether you heed my advice or not, prepare yourself! HackSpace is not for the faint of heart, but it is a place of wonder, excitement, and many dangers. Enjoy!

Abba Hauksguard

So you want to be a HackJammer, do you? Dreaming of adventure, wealth, and power, are you? Good for you! Shake the groundling dust off your boots and climb aboard. Adventure beyond the skies, worlds of treasure, and power you can barely imagine are the lot of HackJammers. The planets and stars are yours for the taking, kid...if you've got what it takes.

Y'see, kid, HackJamming isn't exactly everyone's cup of cocoa. You need to let your mind expand beyond the boundaries imposed on you by your groundling upbringing. Many groundlings refuse to do this. They let themselves see only what they want to, refuse to embrace the glories of space. The limits of their imaginations mean that their fantasies are in a rut, quite frankly. They won't dream of the stars.

So that's the first thing you need. An open mind. You'll also need courage, the sort of courage that led Lady Kyrine to take her ship on a suicide charge against the Neogi flagship. There are dangers out here, kid. The Neogi and the Mind Flayers brood in the outer reaches, ever seeking new sources of slaves and food – to them, the same thing. Pirates plague honest merchants (dishonest ones, too – otherwise, they'd never have a target). Monsters roam space under their own power. So leave the wusses behind. Oh, you'll also need a ship.

Your ship is your best friend, and you'd better make sure you maintain her. She is castle, steed, and treasury in one. She'll take you to adventure and bring you home, if you treat her right. You might be able to go up against a gawd single-handedly. You might know the secret names of all demons. You could even be a close, personal friend of Jolly R. Blackburn, David Kenzer, and Gary Jackson. None of that'll matter if your ship gets blasted into little pieces around you and your air runs out. You'll be dead, kid, and no one will bring you back if they can't find your stinking corpse.

Why do it? Really, kid. Are the treasures of one wurld enough to satisfy you? The power that comes from holding a small patch of ground from a penny-pinching self-styled "king" sufficient for you? HackJammers get their loot from dozens, even hundreds of wurlds. HackJammers get to control whole wurlds all their own, where none can tell them nay. If you're looking for loot and power, and you've got the brains and the courage, welcome to HackJamming.

Captain Kored Llinaar of the Sunsinger

The Basics of HackSpace

Many of the details about fantasy space have basic properties and capabilities that distinguish it from the conventional space of science and science fiction. These properties allow ships to fly between the planets and voyage to new solar systems. This chapter provides the basics on adventuring in this new environment.

Fantasy space can be divided into two types: HackSpace (or WildSpace) and the Phlogiston. HackSpace is what comes to mind when we talk about "space". It is the vast emptiness that lies between the planets and the stars. The Phlogiston is an ocean of light and color that HackJammers must traverse to journey from star system to star system. Within the Phlogiston are crystal spheres, which surround each star system to which a HackJammer may travel. Although the crystal shell does not usually exist in the same plane as WildSpace, there are exceptions to this rule.

Standard Hackjammer terms are defined in the appendix of this book.

Celestial Bodies

The celestial body that is most familiar to typical characters is their home world of Aldrazar. Celestial bodies extend upward in size to that of vast red giant suns, and downward to the size of planetoids and asteroids. The tremendous variety that is possible in celestial bodies mandates that the only accurate definition for the term is "any significantly large conglomeration of matter that is wheeling around in space". In general, however, a celestial body is a planet. Most, although not all, have a breathable atmosphere. Celestial bodies can have any shape, though the most common is spherical. Still, there are flat worlds, elliptical worlds, cubic worlds, and other strangely shaped worlds.

HackSpace

All planets in a sphere float in an airless void called HackSpace, or WildSpace. Interplanetary travelers must pass through this void. It is a major obstacle to would-be conquerors and adventurers. Fortunately, all creatures bring with them an envelope of air (see Breathing below).

The strange physics of HackSpace that allows for planes of gravity, air envelopes, and mitigated temperatures exist as a magical bubble surrounding the system. These physics extend to at least a distance of twice as far as the outermost planet. Once past this bubble, more "mundane" (non-magical) physics take over. This can mean instant death to anyone aboard a ship, as the sudden loss of all air, gravity, and warmth is quite fatal. HackJammers

THE PIRATES' CODE

(ER, HACKJAMMER GUIDELINES)

A Ship of the Brotherhood sails under its Articles. The Articles will specify division of loot, officers, discipline, and such bonuses for combat injuries as may be awarded.

The Captaincy of a ship of the Brotherhood shall at all times be subject to revision by a Vote of the crew as called and adjudicated by procedures set fort in the Articles.

The Captain shall at all times maintain a dagger at the mast for any who wish to Challenge for the Captaincy.

The safety of the ship comes before that of any member of the crew. Any man who falls behind shall be left behind.

Any member of the Brotherhood may invoke the right of Parley with a hostile crew of the Brotherhood. The one who invokes the right of Parley shall be taken to the Captain for the Parley.

Bloodshed brings royal and imperial vengeance against the entire Brotherhood, and a dead man cannot be robbed again. Therefore, upon surrender, a prize and its crew may be sold or enjoyed but shall not be harmed.

The Neogi and the Mind Flayers are enemies of our blood and eaters of our flesh. No member of the Brotherhood shall have dealings with them.

No member of the Brotherhood shall be denied his fair share of the booty.

No member of the Brotherhood shall fail to share the booty he has captured with his brethren.

The Captain shall be responsible for ensuring proper food, liquor, and medicine aboard his Ship.

No member of the Brotherhood shall acknowledge any king, emperor, or princeling, or any higher authority than the Captain (except the gawds).

No man may be denied a place in the Brotherhood due to his following any particular gawd.

The Captain commands the Ship and the members of the Brotherhood who sail under his Flag until his authority is revoked as per the Articles under which the Ship sails.

Any member of the Brotherhood who violates the Code shall be marooned on an asteroid with one bottle of water, one loaf of bread, and one knife.

use a number of methods, including spells and magic items, to prevent this sudden and unpleasant end to their travels.

The physics that creates the air envelope around a ship and person drifting in space also mute other deadly features of open space, such as intense sunlight and radiation. Unless extremely close to a sun, light aboard a ship is about what one would expect on a clear summer day. In the outermost parts of a system, the light dims to twilight conditions, but almost never darker. Radiation does not normally cause any harm to travelers.

Many voyagers roam randomly through space, looking for the remains of lost civilizations, ghost ships, treasure rocks, and other objects that are not normally found closer to civilization. There are also space pirates and their bases floating off the beaten tracks, usually near dead wurlds that would not otherwise attract attention. Finally, there are a surprising number of monsters living in space, surviving by being so large they carry enormous air envelops with them, or by simply not needing to breathe at all.

Gravity

Due in part to the strange, magical physics in HackSpace, almost every object exerts gravity based on convenience, not mass. This allows ships to drag along a large envelope of air, and keeps crewmen aboard ship without floating off.

Every body in space has its own gravity. This gravity is an accommodating force in that the direction seems to be "that which is most convenient." In an object the size of a planet, the gravity is usually directed to a point at the center of the planet. In smaller objects, like ships, gravity is not a central point but rather a plane which cuts horizontally through the object. An object must be at least 25 feet long to create a gravity plane (some very small ships have no gravity).

A gravity plane is two-dimensional: it attracts other bodies from both top and bottom. A sailor can stand on the bottom the hull and move around as easily as if he was standing on the deck. In this case, "down" is actually "up", back toward the plane of gravity that cuts through the ship. The gravity is always, in the cases of ships, asteroids, and many planets, "earth-normal". Planets can have differing gravity, sometimes due to mass, sometimes not.

One of the stranger side effects of all this is that an object falling off the side of a HackJammer can oscillate back and forth across the gravity plane, falling first in one direction until it crosses the gravity plane and falling back across the plane again, and so on until something causes it to stop. This trick is commonly used to amuse passengers new to space travel. More than one groundling has gotten in trouble for standing at the ship's rail and tossing an endless stream of apples overboard just to watch them bob.

The gravity plane of a ship or asteroid extends to the edge of the air envelope. Beyond that is the weightless void of space. The plane runs through the longest axis, usually defined by the keel of the ship. Technically, a ship could be built with two decks on opposite sides of the gravity plane, but this is seldom done because the ship loses the ability to land.

On ships with decks on both sides of the gravity plane, there will usually be a hole in the deck, through the gravity plane. Sailors cross the plane by "falling" face forward through this hole, using their momentum to carry them into an upright position on the other side of the gravity plane. Being able to do this trick without appearing quite clumsy is a sure sign of a veteran of HackJammer.

It is unknown why, but the "convenience" gravity of HackSpace has no effect on standard gravity that keeps planets in orbit. An asteroid may have "1g" of gravity for anyone inside its air envelope, but outside that envelope it exerts the same gravity as a standard object of like mass.

Drifting

Along the plane of gravity, objects are weightless, but are slowly pushed towards the edge of the gravity plane. Therefore, a man overboard would eventually come to rest at the ship's plane of gravity, and then begin drifting away from the ship along that plane toward the edge of the air envelope. On reaching the end of the gravity plane he is pushed outside the air envelope and then left behind as the ship moves away.

Aside from this slight push, there is no relative motion of a ship within its air envelope, aside from turning. A ship's air envelope does not turn with the ship when it turns, and objects in the ship's air envelope do not drift toward the rear of the ship simply because the ship is moving forward.

Overlapping Gravity

When gravity planes intersect (such as when two ships pass each other at close range and at different angles), the gravities of both ships remain in effect, regardless of size, up to the point where they physically intersect. At that point, an object is under the influence of whichever gravity plane it is closest to. A character could leap between two passing ships, altering his down direction as he crosses the midpoint between the two.

When two ships come into direct contact (such as one ship ramming another), the larger ship becomes dominant and becomes the gravity for both ships. A large ship, for example, could ram another ship from directly above,

causing everything on the rammed ship to tumble towards the new gravity plane.

The Helm

Ships travel through HackSpace by means of the helm – a magical device that converts magic into the motive force that propels HackJammers. This allows rapid travel from planet to planet, and even system to system. Although there are many variations of helms, most ships have some sort of HackJamming helm to work.

Any character that can cast spells, including magic users, clerics, and their sub-classes, sits at the helm and acts as a living engine. In fact, any magic can be used to move a ship through space. In a pinch, a furnace helm can devour magic items to power ships as they travel through space.

When a character uses a helm, the ship becomes, in a way, an extension of his body. He sees out of the ship as if he were standing on the topmost exposed deck. A captain will use a voicetube to communicate with the helmsman.

Crystal Spheres

From the Phlogiston, all systems are bounded by crystal shells or crystal spheres. Beyond the spherewall is the void of space, planets, and stars. In most circumstances, the crystal shell exists only in the Phlogiston, but as all things in the TeraVerse, there are exceptions. In some cases, the crystal shell exists in space as well as the Phlogiston.

Crystal spheres are so vast that they appear perfectly flat. The curvature is so gradual that it is completely undetectable to anyone close enough to see it. The spheres consist of an unbreakable, dark ceramic material of unknown origin. Some legends say that the spheres were created and positioned by the gawds themselves for unknown purposes. Some say that the material is the idea of substance, an ideal given form, not a real material. (Granted, these types are often lynched to the cheering of crowds who dislike smartasses intensely….)

The crystal spheres are definitely solid. They exert no gravity. No magic has been found that can damage or alter the surface of a shell, except for the extremely specialized enchantments that open portals through them. Even this is believed to be an artificial triggering of a natural phenomenon, since portals do occur naturally. There are a number of methods to bypass the crystal shell:

- A Phase Door, Create Portal, Dimension Door, and similar spells (and magical items that replicate such spells) create portals large enough for ships to pass through.
- Portals occur naturally and can be found through use of a Locate Portal spell or a magic item that can locate portals. **Sometimes, permanent natural portals are so large that they appear as stars to those dwelling on local planets.*
- The legendary Great Jammer and creatures such as Radiant Dragons have an innate ability to open portals. Such portals close slowly and can be used by ships.

From HackSpace, one can access the Phlogiston by simply flying a certain distance from the system's primary and using one of the methods described above. Usually the distance that a ship must travel before it can enter the Phlogiston is twice the distance from central star to the outermost planet, but there are exceptions to this rule as well.

The Phlogiston

Existing outside of WildSpace and between the crystal spheres is the Phlogiston. It is a turbulent, flammable, unstable, multicolored, fluorescent medium that adventurers must pass through to reach other solar systems. Very little is known for certain about the Phlogiston. What is known is detailed further in Appendix C: Beyond HackSpace.

Breathing in Space

As a character ascends a mountain, the air thins to the point where it is no longer breathable. Higher still, the atmosphere gives way to the airless vacuum of WildSpace.

Fortunately, all bodies take an envelope of air with them, and this provides them with a protective bubble of breathable air. A single, human-sized body drags along enough air with it to last 2-20 turns. Larger objects, such as Ogres and giants, drag along enough air to last twice that long.

Ships are rated by their tonnage. Each ton represents 1,000 cubic feet of space, which brings along enough air to support one human-sized creature for four to eight months.

Air Quality

The air envelope around a body or ship can be one of three qualities – fresh, fouled, or deadly. Air can change from one quality to another over time.

Fresh air is completely breathable. The air around an individual body remains fresh for 2-20 turns. Air aboard a ship can support one Man-sized creature per ton for four months.

Fouled air is stale and partially depleted. It is humid and smells bad. Air becomes fouled after the first 2-20 turns around an individual body and remains fouled until the 30th turn. The air around a ship is fouled from the start of the fifth month to the end of the eight month, assuming a normal crew of one crewman per ton of ship.

Deadly air is completely depleted and filled with carbon dioxide. It cannot support life. The air around an individual becomes deadly after the 30th turn. On a ship, the air turns deadly at the start of the ninth month, assuming a normal crew of one crewman per ton of ship. Anyone trapped inside a deadly atmosphere must make a saving throw versus poison each turn. Failure means the character passes out. A second failure brings death. Only breathable air (fresh or fouled) can revive the character after he passes out.

To calculate how long a ship can travel without refreshing its atmosphere, simply multiply the tonnage by 112 days (4 standard months), and then divide that total by the number of crewmen aboard the ship. For example, if a 30-ton ship has a crew of 23, the ship can travel 146 days before its air becomes fouled. The same ship can travel another 146 days before its air becomes deadly.

Creature size can influence the length of time air aboard a ship lasts. Tiny creatures, such as pixie faeries, consume air at a rate of 1 man-day every 8 days. Small creatures like halflings consume air at a rate of 1 man-day for every 4 days. Large creatures like ogres consume air at the rate of 2 man-days every day. Huge creatures consume even more air, at the rate of 8 man-days every day.

Temperature

Due to the activity of the planets and suns, temperature is not a problem in space. The ambient temperature in most of space is about the same as a moderate summer day in a temperate region. Of course, space will be colder the farther one travels away from a fire body and warmer as one travels towards a fire body. Some systems have surprisingly hotter or colder conditions. The Phlogiston maintains a similarly comfortable temperature, but has the added risk of rampaging fire. There are, of course, no seasons in space.

Time

Local time often varies from planet to planet, depending on rotation periods, custom, and a host of other factors. HackJammers have come to rely on what is considered the standard day for time-keeping. A standard day is 24 hours and is broken into three watches of 8 hours each: first, second, and night (called the graveyard) watch. A standard week is seven standard days, and a standard month is four standard weeks (28 days). There is no standard time period beyond the month. Every world has a completely different year length. In general, anything from 10 to 15 months can be considered a year, depending on who keeps track of it.

Chapter 1

Player Characters in HackSpace

As HackSpace is a strange and new environment, it offers new races, skills, talents, and quirks. A player has the option to use these new rules with the GM's approval. The GM makes the final decision as to whether the players can use the races and other rules from this chapter.

New Races

The following races are allowed as player characters in a HackJammer campaign. They include the dracon, giff, Gronnanar ape, Lizard Man, and Orc. In other HackMaster campaigns, these races may be considered monsters and attacked on sight.

Apes of Gronnanar

Four distinct sentient races hail from Gronnanar, the Moon of the Apes. Long ago they were confined to that moon. Since gaining knowledge of HackJamming, they have been spreading out throughout HackSpace. Small enclaves of the ape races can be found in most major ports of call.

The Gronnanar apes can be found sharing the same climates as humans, and have no trouble eating the same food as humans. Their preferred home is in the warm forests of their homeworld, but they can adapt to many different climates just as humans can.

The Gronnanar apes make use of the same ships as humans. Such vessels are painted in bright colors with vibrant banners and flags. Since the apes are expert climbers, they make heavy use of ropes and swinging bars in their rigging.

The Gronnanar language is one of gestures, finger-signs, facial expressions, body posture, hoots, grunts, and screams that is collectively known as "grommish". Grommish is extremely difficult for a non-native of Gronnanar to learn.

All apes of Gronnanar are ambidextrous, and can use their feet to wield weapons. Though he needs two limbs free of weapons, shields, or equipment to remain standing, a Gronnanar ape could hold a weapon in one hand and one foot, or weapons in both feet and use his hands to hold onto an overhead rope.

Magic items have a chance of failure in the hands of an ape of Gronnanar if not specified for the character's class. The chance of failure varies from race to race.

Orutan

The orutans are the priestly caste of Gronnanar. An orutan is a reddish furred, dark-eyed orangutan man. They are immensely strong, such that regardless of their actual Strength score, they gain a +3 bonus on any Strength check. The feet of an orutan are nearly as dexterous as their hands. Orutans are vegetarians.

Serious and traditional, orutans most often serve as helmsman aboard Gronnanar vessels. They are the spiritual and moral foundation of Gronnanar communities. When an ape is in need of spiritual guidance, he will seek out an orutan. They are calm and religious, content to spend long hours on theological debate. They worship the Ape Gawd in a highly idealized form. They are deeply troubled by "barbarian" apes that live on Garweeze Wurld who seem to share their religion, but are not as civilized. They hope to bring civilization to those savages, and spread worship of the Ape Gawd to all other apes (including humans).

Male orutans are a bit bigger than females, and get a +2 bonus to their Strength scores. Females are smarter than males, gaining a +2 bonus to their Intelligence scores.

Pantrog

The warrior caste of Gronnanar is made up of the pantrogs. Short and dark-furred, these chimp men have black or pinkish faces and hands, the only parts of their bodies not covered by thick, course hair. They are the most violent of the races of Gronnanar as well as the smallest. They are noted for having short tempers and starting fights at the drop of a hat. They get along well with grel, who share their love of violence for violence's sake.

Pantrog, unlike their fellow apes of Gronnanar, enjoy meat. They will eat red meat, but favor various insects, particularly giant termites. King and Queen Giant Harvester Termites are especially prized and served as delicacies on special occasions.

Orutan at a Glance

The Upside:

Racial Bonuses:
- Can wield weapons with feet as well as hands
- Orutans have a movement rate of 12" when swinging from vines, branches, or ropes
- Orutan gain a +3 bonus to Strength-related checks

Initial Languages:
- Common, grommish, hobgoblin, and orc

Talents:
- Ambidextrous

Allowable Classes:
- Cleric, druid, chosen one, shaman, zealot, fighter, berserker, knight errant, ranger, gladiator, magic-user, diviner, thief, assassin, acrobat

Allowable Multi-Classes:
- Fighter (or berserker)/thief, fighter (or berserker)/assassin, fighter (or berserker)/cleric

Attribute Modifiers:
- Orutans gain/suffer the following bonuses/penalties: +2 Strength (males only), +2 Intelligence (females only), -1 Charisma, -2 Comeliness

Building Point Bonus: 10

Restricted Talents Which May be Purchased:
- Active Sense of Smell, Ambidextrous, Balance Bonus, Blood Turning, Breath Weapon Bonus, Burst of Speed, Called Shot Bonus, Cower, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Reistance, Enhanced Turning, Fast Turning, Follow-through Healing, Forest Fighting, Hardy Traveler, Legacy, Life Smite, Magic Trap Sense, Mass Turning, Multiattack Bonus, Paralyzation Bonus, Poison Bonus, Percision Casting, Prophesy, Prudish, Puritanical, Quick Casting, Quick Charge, Quick Movement, Receptive Healer, Reduce Facing, Second Sight, Seeking Grasping Hands, Simultaneous Backstab Attack, Thick Blood, Vigor

The Downside
- 10% chance of magic item malfunction whenever an orutan attempts to use any magic item not suited to his class
- Must worship the Ape Gawd

Pantrog at a Glance

The Upside:

Racial Bonuses:
Can wield weapons with feet as well as hands
Pantrogs have a movement rate of 12" when swinging from vines, branches, or ropes
Pantrogs gain a +1 bonus to Strength-related checks

Initial Languages:
Common, grommish, hobgoblin, and orc

Talents:
Ambidextrous

Allowable Classes:
Cleric, druid, chosen one, shaman, zealot, fighter, berserker, knight errant, ranger, bounty hunter, gladiator, pirate, soldier, magic-user, thief, assassin, acrobat, infiltrator, pirate (thief)

Allowable Multi-Classes:
Fighter (or berserker)/thief, fighter (or berserker)/assassin, fighter (or berserker)/cleric

Attribute Modifiers:
Pantrog gain/suffer the following bonuses/penalties: +1 Strength; -1 Wisdom, -1 Comeliness

Building Point Bonus: 12

Restricted Talents Which May be Purchased:
Active Sense of Smell, Ambidextrous, Attack Higher Bonus, Balance Bonus, Blood Turning, Breath Weapon Bonus, Burst of Speed, Called Shot Bonus, Concentration, Courage, Cower, Critial Hit Bonus, Curse Resistance, Damage Cap Bonus, Death Magic Bonus, Defend Bigger Bonus, Divination, Divine Shield, Divine Smite, Elemental Reistance, Enhanced Turning, Fast Turning, Follow-through Healing, Forest Fighting, Hardy Traveler, Legacy, Life Smite, Magic Trap Sense, Mass Turning, Multiattack Bonus, Pain Resistance, Paralyzation Bonus, Poison Bonus, Percision Casting, Quick Casting, Quick Charge, Quick Movement, Receptive Healer, Reduce Facing, Second Sight, Seeking Grasping Hands, Simultaneous Backstab Attack, Thick Blood, Thick Headed, Vigor

The Downside

25% chance of magic item malfunction whenever a pantrog attempts to use any magic item not suited to his class
Must worship the Ape Gawd

Pithengi at a Glance

The Upside:

Racial Bonuses:
Can wield weapons with feet as well as hands
Pithengi have a movement rate of 12" when swinging from vines, branches, or ropes
Pithengi gain a +5 bonus to Strength-related checks
Starting Hit Dice are doubled at 1st level

Initial Languages:
Common, grommish, hobgoblin, and orc

Talents:
Ambidextrous

Allowable Classes:
Cleric, druid, chosen one, shaman, zealot, fighter, berserker, knight errant, ranger, bounty hunter, gladiator, pirate, soldier, magic-user, diviner, thief, assassin, acrobat, infiltrator, pirate (thief)

Allowable Multi-Classes:
Fighter (or berserker)/thief, fighter (or berserker)/assassin, fighter (or berserker)/cleric

Attribute Modifiers:
Pithengi gain/suffer the following bonuses/penalties: +2 Strength; -2 Charisma, -2 Comeliness

Building Point Bonus: 6

Restricted Talents Which May be Purchased:
Active Sense of Smell, Ambidextrous, Attack Higher Bonus, Balance Bonus, Blood Turning, Breath Weapon Bonus, Burst of Speed, Called Shot Bonus, Concentration, Courage, Curse Resistance, Critial Hit Bonus, Cower, Damage Cap Bonus, Death Magic Bonus, Defend Bigger Bonus, Divination, Divine Shield, Divine Smite, Elemental Reistance, Enhanced Turning, Fast Turning, Follow-through Healing, Forest Fighting, Hardy Traveler, Legacy, Life Smite, Magic Trap Sense, Mass Turning, Multiattack Bonus, Pain Resistance, Paralyzation Bonus, Poison Bonus, Percision Casting, Quick Casting, Quick Charge, Quick Movement, Receptive Healer, Reduce Facing, Second Sight, Seeking Grasping Hands, Simultaneous Backstab Attack, Thick Blood, Thick Headed, Unyielding, Vigor

The Downside

20% chance of magic item malfunction whenever a pithengi attempts to use any magic item not suited to his class.
Suffer damage as Large-sized creatures
Must worship the Ape Gawd

The pantrogs are strong, gaining a +1 bonus to Strength-related checks. They also gain a +1 bonus to their initial Strength scores. However, they tend to be short-sighted, suffering a -1 penalty to their Wisdom score.

Pithengi

The pithengi are the largest and strongest of the Gronnanar apes. They make up the labor caste of the Moon of the Apes. They have course chocolate brown to black hair that covers their whole bodies. They have broad shoulders, short legs with padded feet, and long arms (9-foot "wing" span). They can walk on two legs, or use their long arms to aide them in moving much more quickly.

Pithengi are a contemplative race. Most quietly tend their farms and engage in studies of nature. They tend towards solitude or small family groupings of no more than a dozen members. Although it may seem that the pithengi are socially reclusive, they simply dislike the hustle and noise of large crowds. These creatures are mostly vegetarian, but sometimes dine on insects and similar small creatures.

These gorilla-men are exceptionally strong, the strongest of the races of Gronnanar. They receive a +2 bonus to their initial Strength scores. Additionally, they have a +5 bonus on all Strength-related checks. Their solitary nature does not make them amiable to strangers, and so they suffer a -2 penalty to their Charisma score.

Equipment costs 2x normal prices due to the large size and unusual shape of the Pithengi

Rillan

The rillans of Gronnanar comprise the noble caste. The ape men are large and dark-furred. Fur ranges from rust-red to chocolate brown and even black. Albino whites are rare but not unheard of. Fur covers their whole bodies except for their faces, hands, and feet. Rillans are primarily vegetarians, preferring greens and fruits.

Rillans are nobles, merchants, and the commanders of Gronnanar armies. Most Gronnanar ships will have a Rillan captain, and most of the officers will be Rillan as well. They are the most diplomatic and pragmatic of the apes.

Rillan at a Glance

The Upside:

Racial Bonuses:
- Can wield weapons with feet as well as hands
- Rillan have a movement rate of 12" when swinging from vines, branches, or ropes

Initial Languages:
- Common, grommish, hobgoblin, and orc

Talents:
- Ambidextrous

Allowable Classes:
- Cleric, druid, chosen one, shaman, zealot, fighter, berserker, knight errant, ranger, gladiator, soldier, magic-user, diviner, thief, assassin, acrobat

Allowable Multi-Classes:
- Fighter (or berserker)/thief, fighter (or berserker)/assassin, fighter (or berserker)/cleric

Attribute Modifiers:
- Rillan gain/suffer the following bonuses/penalties: +2 Strength; -1 Dexterity, -1 Comeliness

Building Point Bonus: 8

Restricted Talents Which May be Purchased:
- Active Sense of Smell, Ambidextrous, Attack Higher Bonus, Balance Bonus, Blood Turning, Breath Weapon Bonus, Burst of Speed, Called Shot Bonus, Concentration, Courage, Cower, Critial Hit Bonus, Curse Resistance, Damage Cap Bonus, Death Magic Bonus, Defend Bigger Bonus, Divination, Divine Shield, Divine Smite, Elemental Reistance, Enhanced Turning, Fast Turning, Follow-through Healing, Forest Fighting, Hardy Traveler, Legacy, Life Smite, Magic Trap Sense, Mass Turning, Multiattack Bonus, Pain Resistance, Paralyzation Bonus, Poison Bonus, Percision Casting, Quick Casting, Quick Charge, Quick Movement, Receptive Healer, Reduce Facing, Second Sight, Seeking Grasping Hands, Simultaneous Backstab Attack, Thick Blood, Unyielding, Vigor

The Downside
- 15% chance of magic item malfunction whenever a Rillan attempts to use any magic item not suited to his class

Dracons at a Glance

The Upside:

Racial Bonuses:
- Base movement rate of 18"
- Thumb claws that inflict 1d4 points of damage if they hit
- Can body slam a door to gain a +4 to their open doors roll
- Can carry up to a 150 pound load at full movement, up to a 300 pound load at 2/3 movement, and up to a 450 pound load at 1/3 movement
- Can haul a wheeled cart with a load of 1,000 pounds at 1/3 movement
- Starting Hit Dice are doubled at 1st level

Initial Languages:
- Common, dracon, dragon (any)

Talents:
- Acute Taste

Allowable Classes:
- Cleric, chosen one, shaman, zealot, fighter, berserker, bounty hunter, soldier, battle mage, painted mage, brigand, pirate (thief), infiltrator

Allowable Multi-Classes:
- None

Attribute Modifiers:
- Dracons gain/suffer the following bonuses/penalties: +1 Strength; -1 Dexterity, -2 Comeliness

Building Point Bonus: 10

Restricted Talents Which May be Purchased:
- Acute Alertness, Acute Taste, Attack Higher Bonus, Blood Turning, Bow Bonus, Breath Weapon Bonus, Brewing, Burst of Speed, Called Shot Bonus, Concentration, Courage, Curse Resistance, Death Magic Bonus, Defend Bigger Bonus, Detect Potion, Divination, Divine Shield, Divine Smite, Elemental Reistance, Enhanced Turning, Fast Turning, Follow-through Healing, Hardy Traveler, High Tolerance, Legacy, Life Smite, Mass Turning, Multiattack Bonus, Paralyzation Bonus, Pain Resistance, Poison Bonus, Percision Casting, Potion Identification, Quick Casting, Quick Charge, Quick Movement, Receptive Healer, Reduce Facing, Second Sight, Sword Bonus, Tail Lash Attack, Thick Blood, Unyielding, Vigor

The Downside
- Cannot easily differentiate between humanoid races such as elves and Orcs
- Suffer from severe depression when separated from other dracons.
- Suffer damage as Large-sized creatures

They enjoy long philosophical discussions, especially with other races. The discovery of HackJamming has opened a whole new world of philosophical thought and debates the likes of which they had never dreamed. Of course, they believe their own philosophies are truth, but they still find such discussions with those of misguided philosophies fascinating.

Rillans are very strong, even stronger than the orutans. They have a +2 bonus to their Strength scores. Additionally, they receive a +4 bonus to all Strength-related checks. Rillans are not very dexterous, suffering a -1 penalty to their Dexterity scores.

DRACON

Alien reptilian centaurs, dracons have difficulty figuring out the differences between humans, demi-humans, and humanoids; they will innocently ascribe elven traits to dwarves and dwarven traits to Goblins. Dracons have heavy, gray lower bodies with four legs, broad, flat feet and long tails. Their torsos and arms are humanoid, with six-clawed fingers on each hand. They have horned and flanged heads reminiscent of a dragon.

Dracons are herd creatures, with elaborate rituals to interact with the herd. Dissent in a herd is very rare. Dracons tend to prefer to avoid combat, either by flight or diplomacy, but once a herd chooses to fight, they are very capable.

Lone dracons are freaks; they feel a need for family and leadership of a herd elder. If it can't find another dracon herd to adopt it, it will form a new one – even including non-dracons.

Dracons prefer the long sword, but since arriving in HackSpace they've adopted many human weapons. They also have long thumb claws capable of inflicting 1d4 points of damage each. Dracons run faster than humanoids, with a base movement of 18". Because of their large size and build, they suffer damage as Large-sized creatures. They get +1 on their Strength scores and -1 on their Dexterity scores.

Dracons can be clerics or fighters. They speak their own language and often that of dragons (whom they regard as messengers from the gods). Some speak the common tongue.

Note that the strength score of a dracon applies only to the "upper body". They can body slam a door at +4 on their open doors roll. Their can maintain base movement rates while carrying up to 150 pounds, two-thirds speed while carrying up to 300 pounds, and one third speed while carrying up to 450 pounds. They can also drag a wheeled or grease-bottom load of 1000 pounds at 1/3 speed with a proper harness.

GIFF

These big, military, humanoid hippos live lives according to military standards. Their clerics serve gawds of war; their magic-users are battle mages. Both suffer from the giff's 10% magic resistance – before any spell is cast, the giff must check and see if his magic resistance has flummoxed the spell. This magic resistance is always present, even against a helpful spell cast by someone else.

Most giff stand nine feet tall. They have flat, cylindrical legs, barrel torsos, broad chests, humanoid arms and hands, and heads resembling those of hippopotamuses. They have gray, black, or gold skin, have made tattooing a high art, and have a few bristly hairs.

All giff are subject to the Joint Chiefs of the Giff General Staff, even when they are being employed as mercenaries. They are strong, highly skilled warriors, and proud of it, holding the meaning of life to be the pursuit of glory and rank. They are often nervous around races which are truly strong (such as giants or pithengi), but view humans and demi-humans as fragile. The smallest giff unit is the platoon, often working in the service of other races. They usually refuse to engage in battle with each other – giff fighting giff is a court-martial offense, and the General Staff will track down those responsible.

Giff love fighting. To a giff, a brawl is good clean fun, and they will happily take on all comers in friendly strength contests. Mercy and quarter are well known to the giff, although they themselves rarely ask for it. Weapons, however, mean business, and giff will fight to the death if someone draws a weapon on them.

As mercenaries, giff often learn the giff, common, dwarf, elf, and dracon languages, but exactly how many languages they speak depends on the amount of training they devote to doing so.

Giff have trouble using magical items. Those not specifically suited to their class have a 10% chance to malfunction, and the check is made each time the giff uses the item. For items in continuous use, the check is made the first time it is used in an encounter.

Giff use any sort of weaponry they can find.

Giff at a Glance

The Upside:

Racial Bonuses:
- 10% magic resistance
- Proficient with all weapons
- Head butt attack that causes 2d6 points of damage
- Tough hide gives the giff an unarmored Armor Class 6
- Starting Hit Dice are doubled at 1st level

Initial Languages:
Common, giff, drow, dwarf, elf, gnome, goblin, grel, halfling, hobgoblin, orc, and gnoll

Talents:
Arquebus Bonus

Allowable Classes:
Cleric, chosen one, shaman, zealot, fighter, berserker, bounty hunter, pirate, soldier, battle mage, painted mage, thief, assassin, brigand, pirate (thief), infiltrator

Allowable Multi-Classes:
Fighter/battle mage, fighter/thief, battle mage/assassin, fighter/assassin

Attribute Modifiers:
Giff gain/suffer the following bonuses/penalties: +2 Strength; -1 Intelligence, -1 Charisma, -3 Comeliness

Building Point Bonus: 8

Restricted Talents Which May be Purchased:
Active Sense of Smell, Arquebus Bonus, Attack Higher Bonus, Blood Turning, Breath Weapon Bonus, Burst of Speed, Called Shot Bonus, Concentration, Courage, Critical Hit Bonus, Curse Resistance, Damage Cap Bonus, Death Magic Bonus, Defend Bigger Bonus, Divination, Divine Shield, Divine Smite, Elemental Reistance, Enhanced Turning, Expert Haggler, Fast Turning, Follow-through Healing, Good Immune System, Grace Under Pressure, Hardy Traveler, Heat Resistance, High Tolerance, Hit Point Bonus, Legacy, Life Smite, Magic Trap Sense, Martial Tradition, Mass Turning, Multiattack Bonus, Pain Resistance, Paralyzation Bonus, Poison Bonus, Percision Casting, Quick Casting, Quick Charge, Quick Movement, Receptive Healer, Reduce Facing, Second Sight, Simultaneous Backstab Attack, Starwheel Pistol Bonus, Thick Blood, Thick Headed, Unyielding, Vigor

The Downside
- 20% chance of magic items malfunction whenever a giff attempt to use any magic item not suited to their class
- Suffer damage as Large-sized creatures
- Harming another giff is a court-martial offense
- Equipment costs three times as much due to large size and odd shapes

Lizard Men at a Glance

The Upside:

Racial Bonuses:
- Lizard Men have infravision up to 60 feet
- The tough hides of Lizard Men have a natural Armor Class 5
- Lizard Men have clawed hands that cause 1d4-2 points of damage when they hit
- Lizard Men can bite for 1d4 points of damage
- Lizard Men can swim at a movement rate of 12"

Initial Languages:
Common, lizard man, goblin, grel, hobgoblin, orc, and gnoll

Talents:
Tail Lash Attack

Allowable Classes:
Cleric, druid, chosen one, shaman, zealot, fighter, barbarian, berserker, knight errant, ranger, bounty hunter, pirate, magic-user, battle mage, blood mage, painted mage, thief, assassin, brigand, pirate (thief), infiltrator

Allowable Multi-Classes:
Fighter/assassin, cleric/assassin, fighter/cleric, fighter/thief, barbarian/blood mage

Attribute Modifiers:
Lizard Men gain/suffer the following bonuses/penalties: -3 Comeliness

Building Point Bonus: 10

Restricted Talents Which May be Purchased:
Acute Sense of Smell, Acute Taste, Aquatic Background, Attack Higher Bonus, Blood Turning, Breath Weapon Bonus, Burst of Speed, Called Shot Bonus, Concentration, Courage, Cower, Curse Resistance, Damage Bonus, Damage Cap Bonus, Death Magic Bonus, Defender Bigger Bonus, Detect Poison, Divination, Divine Shield, Divine Smite, Elemental Reistance, Enhanced Turning, Fast Turning, Follow-through Healing, Good Immune System, Hardy Traveler, High Tolerance, Javelin Bonus, Legacy, Life Smite, Magic Trap Sense, Mass Turning, Multiattack Bonus, Pain Resistance, Paralyzation Bonus, Poison Bonus, Percision Casting, Quick Casting, Quick Charge, Quick Movement, Receptive Healer, Reduce Facing, Second Sight, Simultaneous Backstab Attack, Spear Bonus, Stealth, Tail Lash Attack, Thick Blood, Thick Headed, Unyielding, Vigor

The Downside
- Lizard Men have a movement rate of 6"
- Lizard Men require at least half of their food intake to be meat

Lizard Man

Lizard Men are humanoid lizards with four-fingered hands, brownish-green skin, and thick, heavy tails. They vary from five to seven feet tall.

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

Lizard Men have their own language, consisting of growling vowels and sharp consonants. Tonal qualities as well as simple sound convey meaning.

Lizard Men have infravision that allows them to see up to 60 feet in the dark.

Lizard Men have naturally strong hides that provide them with an Armor Class of 5. A Lizard Man gains no additional protection from armor, unless that armor raises the Armor Class to better than 5. Thus a Lizard Man gains no benefit from leather armor, but does gain a benefit from wearing plate mail. Lizard Men gain the bonuses of magic armor, so long as that total bonus from armor + magic bonus is better than Armor Class 5. A shield always improves the Lizard Man's Armor Class as normal.

Lizard Men can naturally inflict 1d4-2 points of damage with each of their clawed hands and 1d4 points of damage with a bite attack. Lizard Men also

use weapons, but when they attack with a weapon, they cannot use their natural attacks.

When traveling on land, Lizard Men are more clumsy and awkward than most demi-humans. Thus, their base movement rate is 6" rather than 12". However, if unarmored or lightly armored, a Lizard Man can swim at a movement rate 12" by using his powerful tail.

Although Lizard Men are physically quite different from humans, overall they have very similar physical and mental capabilities. Thus, Lizard Men player characters do not modify their Ability Scores due to their race.

Orc

Orcs are a hairy, muscular goblinoid race common across all of HackSpace as freebooters and pirates. They are as tall as humans and have long, sharp tusks. A common practice among HackSpace Orcs is to carve intricate totemic symbols into these tusks. Powerful Orcs decorate these symbols with tiny gemstones and even gold. Their hides vary in color from jet black to burnt orange, with various shades of gray, tan, and green in between.

Ships flown by Orcs are a mismatch of ships stolen from other races. Tactics tend towards grappling and boarding, as the Orcs enjoy close-quarters fighting. Heavy casualties from these tactics can easily be replaced through the Orcs' prolific breeding.

Orcs have sharp, light-sensitive eyes that glow in dim light. They have infravision out to 60 feet, but suffer a -1 penalty to hit when in bright light. They receive a +1 to their Strength scores. Orcs are fairly good miners, able to determine the grade or slope in a passage 25% of the time, and can detect new construction 35% of the time. They can attack with a vicious bite, causing 1d3 points of damage. Killing an opponent with just his bite attack brings an Orc great honor (+4 temporal Honor) and bragging rights.

Note that HackJamming Orcs are not exactly like the groundling Orcs of a particular world, most scholars consider them a sub-race, though they can interact and interbreed with groundling Orcs normally.

Orcs at a Glance

The Upside:

Racial Bonuses:
Infravision with a 60 foot range
Orcs can bite for 1d3 points of damage

Initial Languages:
Common, orc, ogre, elf, dwarf, goblin, hobgoblin, and gnoll

Talents:
Active Sense of Smell, Acute Taste, Detect grade or slope in passage 25%, Detect new tunnel/passage construction 35%

Allowable Classes:
Cleric, chosen one, shaman, zealot, fighter, barbarian, berserker, dark knight, knight errant, pirate, soldier, magic-user, battle mage, blood mage, conjurer, invoker, necromancer, elementalist, thief, assassin, acrobat, pirate (thief), infiltrator

Allowable Multi-Classes:
Fighter (or berserker)/cleric, fighter (or berserker)/thief, fighter (or berserker)/assassin

Attribute Modifiers:
Orcs gain/suffer the following bonuses/penalties: +1 Strength, -2 Charisma, -4 Comeliness

Building Point Bonus: 10

Restricted Talents Which May be Purchased:
Active Sense of Smell, Acute Taste, Aquatic Bonus, Attack Bonus, Attack Higher Bonus, Blood Turning, Breath Weapon Bonus, Burst of Speed, Called Shot Bonus, Concentration, Courage, Cower, Critical Hit Bonus, Curse Resistance, Damage Bonus, Damage Cap Bonus, Death Magic Bonus, Defend Bigger Bonus, Dense Skin, Divination, Divine Shield, Divine Smite, Elemental Reistance, Endurance, Enhanced Turning, Fast Turning, Follow-through Healing, Good Immune System, Hardy Traveler, High Tolerance, Legacy, Life Smite, Mace Bonus, Magic Trap Sense, Mass Turning, Mining Detection, Mountain Bonus, Pain Resistance, Paralyzation Bonus, Poison Bonus, Percision Casting, Quick Casting, Quick Charge, Quick Movement, Receptive Healer, Reduce Facing, Second Sight, Simultaneous Backstab Attack, Thick Blood, Thick Headed, Unyielding, Vigor

The Downside
In human and halfling societies, Orcs suffer a -4 reaction roll penalty
In dwarf, gnome, and elf societies, Orcs suffer a -8 reaction roll penalty
Orcs suffer a -1 penalty to attack rolls in bright light

Tables 1A: Racial Ability Requirements through Table 1F: Aging Effects describe other basic racial characteristics for these new HackJammer races.

Table 1A: Racial Ability Requirements

	STR	DEX	CON	INT	WIS	CHA	COM*
Ape, Gronnanar							
Orutan	12/18	10/18	3/18	3/16	3/18	3/18	0/13
Pantrog	10/18	10/18	3/18	3/18	3/17	3/18	0/13
Pithengi	13/20	3/16	3/18	3/16	3/17	3/18	0/13
Rillan	12/19	3/17	3/18	3/18	3/17	3/18	0/13
Dracon	11/18	3/17	8/18	8/18	8/18	8/18	0/12
Giff	11/19	3/17	8/18	3/16	3/17	3/18	0/12
Lizard Man	8/18	3/18	6/18	3/18	3/18	3/16	0/12
Orc	8/18	3/18	8/18	3/17	3/16	3/18	0/14

* Comeliness in the eyes of humans and demi-humans. This score can be much higher in the eyes of their own people.

Table 1B: Class and Level Limitations

Ape, Gronnanar:	Orutan	Pantrog	Pithengi	Rillan	Dracon	Giff	Lizard Man	Orc
Cleric	U	12	12	14	12	9	12	9
Chosen Ones	U	14	14	16	12	9	12	13
Druid	10	8	U	14	N/A	N/A	12	N/A
Shaman	10	8	U	N/A	14	7	14	9
Zealot*	U	12	12	14	9	10	12	14
Fighter	12	U	13	14	14	U	U	U
Barbarian	N/A	N/A	N/A	N/A	N/A	N/A	15	15
Berserker	9	18	8	16	9	15	15	U
Bounty Hunter	N/A	U	12	N/A	9	U	U	U
Cavalier	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Dark K.	N/A	N/A	N/A	N/A	.N/A	N/A	N/A	U
Gladiator	9	18	13	16				.
Knight E.	10	14	12	12	N/A	N/A	12	10
Monk	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Paladin	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Pirate	N/A	10	9	N/A	N/A	U	U	U
Ranger	12	12	12	12	N/A	N/A	12	N/A
Samurai	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Soldier	N/A	U	16	12	12	U	N/A	U
Holy Knight	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Magic-User	6	7	5	6	N/A	N/A	U	9
Abjurer	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Transmuter	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Conjurer	N/A	N/A	N/A	N/A	N/A	N/A	N/A	10
Diviner	7	N/A	N/A	7	N/A	N/A	N/A	N/A
Enchanter	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Illusionist	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Invoker	N/A	N/A	N/A	N/A	N/A	N/A	N/A	10
Necromancer	N/A	N/A	N/A	N/A	N/A	N/A	N/A	11
Elementalist	N/A	N/A	N/A	N/A	N/A	N/A	N/A	7
Battle mage	N/A	N/A	N/A	N/A	12	U	14	8
Blood mage	N/A	N/A	N/A	N/A	N/A	N/A	10	U
Painted Mage	N/A	N/A	N/A	N/A	13	10	11	8
Wild Mage	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Thief	10	12	8	10	N/A	10	11	U
Acrobat	12	14	10	12	N/A	N/A	N/A	U
Assassin	9	10	5	7	N/A	13	10	U
Bard	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Brigand	N/A	N/A	N/A	N/A	N/A	13	8	U
Charlatan	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Infiltrator	N/A	12	9	N/A	N/A	10	10	18
Minstrel	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Ninja	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Pirate (thief)	N/A	12	9	N/A	N/A	12	U	U
Yakuza	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

* With GM approval only. The appropriateness of the race depends on the individual zealot class.

Table 1C: Thieving Skill Racial Adjustments

	PP	OL	FRT	MS	HS	DN	CW	RL
Ape, Gronnanar								
Orutan	+10%	—	—	—	+5%	-5%	+20%	—
Pantrog	+5%	—	—	—	+5%	—	+5%	—
Pithengi	—	—	—	+5%	-5%	—	-10%	—
Rillan	—	—	—	—	+5%	—	-5%	—
Giff	—	+5%	+10%	-5%	-5%	—	-20%	+5%
Lizard Man	-5%	-5%	—	+5%	+5%	+5%	-5%	-5%
Orc	+5%	—	+5%	—	+10%	-5%	-5%	-10%

Table 1D: Average Height and Weight

	Height in Inches		Weight in Pounds	
	Base	Modifier	Base	Modifier
Ape, Gronnanar				
Orutan	60/50	1d12	250/130	5d10
Pantrog	45/40	3d6	170/130	2d12
Pithengi	100/90	2d10	500/450	8d12
Rillan	60/50	2d10	340/240	8d20
Dracon	72/72	2d10	600/600	6d10
Giff	102/100	1d10	620/600	3d10
Lizard Man	60/60	2d12	150/140	3d10
Orc	60/60	3d4	250/240	4d10

Table 1E: Age

	Starting Age		Max. Age Range
	Base Age	Variable	(Base + Variable)
Ape, Gronnanar			
Orutan	14	1d8	70+4d6
Pantrog	13	1d6	70+4d8
Pithengi	15	1d6	60+4d20
Rillan	15	1d6	80+2d12
Dracon	15	1d8	125+3d20
Giff	14	1d6	60+2d8
Lizard Man	10	2d6	350+2d10
Orc	12	1d8	70+3d8

Table 1G: Base Movement Rate

Race	Rate/Points
Ape, Gronnanar	
Orutan	6
Pantrog	12
Pithengi	12
Rillan	9
Dracon	18
Giff	9
Lizard Man	6
Orc	12

Table 1F: Aging Effects

	Middle Age	Old Age	Venerable
Ape, Gronnanar			
Orutan	35 years	47 years	70 years
Pantrog	35 years	47 years	70 years
Pithengi	30 years	40 years	60 years
Rillan	40 years	53 years	80 years
Dracon	62 years	83 years	125 years
Giff	30 years	40 years	60 years
Lizard Man	175 years	233 years	350 years
Orc	35 years	47 years	70 years

Table 1H: Racial Prefrences

RACE	Orutan	Pantrog	Pithengi	Rillan	Dracon	Giff	Lizardman	Orc
Ape, Gronnanar								
Orutan	P	G	G	G	N	N	A	A
Pantrog	G	P	G	G	N	N	A	A
Pithengi	G	G	P	G	N	N	A	A
Rillan	G	G	G	P	N	N	A	A
Dracon	N	A	N	N	P	N	G	N
Dwarf	N	N	N	N	T	G	A	H
Elf	T	T	T	T	T	T	A	H
Gnome	T	T	T	T	T	T	N	A
Gnomeling	T	T	T	T	T	T	N	A
Half-Elf	T	T	T	T	T	T	A	H
Halfling	T	T	T	T	T	T	A	A
Half-Orc	A	A	T	A	T	T	N	N
Half-Ogre	A	A	T	A	T	A	A	N
Pixie Faerie	T	T	T	T	T	A	H	H
Human	N	N	N	N	N	N	N	N
Giff	T	T	N	T	T	P	N	T
Lizardman	A	A	A	A	G	A	P	T
Orc	H	H	H	H	A	A	A	P

New Skills

Below is a set of skills common to HackSpace. They can be purchased at any time by characters participating in a HackJamming campaign.

Table 1I: New Skills

Subject Matter	BP Cost	Mastery Abilities	Course Die	Course Prerequisite	Course Cost	Difficulty
Cartography: Astronomy	5	INT	1d6	Y	1,000 gp	+10%
Cartography: Orbital	2	INT	1d8	Y	250 gp	+5%
Fire Control	1	WIS	1d6	N	100 gp	0
Freefall Fighting	10	DEX	1d6	N	475 gp	+10%
HackJamming	10	INT	1d4	N	1,000 gp	+10%
Navigation, Celestial	2	INT	1d6	N	600 gp	+5
Navigation, Phlogiston	2	INT	1d6	N	600 gp	+10%
Planetology	5	INT	1d8	N	800 gp	+5%
Semaphore	1	INT	1d8	N	250 gp	0
Shipwright, HackJamming	2	(INT + WIS)/2	1d6	Y	900 gp	+5%
Slow Breathing	5	CON	1d6	N	750 gp	+10%
Spacemanship	1	DEX	1d10	N	100 gp	0
Weapon Loader	1	INT	1d8	Y	100 gp	+5%

SKILL DESCRIPTIONS

Cartography: Astronomy
[Intelligence/Sophisticated/5 B.P.]

The character with this skill understands planetary movement and placement. By visiting the wurlds of a solar system and observing their movements over the course of several months, he can create star charts of the system. A successful skill check indicates that the map is fairly accurate. A failure indicates that the map is erroneous and doubles the chances of getting lost when using it as a guide.

To make use of this skill, the character must have access to a set of planetary cartography tools.

Prerequisite: Map Sense.

Cartography: Orbital
[Intelligence/Sophisticated/2 B.P.]

Characters with this skill can make maps of wurlds from orbit. They can make maps to scale and can represent complex land formations through the use of perspective drawing and coastal outlines.

To make use of this skill, the character must have access to a set of planetary cartography tools.

Prerequisite: Map Sense.

FIRE CONTROL
[WISDOM/SOPHISTICATED/1 B.P.]

Characters with this skill can fight fires more effectively than others. Whenever a fire is being fought on a ship, the character can make a skill check. If successful, he reduces the size of the fire by 2 points instead of 1.

Prerequisite: None.

Freefall Fighting
[Dexterity/Combat Procedures/10 B.P.]

A character with freefall fighting is skilled at fighting in the absence of gravity, known as freefall or zero-gravity. The character suffers a +3 penalty on initiative rolls and a -1 penalty on all attack rolls (as compared to a +6 initiative penalty and a -2 attack roll penalty to characters without this skill).

Furthermore, the character retains the ability to use special combat abilities, such as wuss slapping or groin stomping, while drifting in space. Finally, the character can roughly steer his course in space by throwing objects away from him and shifting toward large objects. He cannot control speed, however, and can only slightly affect his course.

Prerequisite: None.

HackJamming
[Intelligence/Arcane Skill/10 B.P.]

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

The character can boost the Ship's Rating of his ship by 1 with a successful skill check. This boost lasts one turn.

The character can boost the Maneuverability Class of his ship by one rating with a successful skill check. This boost lasts one turn. A character cannot boost the speed and maneuverability of his ship at the same time.

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

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

Prerequisite: None.

Navigation, Celestial
[Intelligence/Sophisticated/2 B.P.]

The character knows how to guide HackJammer ships through space using the positions of stars, planets, and the sun. He also knows how to sight dangers, such as asteroids, comets, and other space hazards. The navigator can reduce the percentage change of his ship getting lost by 30 percent, provided he makes a successful skill check.

To make use of this skill, the character must have access to a set of celestial navigation tools.

Prerequisite: None.

Navigation, Phlogiston
[Intelligence/Sophisticated/2 B.P.]

The character knows how to guide HackJammer ships through the Phlogiston, using flow rivers and sphere positions. He also knows how to sight dangers, such as calm spots, sargassos, and other hazards of the Phlogiston. The navigator can reduce the percentage change of his ship getting lost by 30 percent, provided he makes a successful skill check.

To make use of this skill, the character must have access to a set of phlogiston navigation tools.

Prerequisite: None.

Planetology
[Intelligence/Academia/5 B.P.]

A character with the planetology skill has studied the various types of planets that are found within a star system. He is able to identify signs of groundling civilization from orbit and can determine the climate and probable inhabitants (if any) of a wurld by studying it for fairly short time (several hours to a few days, depending on the size and complexity of the wurld) with a successful skill check.

Prerequisite: None.

Semaphore
[Intelligence/Languages/Communication/1 B.P.]

This skill allows the character to use semaphore flags to signal other ships. Organized war fleets use these flags as a standard communications tool. Most fleets have at least two persons on each ship that can use these flags. No skill check is required under normal circumstances. In the heat of battle, a skill check is required for receiving a signal. Failure means the signal was unclear. In this case, the sending character can start over the next round.

Prerequisite: None.

Shipwright, HackJamming
[(Intelligence + Wisdom)/2/Sophisticated/2 B.P.]

The character is familiar with the techniques for building and repairing wooden HackJammer ships, and can oversee normal carpenters working on HackJamming vessels. The tools, machinery, and materials necessary must be available. Unusual and complicated jobs may require hiring a shipyard. Patches to repair hull points, masts, or rigging requires a successful skill check. If this check fails, the character fails to repair the damage or the repair must save as thin wood versus crushing blow each time it is stressed, at the GM's option.

Prerequisite: Carpentry.

Slow Breathing
[Constitution/Sophisticated/5 B.P.]

This technique is a special HackJamming proficiency. It allows the character, with a successful skill check, to reduce by half the amount of air his body requires for one day. Concentration is required throughout the process, although simple actions such as walking, sitting, eating, and listening to music are possible. Talking, fighting, etc., require the character to succeed another skill check. This skill is useful when a character is trapped on a small ship with very little available air.

Prerequisite: None.

Spacemanship
[Dexterity/Sophisticated/1 B.P.]

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

Prerequisite: None.

Weapon Loader
[Intelligence/Sophisticated/1 B.P.]

The character is familiar with how to load and operate large weapons such as ballistae, catapults, and jettisons. The character chooses one weapon type (ballista, catapult, or jettison) to be proficient with. The character with the highest skill score can attempt, once per loading attempt, to reduce the reload time by 1 round (to a minimum reload time of 1 round) with a successful skill check.

Prerequisite: Carpentry.

New Quirks

The unique environment of HackSpace offers new and unique quirks. At the GM's discretion, he can substitute any of these quirks for those in the Player's Handbook Chapter 6 for the purposes of randomly rolled quirks. Otherwise, a player can choose one of these quirks if his character originates from HackSpace. Note that these quirks apply only if the GM is running a HackJammer campaign; a sneaky player cannot attempt to use these quirks in a groundling campaign to get free building points!

Table 1J: HackJammer Quirks

Quirk	Type of Quirk	BP Bonus
Air Sickness	Physical, minor	5
Cannibalistic Urges	Mental, major	11
Elven Sense of Time	Mental, minor	7
Jammer Addiction	Personality, minor	8
Jammerphobia	Mental, minor	10
Light Sickness	Physical, minor	5
Loves the Smell of Smoke in the Morning	Mental, minor	4
Phlophobia	Mental, minor	8
Planetophobia	Mental, minor	10
Red Shirt	Mental, major	10
Space Sickness	Physical, minor	5

Quirk Descriptions

Air Sickness: Characters with this quirk succumb to air sickness when a HackJammer is flying in the atmosphere of a planetary object. Within a mere 1d4 rounds of entering the atmosphere, the character becomes sick for 1d6 hours, suffering a -2 penalty to all rolls. Afterwards, the character recovers and no longer suffers the penalty. This sickness returns every time the character ceases flying and then resumes. For example, the character would succumb to air sickness when his ship lands on a planet, and then again when his ship takes off again.

Cannibalistic Urges: Characters with this quirk have a strong desire to eat the meat of sentient humanoids. If denied this source of meat for long periods of time, they must make a saving throw versus HackLust or will attack a companion (if available) or an innocent bystander. This check must be made every week that the character is denied humanoid flesh.

Elven Sense of Time: Despite the name, this quirk infects members of other species as well. It simply reaches its greatest effect when the afflicted one is an elf. Those with an Elven Sense of Time have the belief that they have plenty of time to do something or get somewhere. They hold off leaving until after the very last minute they could have left to get where they are expected, and sometimes past that point. When the party has decided to head out at 10 a.m. to get to the dungeon, the afflicted character is not ready and holds everyone up for another hour. In elves, this is even worse due to their long lifespan. "Immediately" is anytime in the same year.

Jammer Addiction: This quirk is limited solely to characters that can use a HackJamming helm. The character becomes obsessed with flying a HackJammer via a HackJamming helm. Every time the character is around an empty HackJamming helm, he must make a saving throw versus spell or absentmindedly sit in it, thus losing the ability to use spells for that day. Likewise, when the time comes for the character to surrender control of a HackJamming helm (often due to fatigue), he must make a saving throw versus spell or refuse to give up the helm. He must be forcibly removed or he will stay in the helm until he collapses due to exhaustion.

Jammerphobia: A character with this quirk is deathly afraid of a HackJamming helm, and will not go near one. If he encounters a HackJamming helm or a ship, he will attempt to flee or he will freeze.

Light Sickness: The swirling colors of the Phlogiston cause characters with this quirk succumb to light sickness. When the character enters the Phlogiston, he becomes sick for 1d6 hours, suffering a -2 penalty to all rolls. Afterwards, the character recovers and no longer suffers the penalty. This sickness returns every time the character leaves the Phlogiston for more than one turn and returns.

Phlophobia: A character with this quirk is deathly afraid of the Phlogiston. If brought into the Flow, he will become irrational and will attempt to force the helmsman to turn the ship around. If unsuccessful, he will enter a catatonic state.

Planetophobia: A character with this quirk is deathly afraid of any planet larger than size B. If brought to a planet of size C or larger, he will become irrational and attempt to force the helmsman to return the ship into WildSpace. If unsuccessful, he enters a catatonic state.

Red Shirt: By some quirk of fate, bad things happen to this character. When a random encounter is rolled, this character will be the first character attacked (within reason). If the character is alone, such as on a planet or on guard duty, the GM rolls a secret random encounter roll. Characters with this quirk rarely survive long. The fact that they often wear red when these things occur is purely coincidental.

Loves the Smell of Smoke in the Morning: The character craves the smell of smoke. When the urge hits, he starts small fires even if starting such fires is dangerous (such as within the Phlogiston). During battle, they will be quick to use smoke powder weapons (or Fireball spells if they are magic users). Many giff have this quirk.

Space Sickness: The strange motions and physics of space causes characters with this quirk to succumb to space sickness. When the character enters WildSpace, he becomes sick for 1d6 hours, suffering a -2 penalty to all rolls. Afterwards, the character recovers and no longer suffers the penalty. This sickness returns every time the character leaves HackSpace for more than one turn and returns.

NEW TRAITS

The races native to WildSpace have a few unique traits. Characters native to HackSpace can chose to purchase any of the traits described below, with the GM's approval.

Arquebus Bonus: (5) [Giff]

A character with this talent gets +1 to attack rolls with arquebuses.

Boarding Pike Bonus: (5) [Any]

A character with this talent gets +1 to attack rolls with boarding pikes.

Harpoon Bonus: (5) [Any]

A character with this talent gets +1 to attack rolls with harpoons.

Large Weapon Bonus: (5) [Any]

A character with this talent gives a +1 to attack rolls with one type of large weapon (ballista, catapult, ram, or jettison). This bonus is not cumulative. If multiple weapon loaders have this talent, the attack bonus remains at +1.

Starwheel Pistol Bonus: (5) [Giff]

A character with this talent gets +1 to attack rolls with starwheel pistols.

Tail Lash Attack: (5) [Dracon, Lizard Men]

A character with this talent can make a tail attack once per round in lieu of other attacks. This attack causes 1d6 points of damage. The lasher can reach creatures behind, flanking, or in front of him (if the target is in front, he can angle his body to lash it with his tail).

Chapter 2

Ships of HackSpace

Definition of HackJammer Terms

Name: Common name of the type of ship described. If a race is pre-pended to the name of the ship, then that race most often builds and uses that type of ship (i.e. Gnomish Rodentship).

Cost: The price of the ship's hull, sans weapons, sails, and the necessary equipment to operate and maintain a HackJammer ship. Standard wooden-hulled ships cost an average of 1,000 gp per ton, before weapons and improvements are added.

Tonnage: A basic measure of how big a ship is. Tonnage of the ship determines hull points and the number of crew and passengers the ship can safely carry. One HackJammer ton is equivalent to a 10-foot by 10-foot by 10-foot cube. Each ton means enough air for one man-sized creature for four months.

Hull Points: Amount of damage the ship may take before breaking up.

Crew: The first number is minimum number of crewmen required to operate the ship at its optimum maneuverability class. The second number is the maximum number of crew the ship can carry for a four month voyage.

To find the reasonable maximum number of Man-sized creatures a ship can carry, disregarding the strain on the air envelope, multiply the keel length by the beam length, then divide by ten. Keep in mind that people packed in like this are more susceptible to cabin fever and depleting the ship's available air.

Maneuverability Class: The rating of the ship's maneuverability. This affects the ship's ability to turn and evade in combat. A is the best rating, G is the worst.

Landing: Whether the ship can land safely on the ground or in water without crashing. This does not affect ships in orbit or using space docks.

Air Worthiness: This is how well the ship handles while flying in the air. Air worthiness checks are required when the ship experiences stressful situations, such as entering or leaving an atmosphere or trying to fly through a storm. A failed check means a very rough ride and the loss of 1d4-2 hull points.

Sea Worthiness: This is how well the ship handles while floating in the sea. Sea worthiness checks are required when the ship experiences stressful situations, such as a storm. A failed check means a very rough ride and the loss of 1d4-2 hull points. For ground-landing ships, this figure does not apply.

Armor Rating: The strength of the ship's hull, given as a number similar to a character's Armor Class.

Saves As: Item saving throw category used for the ship. See Item Saving Throw Tables 8X and 8Y of the Hackmaster GameMaster's Guide on page 104 of that hallowed tome.

Standard Armament: The typical weaponry of the ship. More than any other feature, armament varies the most from ship to ship. These are standards, but individual owners customize their ships, often beginning with armament. The crew requirements can increase or decrease as weapons are added or removed.

Abbreviations indicate normal firing arcs:

Firing Arcs

Arc	Designation
F	Forward
FPS	Forward-Port-Starboard
FS	Forward-Starboard
S	Starboard
AS	Aft-Starboard
A	Aft
APS	Aft-Port-Starboard
AP	Aft-Port
P	Port
FP	Forward-Port
360	360 degree arc

Cargo: Amount of space available for cargo, passengers, and other sundries once space for weapons, crew, and the helm are accounted for. This space may be used for transporting cargo or given to other uses (such as more weapons).

Keel: The length of the ship, from stem to stern.

Beam: The width of the ship at its widest point.

Description: A general summary of the ship and its appearance.

Crew Positions: A listing of officers and sailors needed to fly the ship. This section describes the stations that must be manned when flying the ship.

Ship Uses: Some ships are better suited for specific tasks than others. This section lists the most common uses for the various types.

Other Configurations: This section lists the most common alternatives for the various ship types, such as more armor, more maneuverability, or making modifications to suit races with unusual physiologies.

There are a number of distinct ship designs in HackSpace. Many are normal ocean vessels fitted with a HackJammer helm and taken into space. Others have been designed and built by spacefaring civilizations, and are distinctive to life in space. The ships listed below are among the most common ships found in HackSpace. They are listed in alphabetical order, for ease of reference.

BEHOLDER DOOMSHIP

Cost:	320,000 gp
Tonnage:	80 tons
Hull Points:	320
Crew:	5 Beholders
Maneuverability Class:	E
Air Worthiness:	30%
Sea Worthiness:	n/a
Landing:	None
Armor Rating:	1
Saves As:	Stone
Standard Armament:	Special (see below)
Cargo:	40 tons
Keel:	200 ft.
Beam:	40 ft.

Description: The doomship is the terror of the space lanes. It has the overall appearance of a great cone of stone 200 feet long and 40 feet wide at the mouth. It tapers to a mere 10 feet at the tail of the craft. The base of the cone faces forward. Inside is a series of chambers, often reachable only via Levitation. At the bow is a giant red eye from which the ship's ray weapon fires.

The doomship is unique in that it lacks heavy weaponry, but makes up for it with the terrifying power of several Beholders, combined and magnified. The Beholders concentrate their eye powers into a sort of "Beholder circuit" that projects a beam with a range of 1,000 feet and 100 yards across at the far end. This beam mimics the powers of a Beholder, affecting one target per common Beholder in the circuit. The hive mother determines the power used at the time it is fired. It can be fired once per round. Special cases are described below.

Disintegrate: Each common Beholder in the circuit causes 1 hull point of damage and a Ship Shaken critical hit.

Slow: If the helmsman is struck, the Ship's Rating will be halved.

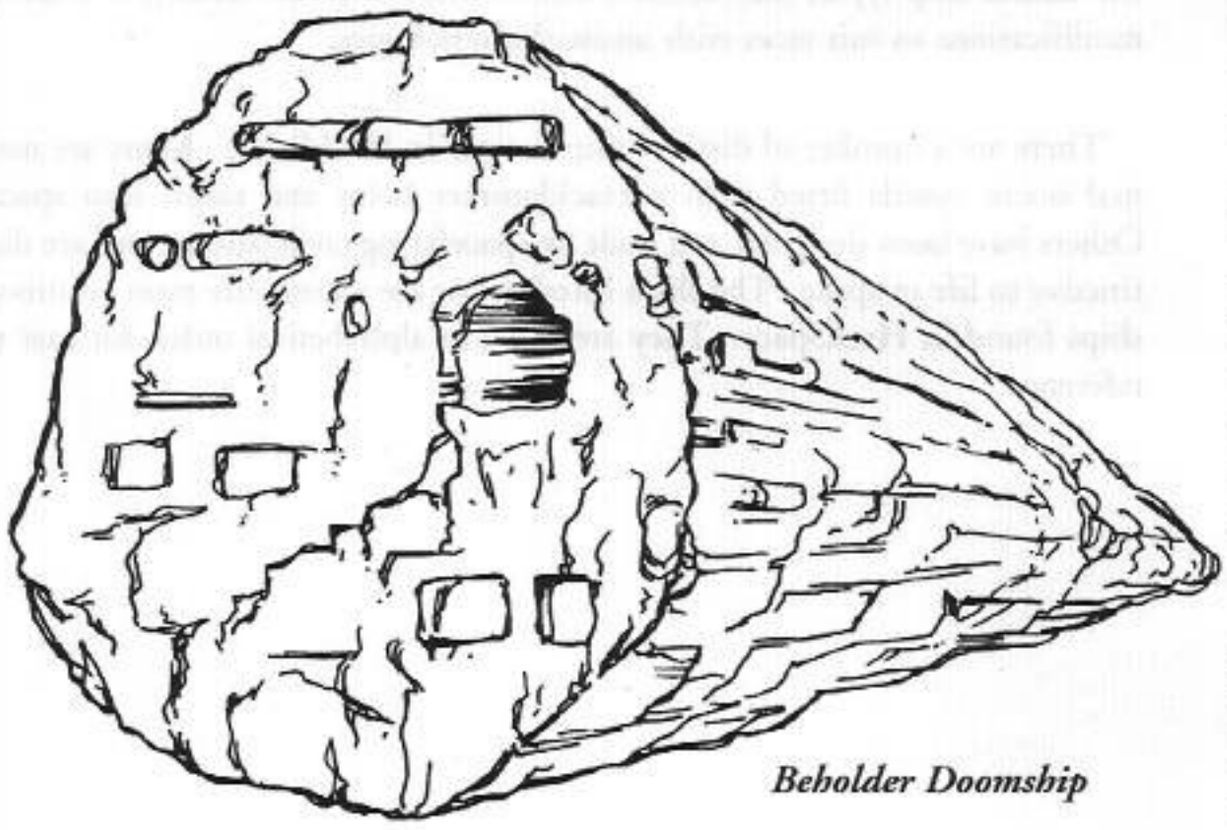
Anti-Magic Ray: This is the most deadly of the Beholder attacks, as it renders everything magical in the area of effect useless. If it strikes the HackJammer helm, it shuts down the ship. The upper decking can shield the ship, but the Disintegration power can quickly strip away this protection.

Crew: The crew of a doomship is exclusively Beholder and Beholder-kin, with the occasional humanoid slave. The captain is a hive mother who commands a crew of 5-10 ordinary Beholders, 5-20 Abominations, and 5-40 slaves. The Beholders use Orbi, a type of Beholder-kin specially bred to provide HackJamming speed, as their helms. Each Orbi in the circuit provides a Ship's Rating of 1, to a maximum of 5. Only Beholders know how to maneuver these ships.

Ship Uses: The doomship's sole purpose is to spread terror through the space lanes. It is the primary Beholder warship, ideally suited for the Beholders' special powers. The Beholders will use the ray-power of the ship to cause chaos and destruction on an enemy ship before closing to board.

Other Configurations

Doomsday Dreadnaught: Only rumored to exist, this version dwarfs all but the largest HackJammers. Said to be over 300 feet long and weighs 300 tons, the dreadnaught is the ultimate terror device. It lurks at the edges of HackSpace, waylaying ships it encounters and killing everyone aboard.



Beholder Doomship

BLACK WIDOW

Cost:	450,000 gp
Tonnage:	180 tons
Hull Points	225
Crew:	54/180
Maneuverability Class:	E
Air Worthiness:	55%
Sea Worthiness:	n/a
Landing:	Ground
Armor Rating:	5
Saves As:	Crystal
Standard Armament:	4 Heavy Ballistae (F, P, S, A) 2 Heavy Onagers (FP, FS) 2 Heavy Jettisons (A) Grappling Ram (F)
Cargo:	90 tons
Keel:	180 ft.
Beam:	50 ft.

Description: The great black widow boasts a three deck head and a five-deck, teardrop-shaped abdomen. Two of the great arms are masts for sails, three are positioned below the keel to serve as landing gear, and the final three make up the grappling ram. The head houses quarters for the crew and a pair of heavy catapults. The abdomen holds quarters for the Neogi, the cargo hold, and the HackJamming helm.

Crew Positions: This bloated ship requires an enormous crew. A standard crew is 9 Neogi and their Umber Hulk slaves. Each Neogi has at least one Umber Hulk bodyguard, while the captain will have 1-4 Umber Hulk slaves. The captain owns everything and everyone aboard the ship, including other Neogi and their Umber Hulks.

The remainder of the crew consists of slaves. They toil away in the dark bowels of the ship until it is their turn to be served to the Neogi as dinner. A black widow will have 40-160 slaves aboard, depending on how long ago was the last successful slave raid.

Ship Uses: The black widow is the Neogi vessel of choice for trading and acquiring merchandise – usually slaves. As such it is often fired at on sight. Neogi have no friends. Only the Mind Flayers will (reluctantly) trade with the Neogi, providing them with goods that they cannot usually acquire during raids. A favorite Neogi tactic is to land in remote areas and strip whole villages clean of anything of value. They like the directness and simplicity of it.

Other Configurations

Broodship: When a Neogi survives long enough to become a Great Old Master, it must be feed an enormous amount of food to nourish the young Neogi incubating within it. During such times, the Neogi convert the black widow into a broodship. The cargo hold is cleared and a special cage is built to house the Old Master. Cargo space diminishes by 20 tons. Slave raids are redoubled to provide the Old Master with the food it needs. To the Neogi, it is great sport to watch slaves perish under the fangs of the old master. They bet heavily on how long a particular slave will last.

COURSER

Cost:	105,000 gp
Tonnage:	35 tons
Hull Points	70
Crew:	11/35
Maneuverability Class:	D
Air Worthiness:	40%
Sea Worthiness:	30%
Landing:	Ground and Water
Armor Rating:	4
Saves As:	Metal
Standard Armament:	1 Heavy Onager (360) 2 Medium Ballistae (FP, FS) 4 Light Ballistae (2P, 2S) Grappling Ram (F)
Cargo:	17 tons
Keel:	100 ft.
Beam:	30 ft.

Description: Built much like a leaping horse, the courser is a two-mast ship. The catapult is in a turret at the top of the high forecastle. A small deck below is where the two medium ballistae can be found. The light weapons fire over the railing of the main deck. Officers' quarters and a salon are found at the aft of the ship, while crew quarters, the mess hall, and a brig are near the front. The grappling ram is a pair of horse-like legs, operated by machinery fully enclosed in the heart of the ship. Space is tight aboard the ship.

Crew Positions: A crew of a courser numbers 11, including the captain (a low-ranking knight), a helmsman, and a navigator. The first officer is a trained squire of the captain. The rest of the crew are hardy men, all trained to fight. A full crew has a squadron of marines, who number 11-20 and are fighters of 1-3 level in ability. The helmsman is usually a cleric of 1-6 level.

Ship Uses: The workhorse (literally) of the Knights of the Ring, the courser serves many roles. Most are light warships on patrol duty or used to escort trade ships. The Knights use small fleets, numbering 2-5 coursers, to hunt down dangerous pirates. As the courser has proven popular with many other peoples, the Knights sometimes sell their older ships.

Other Configurations

Barded: A common variant that adds additional armor at the cost of maneuverability, the barded courser has an Armor Rating of 3 and Maneuverability Class E.

Stripped: The Sultanate of Hiyanar, which favors fleeter ships, strips out most of the armor of the courser to give the ship Maneuverability Class C. Armor Rating drops to 5. The Sultanate uses such ships for picket duty.

Unicorn: A variant from the Kingdom of Lanistar, the grappling ram is replaced with a piercing ram.

CRICKET

Cost:	4,000 gp
Tonnage:	2
Hull Points	2
Crew:	1/2
Maneuverability Class:	D
Air Worthiness:	50%
Sea Worthiness:	50%
Landing:	Ground and Water
Armor Rating:	8
Saves As:	Ceramic
Standard Armament:	50% none, 25% Light Scorpion (F), 25% Swivel Gun (A)
Cargo:	1 ton
Keel:	25 ft.
Beam:	10 ft.

Description: The cricket is a small elven ship grown from a space plant. The helm is located in the head of the craft. Behind the helm is a small cabin with a bunk or two and lockers for personal belongings. The tail of the vessel is a small cargo hold. The top deck is adequate to bolt down a light ship weapon, but just as often the ship is unarmed. Elves sometimes call this ship the double-winged flitter for the double set of wings the craft has.

Crew: A single person is all that is needed to fly a cricket, although it is not a comfortable ride. People using a cricket for longer than 1 day suffer double the normal chances of catching cabin fever. Most crickets are outfitted with non-magical helms (80% chance) while the remaining crickets have standard helms (20% chance).

Ship Uses: Crickets are used as messengers, scouts, and even small fighters. The craft is useful for short trips, such as journeys to moons and asteroid-hopping. It is less useful for long-ranged trips due to the risks of cabin-fever. Still, he small size and ability to land makes the cricket an excellent reconnaissance craft. When armed with a weapon, a cricket becomes a small fighter, although it can be disabled with a single hit.

Other Configurations

Wild Cricket: Given the vast number of crickets grown by the elves, many have been abandoned, damaged in battle, or otherwise

Courser

lost. Left alone without proper trimming, such craft become overgrown, with twisted and tangled wings. The overgrowth makes the craft unwieldy, with MC E and AR 9 until properly trimmed.

Firefly: In rare occasions, the elves will load a cricket with wood, pitch, Greek fire, and even smoke powder, then set the vessel ablaze and fly it into enemy ships. Such craft are actually more dangerous for the fires they cause than the damage from impact. A hit from a firefly causes 2 hull points of damage, and against wooden ships, inflicts 2-12 hull points of fire damage as well as igniting anything flammable where it hits.

DESTRIER

Cost:	225,000 gp
Tonnage:	75 tons
Hull Points	125
Crew:	23/75
Maneuverability Class:	E
Air Worthiness:	50%
Sea Worthiness:	40%
Landing:	Water only
Armor Rating:	4
Saves As:	Metal
Standard Armament:	1 Heavy Catapult (FPS) 1 Heavy Ballista (APS) 4 Medium Ballistae (FP, FS, AP, AS) 4 Light Ballistae (2P, 2S)
Cargo:	37 tons
Keel:	125 ft.
Beam:	35 ft.

Description: The destrier is an armored, three-mast ship that is a larger version of the courser. The forecastle is double-decked and armed with the heavy catapult and two medium ballistae. The stern castle is single decked and armed with a heavy ballista and two medium ballistae. On the main deck is a broadside of light ballistae. The light ballistae are fired into an opposing ship at the start of boarding actions to cut down powerful defenders. The grappling ram is a pair of horse-like legs controlled by machinery in the heart of the ship. Like the courser, space is tight aboard the ship. Rooms are squeezed in wherever possible.

Crew Positions: A knight is the captain and master of the ship. Most of the other officers are lesser knights or squires of the captain. The remainder of the crew consists of battle-hardened followers of the captain. A squadron of marines numbering 31-40 is brought aboard to aid in boarding actions.

Ship Uses: The destrier is the Knights of the Ring's ship of the line. It is a powerful, compact warship. It is most commonly used as a command ship for a fleet of 1-6 coursers. Such ships are led by a full Knight and his underlings.

Other Configurations

Barded: Plated over with even more armor, the barded destrier has an Armor Rating of 3. The Maneuverability Class drops to F, almost impossible to control in battle. All medium weapons are upgraded to heavy, sacrificing 8 tons of cargo. Such ships are sent into the heart of fleet formations to bust them up.

DWARVEN BASTION

Cost:	1,000,000 gp and up
Tonnage:	3,000 to 7,000 tons
Hull Points	12,000 to 28,000
Crew:	300/700
Maneuverability Class:	E
Air Worthiness:	80%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	0
Saves As:	Stone
Standard Armament:	3 Heavy Jettisons 1-12 Heavy Onagers 2-16 Medium Onagers 3-18 Light Onagers
Cargo:	150 to 350 tons
Keel:	250 ft.
Beam:	200 ft.

Description: The dwarves in space make use of fortified asteroids as mobile homes and castles called a bastion. The dwarves can move these craft by means of a Forge helm. The largest bastion that can be moved by a Forge is 7,000 tons, although most fall well short of that.

A bastion appears as round, somewhat flat rock with a fortress on top. Tunnels are delved into the asteroid, leading the Forge (at the center of the Bastion) and barracks. A common dwarven tradition is to carve the faces of their kings along the outer edge of the bastion, starting at the "prow" with the founder of the clan. Ancient bastions will have several faces carved into their edges.

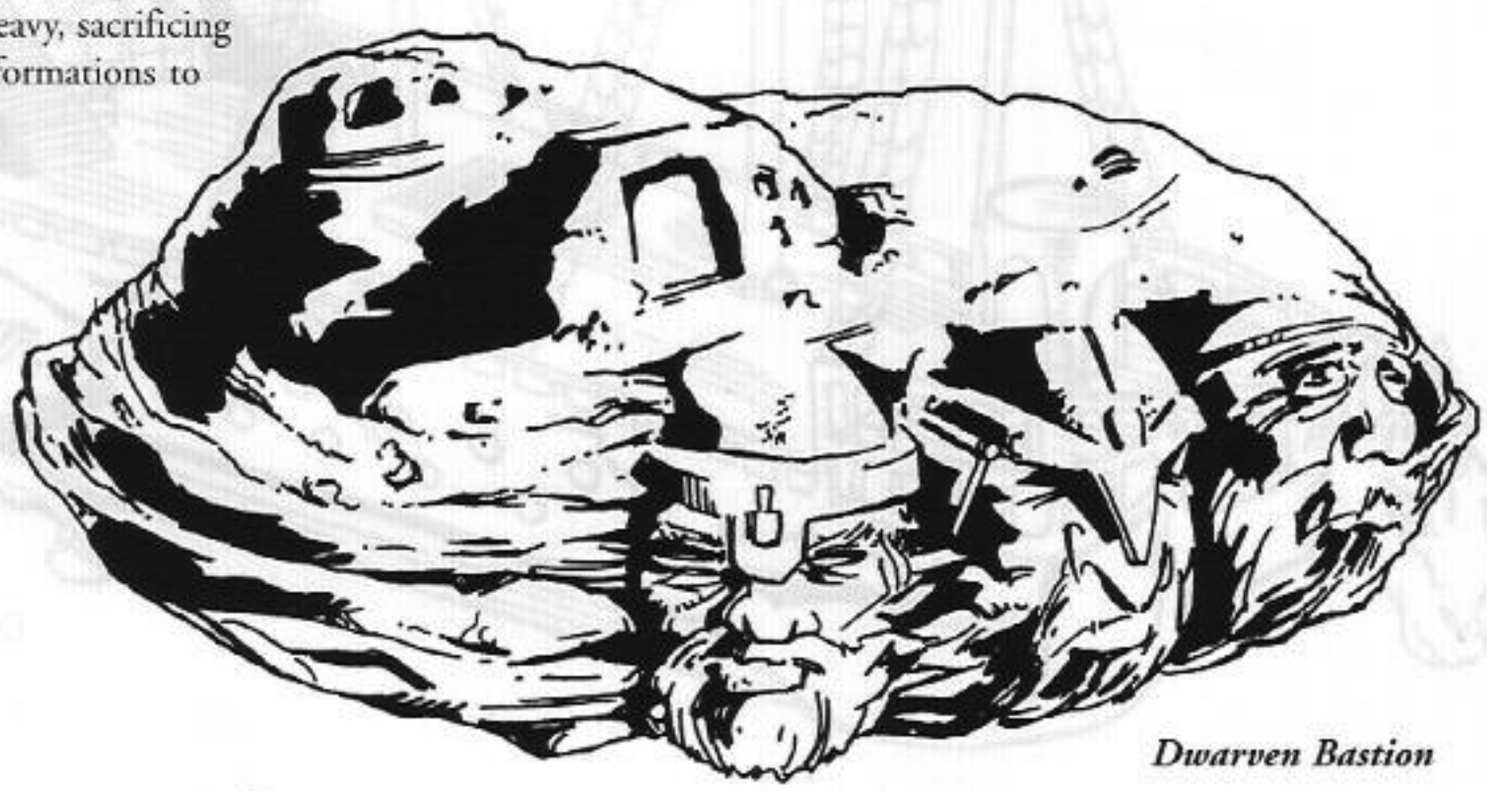
Crew: The crew of a bastion is organized around a single clan of dwarves. At the top will be a "King within the Mountain," who will be advised by his officers, the "Shining Council". Below them are hundreds of dwarven warriors and sailors. As a bastion is both a ship and a home, women and children will be found aboard as well.

Ship Uses: The bastion is a mobile fortress. The dwarves lead a semi-nomadic existence, looking for people interested in hiring a castle. They rarely have to look long; there is no end to the number of dukes, princes, and warlords that need a mobile castle!

Other Configurations

Abandoned Bastions: Sometimes, due to war, plague, or bad luck, a bastion will be abandoned by its dwarven owners. Such places are magnets for monsters, who feel right at home in the dungeon-like environment. Although the asteroid can no longer be moved in any deliberate fashion, it still makes a perfect habitat for many monsters.

Gnomish Bastion: Although gnomes are incapable of using Forges (as only dwarves can use a Forge helm properly), some bastions have fallen into gnomish hands. A garrison of gnome titans, lead by a Doom Lord, will be deeply entrenched. If anything, a gnomish bastion will be more difficult to take than a dwarvish one!



Dwarven Bastion

ELVEN MOTHARAA MONARCHSHIP

Cost:	400,000 gp
Tonnage:	200 tons
Hull Points	200
Crew:	60/200
Maneuverability Class:	E
Air Worthiness:	50%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	5
Saves As:	Ceramic
Standard Armament:	4 Heavy Onagers (2 360, F, A) 6 Heavy Ballistae (2FP, 2FS, AS, AP) 2 Heavy Jettisons (A)
Cargo:	100 tons
Keel:	300 ft.
Beam:	50 ft.

Description: The motharaa monarchship is the pride of the Pan-Elven Union. It is built to resemble a bright, colorful moth of titanic proportions. Inside the enormous, bulbous head is the bridge, with the captain's post, the major helm, and a pair of ballistae behind each retractable eye. At the tail is the backup bridge, complete with a second helm, and a pair of jettisons. The wings are strengthened into landing surfaces for small boats, such as crickets and lifeboats.

The motharaa monarchship was designed to account for the fact that drow are part of the Pan-Elven Union. There are few exposed decks, and drow can operate half of the weapons from light-shielded hatches. The interior tends to be quite dark, usually with small candles shedding dim light. Light conditions are considered equivalent to twilight unless other light sources are brought in.

Crew: The chain of command is quite strict aboard the motharaa. At the top is the captain, followed by the first officer, head helmsman, ship's magic-user, chief of security, chief engineer, navigator, and quartermaster. A number of additional crewmen are needed to manage the enormous wing-like sails of the ship. In the command configuration, it carries even more officers, including an admiral, and their aides.

The captain is advised in all things by a pair of battlesingers. These special women, twins, are born with a special talent for singing. When the twins sing, their song grants a +1 bonus to all die rolls for both the ship and its crew. Obviously, these women will be heavily protected!

Ship Uses: The monarchship is a large, powerful battleship reserved for use by the Pan-Elf Union. By elven law, all elven monarchships are property of the Union, since it does not sell these ships. It serves as the backbone of their navy and proof that the elves are a force to reckon with.

Other Configurations

Flagship: Elven admirals use motharaa monarchships as their flagships. A stone tower complex is added on the back to house the admiral and his staff. The towers include elaborate state rooms where the admirals conduct all of their business with other races. The state rooms are designed to suitably impress non-elves.

Armada: Most motharaas ships are outfitted to support a small flotilla of crickets. The Armada can carry as many 20 crickets at a time. The crickets are fighters and scouts, trained to disable heavy weapons and seize the enemy's bridge. The pilots are cocky and gung-ho about their duties. The Pan-Elven Union tends to give these positions to grel elves.

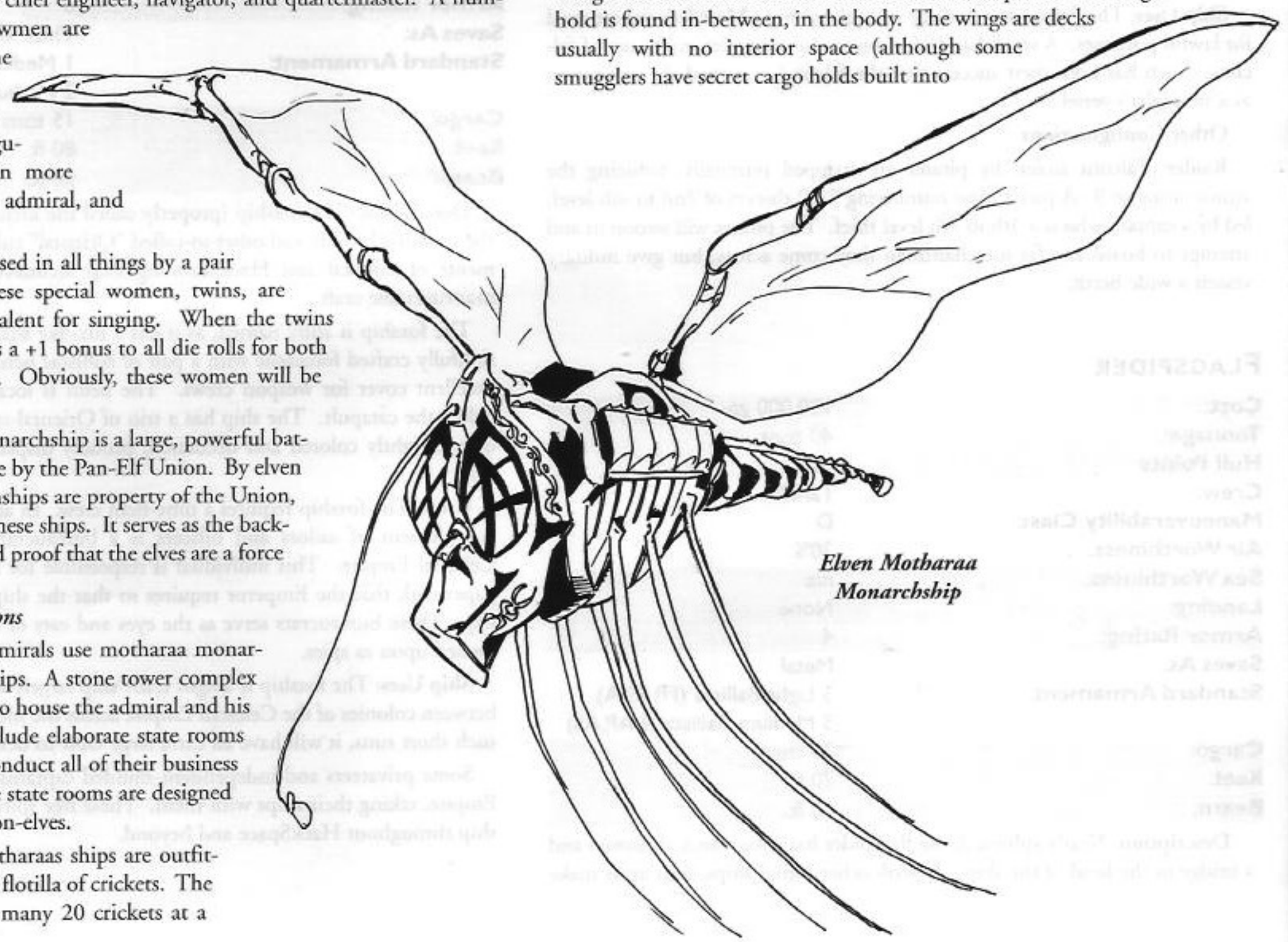
Wild Moth: Left abandoned, the wings of a motharaa will continue to grow and twist back upon themselves. This rarely happens, as the elves would rather destroy a motharaa than allow it to fall out of their hands. A wild motharaa has AR 9 and MC E, as the growths are brittle and impossible to fly properly.

FALCON

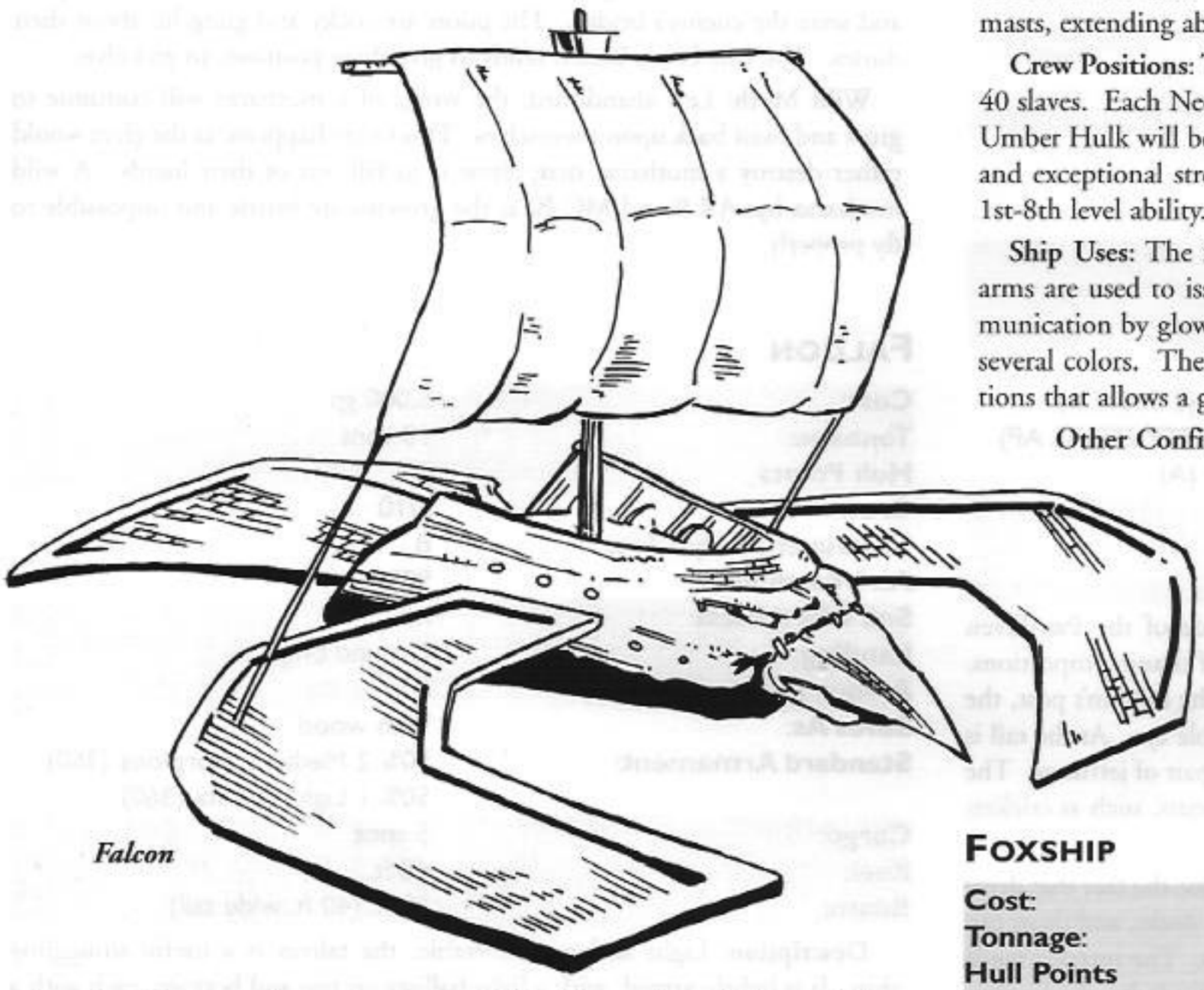
Cost:	5,000 gp
Tonnage:	10 tons
Hull Points	10
Crew:	3/10
Maneuverability Class:	B
Air Worthiness:	90%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	8
Saves As:	Thin wood
Standard Armament:	50% 2 Medium Scorpions (360) 50% 1 Light Ballista (360)
Cargo:	5 tons
Keel:	40 ft.
Beam:	20 ft. (40 ft. wide tail)

Description: Light and maneuverable, the falcon is a useful smuggling ship. It is lightly armed, with a light ballista on top and bottom, each with a wide field of fire. The weapons are used primarily for defense and to discourage pursuit.

The ship is roughly 40 feet long and 20 feet wide. A small bridge is found in the bird-like head. The crew quarters and mess hall are located in the wedge-like tail that is 40 feet broad at the widest point. The cargo hold is found in-between, in the body. The wings are decks usually with no interior space (although some smugglers have secret cargo holds built into



Elven Motharaa Monarchship



Falcon

the wings for smuggling very small goods). A gangplank is lowered from inside the cargo hold.

Crew: The skeleton crew of a falcon includes two sailors and a helmsman. A fighting crew numbers as many as a dozen stout men. The captain/owner of a falcon is usually a 3-6th level thief.

Ship Uses: The Falcon is a trading/smuggling ship. Most Falcons are used for lawful purposes. A small handful of successful smugglers make use of falcons. Such has been their success that the falcon has earned the reputation as a smuggler's vessel.

Other Configurations

Raider: Falcons stolen by pirates are stripped internally, reducing the armor rating to 9. A pirate crew numbering 7-12 thieves of 2nd to 4th level, led by a captain who is a 4th to 7th level thief. The pirates will swoop in and attempt to board any fat merchantman they come across, but give military vessels a wide berth.

FLAGSPIDER

Cost:	120,000 gp
Tonnage:	40 tons
Hull Points	80
Crew:	12/40
Maneuverability Class:	D
Air Worthiness:	30%
Sea Worthiness:	n/a
Landing:	None
Armor Rating:	4
Saves As:	Metal
Standard Armament:	3 Light Ballista (FP, FS, A) 3 Medium Ballista (F, AP, AS)
Cargo:	20 tons
Keel:	70 ft.
Beam:	40 ft.

Description: Nearly spherical, the flagspider has a four deck abdomen and a bridge in the head of the ship. As with other Neogi ships, four arms make the masts for sails. The other four are signal arms, twice the length of the masts, extending above and below the gravity plane.

Crew Positions: The flagspider is operated by a crew of four Neogi and 10-40 slaves. Each Neogi owns a personal Umber Hulk slave. The ship owner's Umber Hulk will be the largest specimen possible, with maximum hit points and exceptional strength. All Neogi aboard a flagspider are magic-users of 1st-8th level ability. The owner will be a magic-user of 6th-9th level.

Ship Uses: The flagspider is the Neogi command ship. The four signal arms are used to issue orders to other Neogi ships. The Neogi favor communication by glow gem devices that turn the entire arm in question one of several colors. The Neogi have a complicated code of colors and arm positions that allows a great range of orders.

Other Configurations

Light Warship: Smaller and more maneuverable than most other Neogi ships, some flagspiders have been converted into light warships for picket duty near Neogi bases. The armament is increased by adding a pair of medium catapults in turrets built into small decks on the top and bottom of the abdomen. Cargo space diminishes to 23 tons.

FOXSHIP

Cost:	30,000 gp
Tonnage:	30 tons
Hull Points	45
Crew:	9/30
Maneuverability Class:	C
Air Worthiness:	65%
Sea Worthiness:	50%
Landing:	Water only
Armor Rating:	6
Saves As:	Thick wood
Standard Armament:	1 Medium Onager (ASP) 2 Medium Ballistae (FP, FS)
Cargo:	15 tons
Keel:	80 ft.
Beam:	20 ft.

Description: The foxship (properly called the kitsune junk) is favored by the Celestial Empire and other so-called "Oriental" cultures. It combines elements of oriental and HackJamming ship architecture to create a sleek, maneuverable craft.

The foxship is aptly named, as it has a fox-like shape to it. The head is a skillfully crafted forecastle with a pair of ballistae behind the eyes, providing excellent cover for weapon crews. The helm is located at the stern castle below the catapult. The ship has a trio of Oriental-style sails. The sails are often brightly colored and decorated, proudly displaying the ship's port of call.

Crew: The foxship requires a nine-man crew. In addition to the standard complement of sailors and officers is a bureaucrat representative of the Celestial Empire. This individual is responsible for handling the extensive paperwork that the Emperor requires so that the ship may fly the Imperial flag. These bureaucrats serve as the eyes and ears of the Emperor, and thus looked upon as spies.

Ship Uses: The foxship is a light trade ship largely used in short trade runs between colonies of the Celestial Empire across the moons of Olupi'sard. On such short runs, it will have an extra large crew to deter pirates and slavers.

Some privateers and independent-minded captains have left the Celestial Empire, taking their ships with them. These free spirits have spread the foxship throughout HackSpace and beyond.

Other Configurations

Elven Foxship: As part of their alliance with the Celestial Empire, the Pan-Elven Union was given a number of foxships for their own use. The ships given to the elves were smaller, 25-ton versions. The elves tailored the ships to suit their needs, such as replacing the sails and added an additional two light ballistae.

Firefox: A warship version of the Foxship, with a bombard that fires out of the mouth of the fox. The ballistae are removed to make room for two more bombards. The whole craft is armor plated (AR 5, MC D) and a powder magazine is added. The magazine is especially armored to prevent accidental destruction of the ship. Because of all of the armor, the cargo space shrinks to 10 tons.

GNOMISH RODENTSHIP (RODENSTER)

Cost:	25,000 gp
Tonnage:	25 tons
Hull Points	37
Crew:	2 gnomes and 4 Giant Space Hamsters
Maneuverability Class:	C
Air Worthiness:	35%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	6
Saves As:	Thick wood
Standard Armament:	1 Light Onager (F) 2 Medium Ballista (AP, AS)
Cargo:	13 tons
Keel:	90 ft.
Beam:	25 ft.

Description: The rodentship, more commonly called the rodenster, has the general shape of a great rat-like ship. The ship has two pairs of brightly colored Hamster wheels in place of legs. The rear pair is larger than the forward pair, giving the ship an angled appearance. Between the forward and aft wheels are tanks of water for the Hamsters. The rest of the rodenster is painted in bright and gaudy colors, sometimes with symbols of various merchant cartels and houses on the sides and sails (paid advertisements).

The rodenster has a unique double-stern castle that further contributes to the ship's angled appearance. The main deck is given over to a very large, maze-like habit-trail for the Giant Space Hamsters. At the head of the ship, behind the eyes, is the helm with a wheel-like device that turns the forward pair of wheels in tandem. The castle has the quarters for gnomes and a mess hall. Despite a large open deck, the rodenster comes with a few weapons, largely to ward off pirates that would steal their precious racers. Sneaky gnomes use these weapons when racing the Great Hamster Rally (see below).

Crew: Gnomes are the sole users of rodentships, specifically the tinker gnomes. The ship is built for creatures of their dimensions, so humans and elves cannot possibly use a rodentship. It can be operated by as few as two gnomes and a quartet of Hamsters. The gnomish crewmen are a helmsman and an engineer, who keeps the wheels greased and in working order. A rodentship typically carries several more gnomes, including assistants to the engineer and Giant Space Hamster wranglers.

Ship Uses: Every standard year, gnomes hold a huge race called the Great Hamster Rally. The Rally is held in orbit over Kyldren. The starting point is Four Sides, where as many as 20 rodensters line up to participate. The ships launch at the drop of a flag. The moons of Kyldren is the Rally's race-course. Each ship must pass through a checkpoint at each moon before returning to Four Sides to cross the finish line. The Rally is extremely popular, even with non-gnomes, who come from all across HackSpace to witness it, and more importantly, wager bets on the racers. Gnomes raise hundreds of Giant Space Hamsters for this race, breeding the creatures for strength and endurance.

Other Configurations

Fast Transport: Beyond racing, the rodentship has few uses. Gnomes will occasionally "retire" a racer to the transporting of messages, small packages, and people from world to world. Over the long distances of space, the rodenster has not proven to be any faster than any other ship, but the prices are cheap. If a traveler does not care how he gets from one place to another and is short on cash, the rodenster is the way to go. Gnomes modify this ship by removing most of the habit-trail to expand the cargo hold and put in quarters for "big folk".

War Rat: An extremely rare ship, a war rat is a rodentship outfitted for war. The war rat sacrifices maneuverability for armor, adding plating for an increased defense. The Maneuverability Class drops to D, while the Armor Rating rises to 5. All weapons are upgraded to heavy. Desperate gnome titans are hired to man the war rats.

THE GREAT JAMMER

Cost:	Priceless (cannot be bought)
Tonnage:	1.5 million tons
Hull Points	1.5 million
Crew:	Unknown
Maneuverability Class:	B
Air Worthiness:	100%
Sea Worthiness:	100%
Landing:	None
Armor Rating:	5
Saves As:	20th level magic user
Standard Armament:	40 Heavy Ballista 20 Light Ballista 30 Heavy Onagers 15 Light Onagers 15 Heavy Jettisons 20 Bombards (rumored)
Cargo:	Unlimited
Keel:	1,575 ft.
Beam:	3,100 ft.

Description: The laws of reason break down around the Great Jammer. It is the largest known magical ship in the universe, and as such has become a myth in HackSpace. No one knows its origin or its purpose. According to the sages, there is no reason the Great Jammer should exist at all.

Of course, there are things bigger than the Great Jammer in HackSpace, from asteroid bases to Radiant Dragons. Yet none move with the speed or grace of the Great Jammer. With each sighting, the legend of the Great Jammer grows.

An accurate description of the Great Jammer is difficult to find. All legends claim that it has the shape of some sort of winged creature, such as a bird-of-prey, dragon, or maybe a manta ray, with a golden city rising out of its back.

The Great Jammer is an incredibly fast ship, having a Ship's Rating of 8. It can outrun all but the fastest ships in HackSpace. Approaching the Great Jammer is dangerous, lesser ships tend to crash into it. Any ship that comes within 500 feet of the Great Jammer forces the helmsman to make a saving throw versus spells or crash into the Great Jammer.

Crew: Who exactly is aboard the Great Jammer is a hotly-debated subject. Every race has claimed to either have built or own the Great Jammer with the sole exception of the gnomes, who admit they would dearly love to tear it apart to find out how it works. Tales speak of it being the center of the most powerful Beholder nation ever, of it being a massive Mind Flayer slave barge, or even the personal chariot of some of the greatest HackMasters in history.

Old sailors tell tales of a single captain able to command the great ship with an artifact or item of power. Somewhere in the ship, they claim, is a mystical control room where a strong hero (or villain!) must face a series of challenges before they can take command of the ship. Of course, the same old

sailors are more often drunk than not, so their tales should perhaps be taken with a grain of salt.

Ship Uses: It is unknown what purpose the Great Jammer serves. Some claim it is a test of the gawds. Others say it is the harbinger of doom. Yet others claim it is some sort of elder creature, left over from a time before even the gawds themselves. Its wanderings are erratic; centuries may pass between sightings, or hundreds may see it in a single month. Whatever purpose the ship serves, none can say, and even the gawds are silent on the matter.

Other Configurations

None. The Great Jammer is a one-of-a-kind HackJammer.

Great White Galleon

Cost:	90,000 gp
Tonnage:	90 tons
Hull Points	135
Crew:	27/90
Maneuverability Class:	E
Air Worthiness:	70%
Sea Worthiness:	70%
Landing:	Water only
Armor Rating:	4
Saves As:	Thick wood
Standard Armament:	2 Heavy Ballista (F) 10 Medium Ballistae (5P, 5S) 2 Heavy Jettison (A)
Cargo:	45 tons
Keel:	150 ft. (225 ft. overall)
Beam:	30 ft.

Description: The great white galleon is the most advanced standard ship in HackSpace. It combines the most fearsome features of a galleon and a great white shark. The ship has three masts, as well as a bowsprit, fin sails, and sails on the tail of the ship. The main sails are triangular rather than square. The great white galleon has five decks in all.

The reason that the great white galleon is so feared is that it can make a powerful "broadside" attack. It has an interior weapons deck that houses 10 medium ballistae, 5 per side.

Crew: The many sails of the great white galleon require a large crew to manage. No less than 18 sailors are needed to manage them. Officers include the captain, first officer, security officer, helmsman, second helmsman, ship's spell caster, navigator, quartermaster, and sail master. The galleon carries more crewmen to man the weapons and marines for boarding actions. A standard crew numbers no less than 120 men.

Ship Uses: Despite a cavernous cargo hold, the great white galleon is primarily a warship. Its infamous broadside can turn many ships into flotsam. Only rich and powerful kingdoms in HackSpace can afford to launch a great white galleon, or sometimes whole fleets of great white galleons. The appearance of a great white galleon can frighten off all but the most powerful (or suicidal!) pirates.

The great white galleon is also a popular privateer vessel. Armed with many weapons and Letters of Marque, the privateers hunt down the foes of their royal sponsors. A single great white galleon can leave dozens of trade ships floating wrecks in their wake.

Other Configurations

Gunshark: An extremely rare variant of the great white galleon, the gunshark replaces the medium ballistae with bombards. The weapons deck creaks under the weight of these bombards, which can unleash a devastating broadside. The downside is that the bombards can create a great deal of smoke, quickly fouling the atmosphere. Giff are particularly fond of this variant of great white galleon, even if they serve only as crewmen.

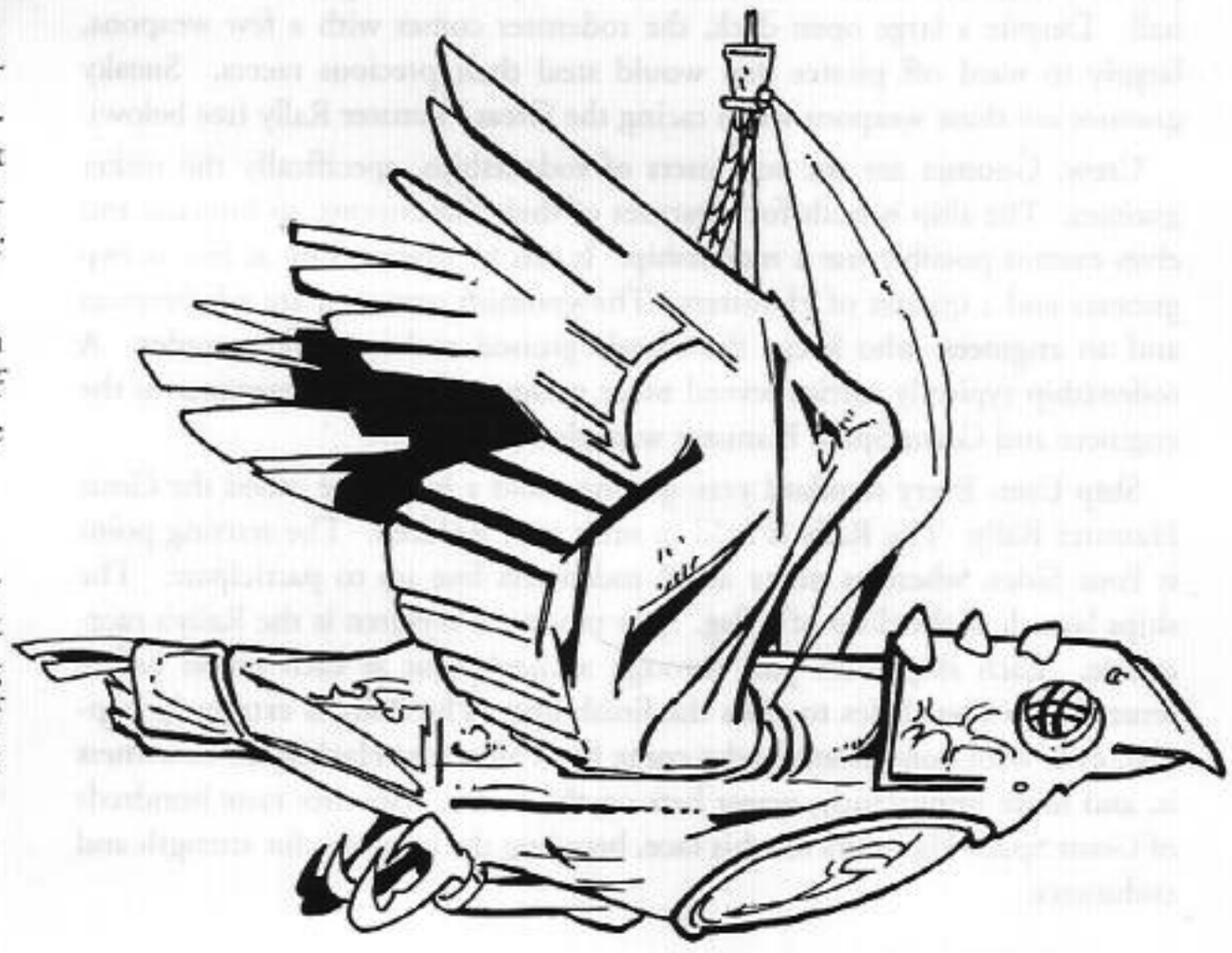
Greathawk Dreadnaught

Cost:	360,000 gp
Tonnage:	120 tons
Hull Points	240
Crew:	36/120
Maneuverability Class:	D
Air Worthiness:	75%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	4
Saves As:	Metal
Standard Armament:	4 Heavy Ballista (2FP, 2FS) 5 Medium Onagers (2F, 2FPS, APS) 2 Heavy Jettisons (A) 2 Claw Rams (F)
Cargo:	60 tons
Keel:	160 ft.
Beam:	50 ft.

Description: One of the largest ships in HackSpace, the greathawk dreadnaught has the general shape of a gigantic, crescent-winged hawk. The hawk-like body of the ship is made of a metal plated over with more metal plates. An elaborate glass dome covers the hawk's "heart". The wings are operated by machines buried inside the ship, operated in part by magic and in part by brute force. Those same machines operate a pair of strong claws that hang under the ship. The claws are powerful enough to rend ships (each is treated as a claw ram). The back has a double-story, squat building that houses most of the crew and officer quarters.

Crew: The greathawk requires a fairly large crew to operate. At the top of the chain of command is the captain, followed by the first officer, second officer, chief helmsman, second helmsman, third helmsman, navigator, ship's cleric, ship's magic user, chief of security, master engineer, sail master, and the quartermaster. The machinery requires 24 men to oil, operate, and maintain it. To bolster their manpower, a captain will hire 12-72 marines if not expecting trouble, more during times of war.

Ship Uses: The greathawk dreadnaught is a powerful warship. The mere sight of a greathawk can bring the immediate surrender of a lesser ship or even a town. Some fleets use greathawks as a flagship, or groups of greathawks to smash through armadas. In times of peace, the greathawks serve as transports for important diplomats and nobles.



Greathawk Dreadnaught

No matter the circumstances, the greathawk is never encountered alone. It always carries a number of smaller craft to launch as needed, usually 2-4 falcons. The greathawk will be escorted by 1-8 other warships.

Other Configurations

Pirate Dreadnaught: A greathawk in the hands of pirates is a truly terrifying spectacle. Pirates like to swap out the 2 heavy catapults for 4 medium catapults, and add 5 more medium ballistae, sacrificing 10 tons of cargo space. Pirate greathawks carry large crews, in upwards of 180 men or more.

Groundling Galleon

Cost:	50,000 gp
Tonnage:	50 tons
Hull Points	75
Crew:	15/50
Maneuverability Class:	E
Air Worthiness:	50%
Sea Worthiness:	60%
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	1 Heavy Onager (FPS) 2 Medium Ballistae (AP, AS)
Cargo:	25 tons
Keel:	130 ft.
Beam:	30 ft.

Description: By far the most advanced groundling ship is the galleon. It is a three-mast, three-decked ship with a fore- and stern castle.

Crew: The groundling galleon requires 15 men to properly fly in space. It has room for well over one hundred and fifty men, but in space such large crews are not required and in fact quickly deplete the air envelope.

Ship Uses: Groundling galleons are slow, bulky craft that are generally relegated to cargo hauling duties in space.

Other Configurations

None.

Groundling Galley

Cost:	30,000 gp
Tonnage:	30 tons
Hull Points	45
Crew:	60+ with oars, 9 without oars
Maneuverability Class:	E
Air Worthiness:	60%
Sea Worthiness:	70%
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	1 Heavy Onager (FPS) 1 Heavy Ballistae (APS) Blunt Ram (F)
Cargo:	15 tons
Keel:	150 ft.
Beam:	20 ft.

Description: Another common groundling ship adapted for use in HackSpace is the galley. Unfortunately, groundlings quickly learn that the large crew requirements for the oars quickly deplete the air. Groundling galleys include drakkars, dromond, great galleys, war galleys, and triremes.

A groundling galley is a long, narrow ship with a shallow bottom. Along both sides of the ship are dozens of oars. Most galleys sport fore- and stern castles as well as rams.

Crew: The groundling galley is the most crew-intensive ship known. Unmodified, it requires at least 60 men on the oars, and for the largest ships, well over 500 oarsmen. If the oars are replaced by sails, the ship can be handled by a nine-man crew.

Ship Uses: Groundling galleys serve as both warships and tradesmen. In space, they perform both roles rather poorly. Most are either converted into a more space-usable ship (usually by replacing the oars with sails and converting the space gained into crew quarters), or simply abandoned for more space-worthy ships.

Other Configurations

Great Galley: An improved version of the dromond, the great galley is larger and heavier. It carries more weapons and a full complement of marines to defend it against attack.

War Galley: Similar to the great galley, this is a warship ill-equipped to carry cargo. These ships rarely venture far from their home port.

Trireme: Another galley outfitted for war, the trireme is designed solely to ram and board enemy ships.

Groundling Merchant Ship

Cost:	10,000 gp
Tonnage:	25 tons
Hull Points	37
Crew:	8/25
Maneuverability Class:	E
Air Worthiness:	35%
Sea Worthiness:	40%
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	1 Medium Ballistae (F) 1 Medium Onager (A)
Cargo:	13 tons
Keel:	70 ft.
Beam:	20 ft.

Description: A common practice for first-time travelers into HackSpace is to simply strap a helm on a groundling ship, such as a cog or coaster, and take off into space. The groundling merchant ship includes such ships as coasters, cogs, knarrs, and caravels.

The groundling merchant ship is a vessel with a large cargo that requires few crewmen to operate. They are lightly armed and often victims of pirates.

Crew: This type of ship requires few men to operate. Most will carry a few swordsmen to ward off pirates, as many as two dozen in areas known to be highly dangerous.

Ship Uses: Groundling merchant Ships have one primary purpose: to haul cargo from one port to another. Sometimes desperate navies will conscript ships such as these, but have a poor showing in battle.

Other Configurations

Coaster: Also called the roundship, the coaster is a primitive sailing vessel. It is so named because it rarely ventures far from sight of the coast. The coaster has no stern castle.

Cog: A cog is a larger, more advanced version of the coaster. It has a fore- and a stern castle.

Knarr: A flat-bottomed ship often used in river trade, the knarr is a small, light trading vessel.

HammerHackship

Cost:	120,000 gp
Tonnage:	120 tons
Hull Points	180
Crew:	36/120
Maneuverability Class:	E
Air Worthiness:	75%
Sea Worthiness:	75%
Landing:	Water only
Armor Rating:	4
Saves As:	Thick wood
Standard Armament:	4 Heavy Ballistae (2P, 2S) 3 Heavy Onagers (FP, FS, 360) Blunt Ram (F)
Cargo:	60 tons
Keel:	250 ft.
Beam:	25 ft.

Description: The hammerhackship is a standard ship of HackSpace. It is both large and powerful, capable of sustaining enormous amounts of punishment and deal it out in kind. It is considered the heavy galleon of space.

This ship is built like a great hammerhead shark. Officer quarters, the saloon, and the galley are in the hammer-like head of the ship. The eyes are covered by Glassteel windows. The fin-like sails are easily controlled through a system of pulleys and ropes. All of the weapons have an excellent field of fire.

Crew: A minimum of 36 sailors and officers are needed to fly the hammerhackship. Another 60-80 marines are hired on to load weapons and keep the ship protected from harm.

Ship Uses: The hammerhackship finds use as a sturdy warship, rugged trade ship, and a choice ship for adventurers. The size of the hammerhackship makes it expensive to operate, so only the richest and most successful owners can afford these ships. This powerful ship is used as the flagship of many large fleets.

Other Configurations

FireHammer: A variant popular with dwarves, Lizard Men, and giff, the firehammer replaces the ballistae with bombards and the catapult with a Greek fire projector. The sides are metal plated (AR 3) and an iron-reinforced magazine is added. These flying fire hazards are as dangerous to their own crews as to everything around them.

Pirate Dreadnaught: Though not a common pirate vessel, the hammerhackship is favored by the most dangerous and audacious pirate captains. As run by pirates, the hammerhackship is usually stripped, reducing the Armor Rating to 5 but raising the Maneuverability Class to D. As many as 200 pirates are loaded aboard, and the pirates set sail to terrorize everything in their path.

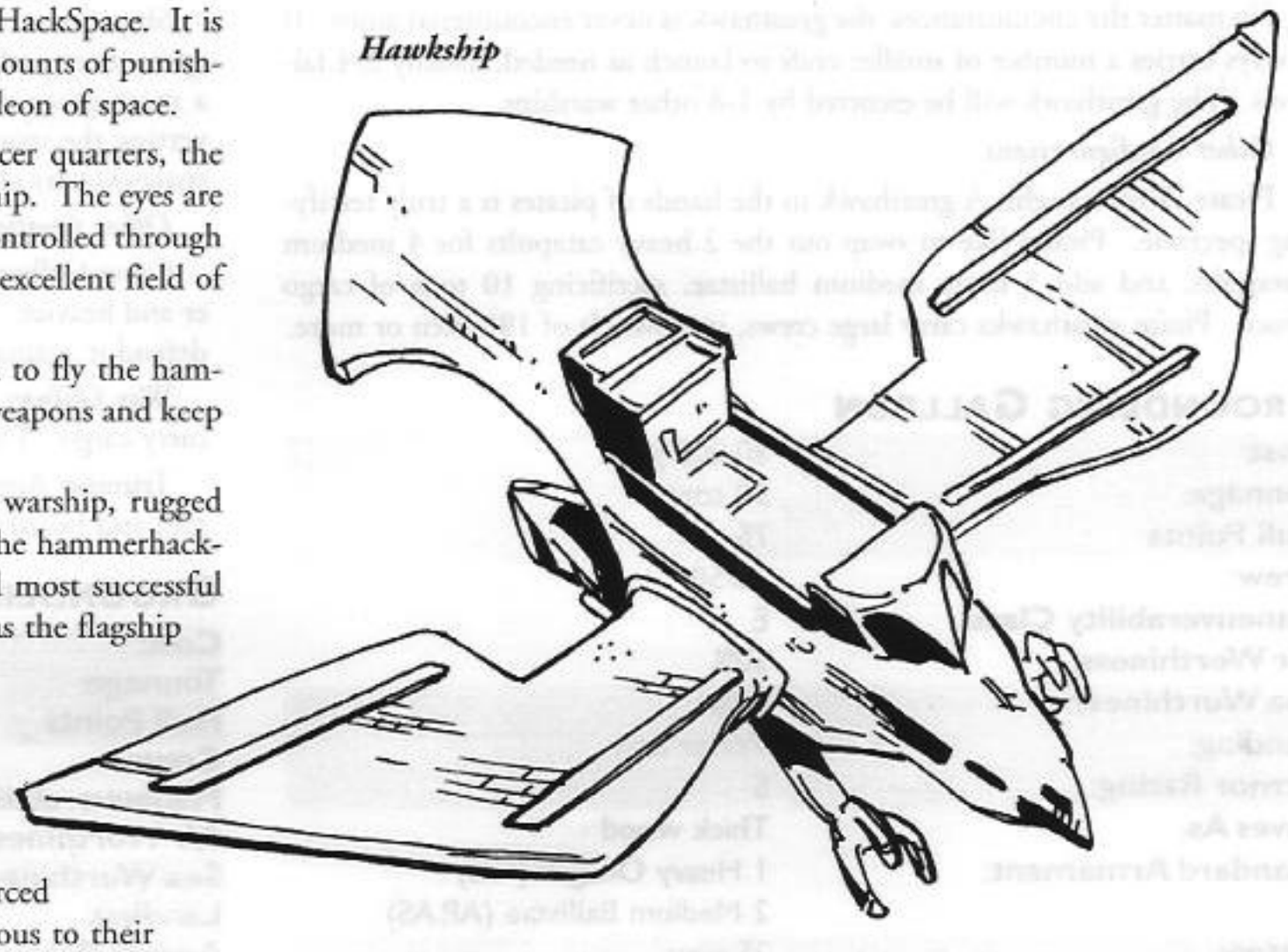
HAWKSHIP

Cost:	60,000 gp
Tonnage:	60 tons
Hull Points	90
Crew:	18/60
Maneuverability Class:	D
Air Worthiness:	70%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	Blunt Ram (F) 2 Medium Ballistae (FS, FP) 1 Medium Onager (360) 2 Heavy Ballistae (AS, AP)
Cargo:	30 tons
Keel:	200 ft.
Beam:	40 ft.

Description: The hawkship is a medium-sized warship and the heavy workhorse of HackSpace. As the name implies, it is shaped like a great wooden hawk. It has a pair of crescent-shaped wings set along the gravity plane. The main hull of the ship itself is one great hawk with three decks. The bridge of the ship is located in the head of the hawk, while the weapons are all on the topside deck. Quarters for crewmen and officers alike are located at the heart of the ship, while the cargo hold is in the stern. A pair of landing claws hangs under the ship, magically strengthened to support and balance the ship when it lands. The claws cannot inflict damage.

Crew: The captain, helmsman, and navigator have stations in the bridge of the ship, in the head of the hawk. The first officer, quartermaster, and sail master are each positioned at a catapult or ballista, ready to bark orders to the catapult crews. Twelve sailors man the lines. Eighteen more men are needed to man the weapons. The rest of the standard crew of 60 men consists of marines.

Hawkship



Ship Uses: The primary purpose of the hawkship is as a warship. It is the mainstay of many navies in HackSpace, sent on patrols to hunt down pirates or wage war. It is well-suited for this role, able to bring a small army to the battlefield and keep it supplied during a (relatively) prolonged campaign.

With a large cargo hold, the hawkship makes an excellent ship to haul bulk goods through space. Unless passing near a perilous region of space, a trader hawkship will have a minimal crew. Likewise, the hawkship is a popular ship for free adventurers, as it is a large, spacious ship that carries a number of large weapons.

Other Configurations

Hawk of War: A popular naval ship, the hawk of war upgrades the medium ballistae to heavy. Extra armor is added, dropping the Armor Rating to 4 but reducing the Maneuverability Class to E. Some hawks of war (25% chance) add 2 bombards and a wildfire projector to the ship's already impressive firepower. Cargo space suffers, dropping to 21 tons.

HORNET

Cost:	20,000 gp
Tonnage:	20 tons
Hull Points	30
Crew:	6/20
Maneuverability Class:	C
Air Worthiness:	60%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	6
Saves As:	Thick wood
Standard Armament:	1 Heavy Ballista (F) 1 Light Onager (360)
Cargo:	10 tons
Keel:	100 ft.
Beam:	20 ft.

Description: The hornet is a small, vicious ship. This craft has the overall shape of a hornet, with half of the length shaped like a broad abdomen. The abdomen is connected to the rest of the ship by a large hinge. When grounded, the abdomen is level with the rest of the ship. When the ship takes off, the abdomen swings under the craft. This gives the ship a folded appearance, much like a hornet about to strike. When in the flying mode, the abdomen has reversed gravity from the upper decks. As it must cross the gravity plane, everything in the tail, usually cargo, must be lashed down or else go flying.

Crew: Below the captain and the helmsman is a chaotic array of pirates and scalawags. A pirate ship will have a definite pecking order, one that changes

daily. Pirates are none too picky about who they let aboard their ships. As such, one can expect to find half-orcs, grel, Orcs, Goblins, Ogres, and even Lizard Men, all in the same crew!

Ship Uses: Pirates are the primary users of the hornet style of ship. The dangerous appearance of the vessel appeals to the buccaneers of space. They prey on lightly armed craft and tend to travel in packs of 2-5 hornets. Adventurers often use hornets as well, mainly because they are likely to capture a number of these vessels from pirate organizations, if they defeat the pirates, that is.

Other Configurations

Honey Bee: A honey bee is a hornet that has been taken from pirates and outfitted for merchant duty. The cargo hold in the abdomen is greatly enlarged, adding 5 more tons of cargo space. Unfortunately, the tail can no longer be put into the "landing" position, so the ship loses its ability to land. These craft are used to haul goods from one asteroid community to another, without ever needing to land.

Maulsquito: The maulsquito is a hornet that has been striped for added maneuverability. The Armor Rating drops to 7, but the Maneuverability Class rises to B. Maulsquitos are used as smuggler craft or in situations when maneuvering is preferable to better armor.

Huntership

Cost:	45,000 gp
Tonnage:	45 tons
Hull Points	67
Crew:	14/45
Maneuverability Class:	C
Air Worthiness:	55%
Sea Worthiness:	70%
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	1 Medium Ballista (360) 2 Medium Onagers (FS, FP) 2 Light Onagers (AS, AP) Blunt Ram (F)
Cargo:	23 tons
Keel:	135 ft.
Beam:	30 ft.

Description: The huntership is a standard design in HackSpace. It is a powerful vessel built in the shape of a great orca. It has great, fin-like sails, a stern castle and forecastle, and a reinforced blunt ram. The huntership is built to be a warship and lacks many luxuries. It does have thick armor, quarters for a large crew, and heavy weapons for battle.

Crew: The huntership has is a simple ship to fly, requiring a mere 10 sailors to handle the sails. The standard crew of 14 is rounded out with a navigator, a helmsman, a sail master, and the captain. A troop of marines is also carried, which numbers anywhere from 12 to 75 marines. The marines are commanded by a sergeant who is often the second-in-command aboard the ship.

Ships Uses: The huntership is a versatile, one that has become associated with battle and conflict. The bulk of huntherships are used by a multitude of militaries in space, be it that of a king, a merchant, a pirate, or an adventurer. Ships that rarely venture far from their home base will carry a larger crew, up to 100 stout men. Those huntherships that are taken into deep space carry far fewer crewmen. The huntership is too prized as a warship to be debased for use as a tradeship, and is rarely used in this manner.

Other Configurations

Heavy Huntership: Seen during times of war, a heavy huntership is covered by layers of iron and metal plate. The hull is reinforced to handle the extra weight. Sometimes, a gun deck is added, taking up most of the cargo space. The ship gains the added firepower of 4 medium ballistas, 2 firing port, 2 starboard. Cargo space drops to a mere 8 tons. These ships carry as many marines as can possibly fit.

Non-Human Crews: The huntership is popular enough to be used by a number of races. Dwarves are fond of the ship, as are elves and the Ape races. They make changes to suit their particular needs, such as replacing large weapons with a more familiar weapon, swapping out helms, or adding armor. Mind Flayers use some huntherships as well, as their own designs are easily recognized and universally despised through HackSpace.

Killer Hornet

Cost:	45,000 gp
Tonnage:	45 tons
Hull Points	67
Crew:	13/45
Maneuverability Class:	C
Air Worthiness:	65%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	6
Saves As:	Thick wood
Standard Armament:	1 Heavy Ballista (F) 2 Medium Ballistae (FP, PS) 1 Light Onager (360)
Cargo:	23 tons
Keel:	150 ft.
Beam:	20 ft.

Description: The killer hornet is a larger, more powerful variation of the hornet. The craft has the overall shape of a hornet with a large abdomen. A hinge connects the abdomen with the rest of the ship. Like the hornet, the abdomen is in a horizontal plane with the main deck when landed, and swings under the ship when it takes off.

The killer hornet has a large stern castle on its back, with an open deck behind the catapult where lifeboats are stowed. Beneath the catapult is the ship's bridge, where the captain and HackJamming helm are located. The medium ballistae are located in the head behind the hatch-like eyes, which can be retracted to give the ballistae an excellent field of fire.

Crew: The crew of a killer hornet depends greatly on what it is being used for. Pirate and adventurer ships lack any set position below captain, his first mate, and the primary helmsman. Military ships will have a much tighter chain-of-command. As any number of races uses the killer hornet, one can never be sure who will be found aboard these ships.

Ship Uses: Pirates, privateers, and adventurers all favor the killer hornet. The ship has a relatively simple design yet is quite maneuverable in battle. Some successful pirate lords will use a killer hornet as a flagship, often escorted by a further 3-6 standard hornets. With so many ships, such pirate fleets can tackle even large ships. Captains of killer hornets favor swooping attacks, firing a full volley before breaking off to reload and make another attack run.

Other Configurations

Elven Cutter Hornet: The Pan-Elven Union makes use of a variation of the killer hornet, grown from their space plants and covered with ceramic. Such a craft has AR 7 and 45 hull points. The elves use the cutter hornet as a light warship for patrol duties.

Lancer

Cost:	1,500 gp
Tonnage:	3 tons
Hull Points	3
Crew:	1/3
Maneuverability Class:	C
Air Worthiness:	55%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	7
Saves As:	Thin wood
Standard Armament:	1 Heavy Scorpion (F)
Cargo:	1 ton
Keel:	35 ft.
Beam:	15 ft.

Description: The lancer is the light craft of the Knights of the Ring. The ship appears much like a flat-headed mace with a catapult on one side. A set of sails on the rear of the craft can be operated from the weapon pit. The "haft" of the ship is a small cargo hold for ammunition and personal equipment.

Crew Positions: Only the helmsman is needed to fly the lancer. A standard crew is a helmsman, a weapon loader, and an additional sailor or spare weapon loader.

Ship Uses: The lancer is used to strike at and harry larger opponents from a distance. The ship will stay out of range of most large weapons, as a single hit could destroy it.

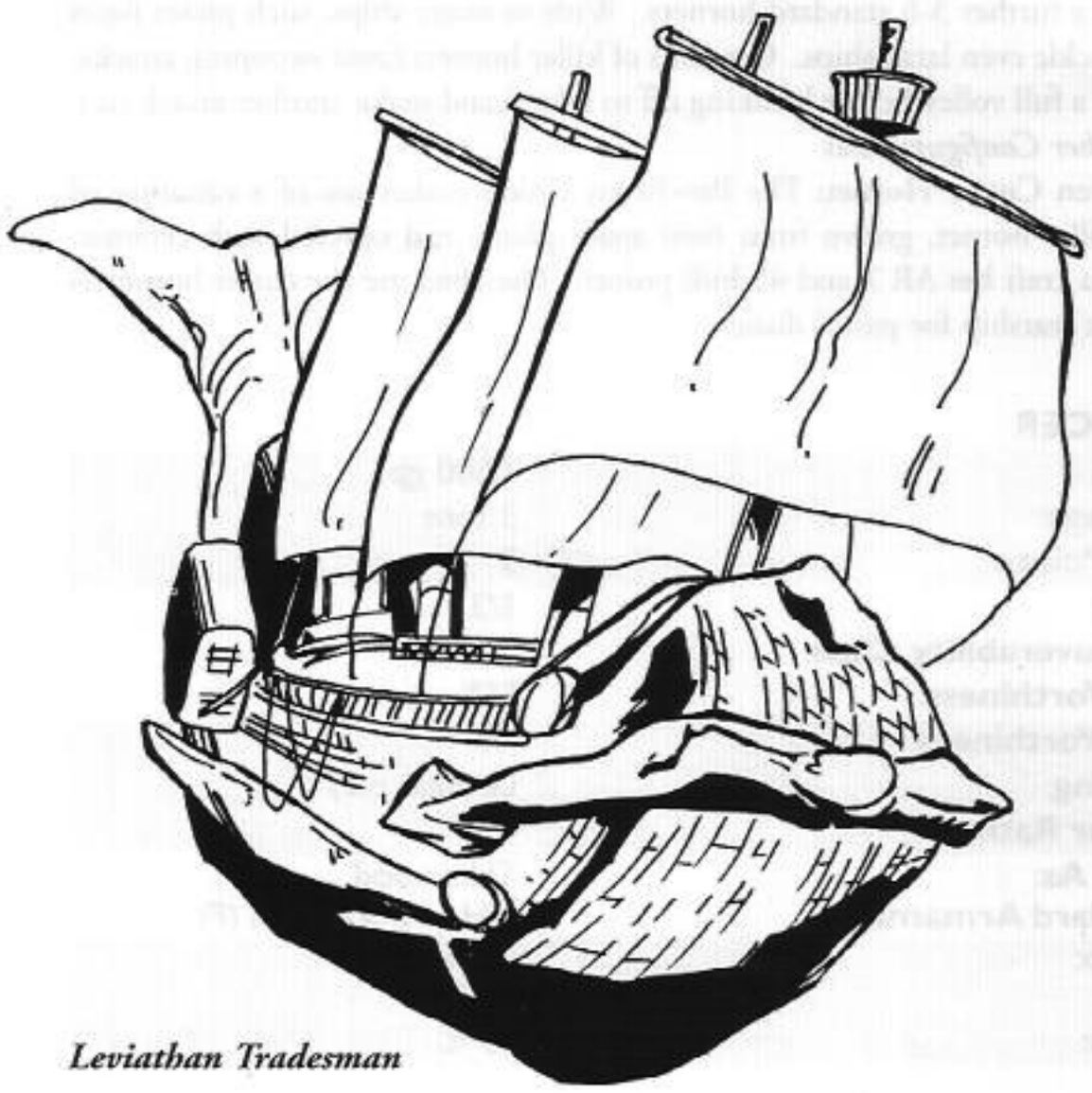
Other Configurations

Scout: The weapon is stripped out to provide additional space. The crew will have sharp eyes and be trained to spot ships in the blackness of space.

LEVIATHAN TRADESMAN

Cost:	150,000 gp
Tonnage:	150 tons
Hull Points	225
Crew:	45/150
Maneuverability Class:	E
Air Worthiness:	75%
Sea Worthiness:	70%
Landing:	Water only
Armor Rating:	4
Saves As:	Thick wood
Standard Armament:	4 Heavy Ballista (FP, FS, AP, AS) 2 Heavy Catapults (AP, AS)
Cargo:	120 tons
Keel:	250 ft.
Beam:	40 ft.

Description: The leviathan tradesman is a great, whale-shaped ship. It is a triple-mast ship with square sails and a tail-like set of sails at the stern of the ship. At the head of the craft, the mouth is storage for the large anchor used to moor the ship. The belly of the craft is an enormous cargo hold, accessible from two hatches. The stern castle is living quarters for the crew. The ship is armed with six heavy weapons to deter pirates and other marauders.



Leviathan Tradesman

Crew: A minimal crew for the leviathan tradesman is a captain, a helmsman, and 43 sail hands. A normal crew is much larger, up to as many as 80 men including marines, sailors, and officers.

Ship Uses: The leviathan tradesman is a used to haul large quantities of goods from one port to another. The leviathan tradesman can carry enormous loads great distances. It is never used as a warship, as it is not designed to carry a large number of weapons. Instead, it is protected by escort ships that keep pirates and raiders away from the largely vulnerable leviathan tradesman.

Other Configurations

Portable Base: Some particularly successful navies use the leviathan tradesman to extend the range of their flotillas. The leviathan tradesman carries supplies and air for the smaller naval ships, which protect the leviathan tradesman from attack. By using a leviathan tradesman in this manner, a flotilla can extend its useful duration in space by months, if necessary.

MORAY GALLEY

Cost:	30,000 gp
Tonnage:	30 tons
Hull Points	45
Crew:	9/30
Maneuverability Class:	C
Air Worthiness:	60%
Sea Worthiness:	60%
Landing:	Water only
Armor Rating:	6
Saves As:	Thick wood
Standard Armament:	50% 2 Medium Ballista (360) 25% 2 Light Onagers (360) 25% 2 Light Trebuchets (F, A) Blunt Ram (F)
Cargo:	15 tons
Keel:	160 ft.
Beam:	20 ft.

Description: The moray galley is an ancient ship that is still in use. The moray was once much more common, but was eventually replaced by more advanced ships. Many are still found as abandoned wrecks or used as slim raider ships. Some cultures still use this design extensively.

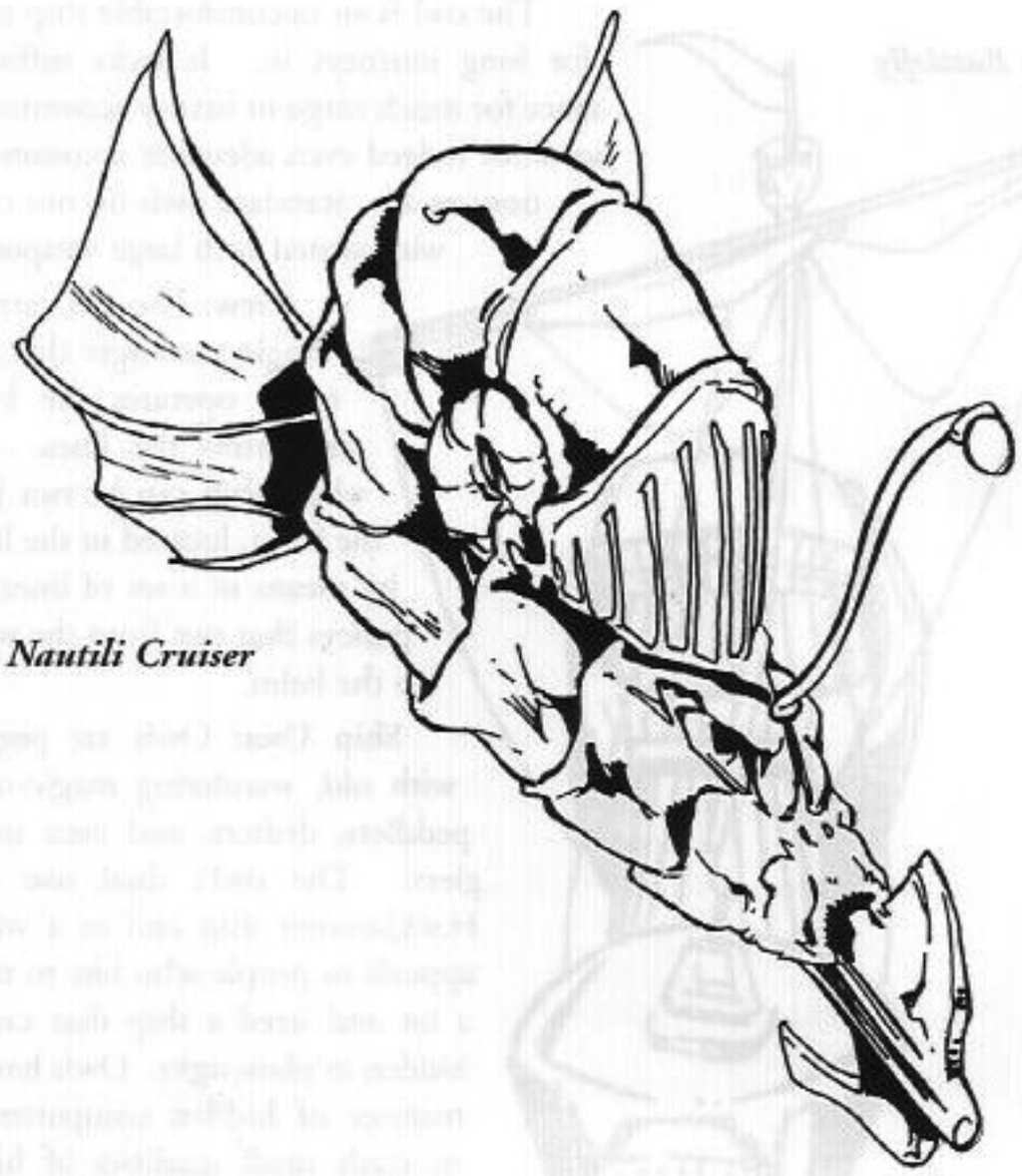
The moray galley has a straightforward design. The main deck has a bridge, quarters for officers and crewmen, a galley, and two cargo holds. The top deck is open, with a weapon pit at the head and at the stern of the ship. Three pair of oars, manned from protective benches inside the ship, is the means for maneuvering the vessel. The tail at the stern of the craft also aids in maneuvering the ship. At the very front of the ship is a heavy, blunt ram.

Crew: The moray needs a fairly large crew to fly and fight. Three men are needed to man the sails, 6 to handle the oars, a drummer to keep the oars in beat, a captain, and a helmsman. If the oars are not manned, the ship drops to Maneuverability Class D. A fighting crew requires 9-16 additional warriors to man the weapons and fight off boarders.

Ship Uses: The moray still serves as a solid military vessel, able to deal out considerable damage with its blunt ram and heavy weapons. The open deck makes an excellent platform for fighting large battles. Other uses for the moray include as a slave ship, a raider, and even as a long-range explorer ship.

Other Configurations

Slaver Moray: The moray is often modified to transport large numbers of slaves. Half of the interior rooms are sacrificed to expand the cargo hold, which allows the ship to briefly carry as many as 100 slaves. Twelve men are added to the crew to keep the slaves in line. Such ships rarely travel far from their ports of call, as the strain of having so many people on their air shortens their range considerably.



Nautili Cruiser

NAUTILI CRUISER

Cost:	35,000 gp
Tonnage:	35 tons
Hull Points	52
Crew:	11/35
Maneuverability Class:	D
Air Worthiness:	55%
Sea Worthiness:	60%
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	3 Medium Ballistae (F, FP, FS) 1 Medium Onager (F) 1 Piercing Ram (F)
Cargo:	17 tons
Keel:	20 ft.
Beam:	110 ft.

Description: The nautili cruiser is the mainstay of the Mind Flayer navies. It has a coiled shell covering the decks, providing the Mind Flayers cover from hated sunlight. The Mind Flayers believe this design inspires fear in other races.

Crew: The minimum crew for a nautili cruiser numbers 7 slaves, 2 Mind Flayer officers and 2 additional Mind Flayers to man the series helm. Additional slaves are brought aboard for long trips, to act as both crewmen and as rations. Some ships have more powerful series helms, and thus need more Mind Flayers, up to 5 more of these creatures.

Ship Uses: Mind Flayers are predatory creatures who use the nautili cruiser as their workhorse. There will be a full, 35-man crew with plenty of slaves to use as fodder. Pirate nautili prowl the space lanes, preying on everything they encounter. The Mind Flayers will take anything not nailed down, and ship crews are a welcome source of fresh meat.

Other Configurations

Heavy Nautili: Used for picket duty in Mind Flayer controlled space, a heavy nautili is armor plated. This gives the ship AR 4 while reducing the MC to E. The medium catapult is replaced by a heavy catapult. The series helm will be the most powerful variety available, with a five Mind Flayer crew. There will be no fewer than 10 Mind Flayers aboard, and sometimes has as many as 15.

Light Nautili: Operated by the Mind Flayers, the light nautili is a trader ship. The crew is small, usually 5 or fewer Mind Flayers with a small number of slaves. The catapult is removed, both to make room for more cargo (2 additional tons) and to make moving said cargo an easier task.

NAUTILIOD DREADNAUGHT

Cost:	120,000 gp
Tonnage:	120 tons
Hull Points	180
Crew:	36/90
Maneuverability Class:	D
Air Worthiness:	60%
Sea Worthiness:	75%
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	4 Heavy Ballistae (2F, FP, FS) 2 Light Trebuchets (FP, FS) 2 Heavy Jettisons (2A) Piercing Ram (F)
Cargo:	60 tons
Keel:	30 ft.
Beam:	180 ft.

Description: Built along similar lines to the much smaller nautili cruiser, the nautiliod dreadnaught is the ship-of-the-line for Mind Flayer navies. It is a dangerous ship with spacious holds to store the many slaves Mind Flayers tend to take. The coiled shell provides excellent protection from sunlight and creates a closed-in feeling that Mind Flayers so enjoy (most being agoraphobic by nature).

Crew: With as many as 25 Mind Flayers, a dreadnaught is a flying disaster waiting to happen. At least 100 slaves will be aboard as well to handle menial tasks such as running the ship and fighting. The captain directs the ship from the relative safety of the bridge. The first officer is usually assigned a much more dangerous station at the catapults. As this is the site of most attacks against the ship, the first officer position is not envied. Assassination is the most common means of advancement to the relative safety of captaincy, so the Mind Flayers constantly conspire against one another.

Additional crewmen are slaves, used both to man weapons and sails and as rations during long trips. Humans are the preferred race, but any race will do in a pinch. Gnomes, dwarves, elves, Orcs, half-orcs, half-ogres, and Lizard Men are quite common as slaves. Treat these slaves as fighters of levels 1-4.

Ship Uses: The dreadnaught is the flagship of the Mind Flayer navies. It is sent to situations in which the Mind Flayers wish to get their point across. When backed up by 2-5 nautili cruisers, the dreadnaught can sweep over whole asteroids, stripping them of all sentient beings to be carried back in the shackles of slavery. In this manner, the Mind Flayers have depopulated large regions of space.

Other Configurations

Super Dreadnaught: A rare configuration, the super dreadnaught is armor plated (AR 4 and MC E) and equipped with additional weaponry. Holes are cut into the shell, through which 6 heavy ballistae can be fired. Two more heavy ballistae are added to the ballistae platform at the top of the shell. All this additional firepower reduces the cargo space to a mere 28 tons. There will be double the normal number of Mind Flayers aboard. A super dreadnaught will always be escorted by 3-6 nautili cruisers and sometimes (50% chance) by 1-2 standard dreadnaughts.

Alternate Power: The pool helm is the latest device crafted by the Mind Flayers. It harnesses the power of young tadpole Mind Flayers into a motive force, providing the ship with SR 5. The advantage of this new helm is that it frees the Mind Flayers that would ordinarily be stationed on the series helm for other duties.

NEOGI WOLFSPIDER

Cost:	150,000 gp
Tonnage:	60 tons
Hull Points	75
Crew:	18/75
Maneuverability Class:	D
Air Worthiness:	40%
Sea Worthiness:	n/a
Landing:	None
Armor Rating:	5
Saves As:	Crystal
Standard Armament:	1 Heavy Onager (360) 4 Medium Ballistae (FS, FP, AS, AP) Grappling Ram (F)
Cargo:	37 tons
Keel:	135 ft.
Beam:	40 ft.

Description: Long and low, the wolfspider is the primary Neogi warship. Wolfspiders escort other Neogi ships on their missions. The ship effectively has two sections. The foredeck controls the grappling ram and two ballistae. The main slave quarters, such as they are, are found here. The aft section has the rest of the ship's armament, the HackJamming helm, and Neogi quarters. Weapons are distributed evenly throughout the ship and given excellent fields of fire.

Crew Positions: A standard crew numbers eight Neogi and their Umber Hulks, plus 30 to 60 slaves. Attrition in the ranks of the slaves is quite high, so the Neogi are always hunting for fresh supplies.

Ship Uses: The wolfspider is a warship used to escort Neogi ships. Flotillas of 2-5 wolfspiders will escort important ships, such as broodspiders and the most powerful Neogi owners.

Other Configurations

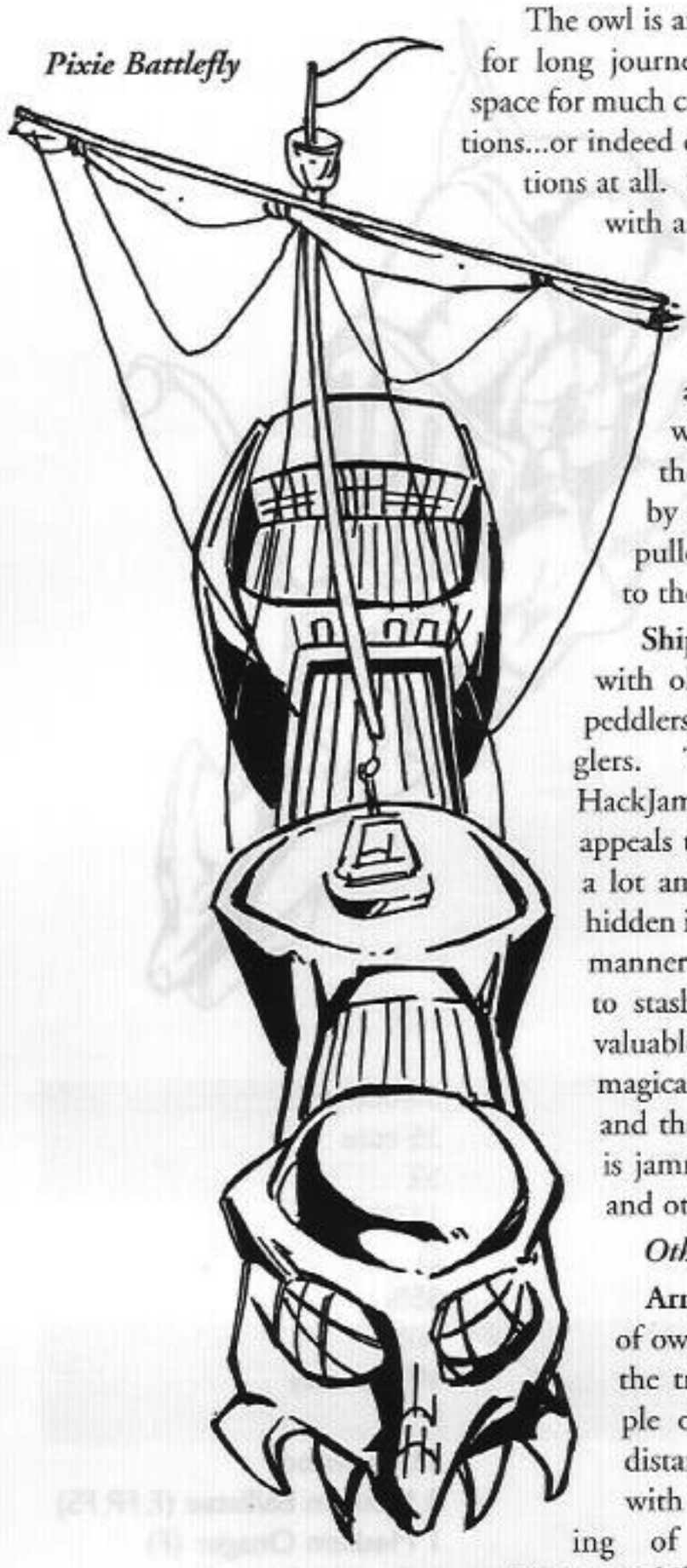
Slaveship: When a Neogi Great Old Master is created, some wolfspiders will be sent out to capture as many slaves as possible for food. The slaveship has the heavy catapult removed, gaining 8 extra tons of cargo space. Conditions are abysmal; many slaves perish long before they are served to the Great Old Master as dinner. Sometimes he doesn't mind.

OWL

Cost:	500 gp
Tonnage:	1 ton
Hull Points	1
Crew:	1
Maneuverability Class:	B (D, see below)
Air Worthiness:	25%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	8
Saves As:	Thin wood
Standard Armament:	None
Cargo:	1/2 tons
Keel:	20 ft.
Beam:	5 ft.

Description: The smallest standard ship in HackSpace is the owl. It is little more than a large covered wagon converted for travel in space. When on the ground, it appears as a somewhat odd covered wagon with a curved roof. It can be pulled by one or two horses or other beasts of burden. To prepare it for travel in space, it undergoes a transformation. The wheels can fold under the ship, allowing a pair of wings to be unfurled along the midsection of the wagon. A tail is dropped out the back, and the hitches fold under the wagon. The helm sits in the head. Fully transformed, it resembles a gigantic owl with the body of a covered wagon. In all, it takes 1 turn to change an owl from wagon to HackJammer. An owl in wagon mode has functions at Maneuverability Class D.

Pixie Battlefly



The owl is an uncomfortable ship to fly for long journeys in. It lacks sufficient space for much cargo or luxury accommodations...or indeed even adequate accommodations at all. Standard owls do not come with armed with large weapons.

Crew: The owl carries a single passenger that captains, operates the helm, and trims the lines. The whole ship can be run from the helm, located in the head, by means of a set of lines and pulleys that run from the wings to the helm.

Ship Uses: Owls are popular with old, wandering magic-users, peddlers, drifters, and even smugglers. The owl's dual use as a HackJammer ship and as a wagon appeals to people who like to travel a lot and need a ship that can be hidden in plain sight. Owls have all manner of hidden compartments to stash small qualities of highly valuable contraband such as gems, magical items, spell components, and the like. The rest of the ship is jammed with provisions, tools, and other miscellaneous junk.

Other Configurations

Armored Owl: This variation of owl is a rare variation used for the transport of important people or valuables across a short distance. The owl is plated over with iron, giving it an armor rating of 5, but dropping its Maneuverability Class to D. Each side of the owl has three arrow slits, with six slits in the ceiling, and two firing both forward and aft.

Horse-Drawn: In this variation, the owl lacks a helm. Instead, it is drawn by an asteroid mule or other similar creatures. The owl is small enough to be drawn by a single or a pair of beasts of burden. Horse-drawn owls are most common in tight asteroid clusters where a HackJamming helm is not needed to cross great distances.

PIXIE BATTLEFLY

Cost:	24,000 gp
Tonnage:	12 tons
Hull Points	12
Crew:	12/48 pixie fairies
Maneuverability Class:	C
Air Worthiness:	30%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	7
Saves As:	Ceramic
Standard Armament:	25% 1 Light Onager (360) 50% 4 Medium Scorpions (F, FP, FS, A) 25% 1 Dual Light Ballista (FPS)
Cargo:	6 tons
Keel:	50 ft.
Beam:	10 ft.

Description: The pride of the pixies, and the butt of jokes by most other races, is the butterfly-shaped battlefly. These ships are grown from the same glossy, brittle plants as elven ships. The ship is a living plant that requires constant pruning. The ship continues to grow through its life, and some ships can grow as large as 60 tons.

The ship is divided into three sections. The head is a small saloon where pixies hang out. Behind the head is the crew quarters and galley. The ship's only weapon is located in a turret nestled between the roots of the wings. The tail of the ship is a cargo hold. The whole ship appears as an enormous, ethereal butterfly.

Crew: The battlefly is crewed by pixies, as they are the only creatures small enough to fit. Many crews have hybrid pixie crewmen. The chain of command is usually non-existent below captain, who is usually a pixie elder. The pixies flutter about the ship, working the sails and performing other tasks. Since pixies are small creatures, their crews are double standard size. Pixie helms are magical walking staffs that operate from anywhere in the ship, just so long as it does not leave the ship.

Ship Uses: Despite pixie claims that the battlefly is a warship, it is more often used by roving bands of fairy adventurers. Such ships typically carry an unusually high number of magic-users, and the pixies will rely on magic rather than weaponry to win their battles.

Other Configurations

Doomfly: Rarely, battleflies fall into the hands of a Pixie Lich. The ship dies under such treatment, but this doesn't bother the Lich, as it will petrify the ship. A doomfly has a stone hull (changing saving throws to match and adjust its AR to 1) and torn, ripped wings (MC D). Often, the former pixie crewmen continue to serve their new master as undead horrors.

SABERTOOTH HACKSHIP

Cost:	90,000 gp
Tonnage:	90 tons
Hull Points	135
Crew:	27/90
Maneuverability Class:	E
Air Worthiness:	65%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	4
Saves As:	Thick wood
Standard Armament:	4 Heavy Ballistae (2FP, 2FS) 2 Heavy Onagers (AP,AS) Blunt Ram
Cargo:	45 tons
Keel:	150 ft.
Beam:	40 ft.

Description: Sometimes referred to as the Smilodon Ship (although that properly refers to an older, more primitive design), the sabertooth hackship is a low, broad warship used by the humanoid pirates of HackSpace. The ship has the appearance of a legless snarling sabertooth tiger, the head lowered into a blunt ram. The ship has a forecastle over where the shoulders of the cat should be and a stern castle over the rear of the cat. As the ship is most commonly used by Ogres, the ceilings are higher than normal, up to 13 feet high.

Crew: Typically a sabertooth will be operated by a number of Hedge Ogres and their servants. There will be 20-40 Hedge Ogres, a like number of Common Ogres, and the remainder of the crew will be Orcs or Hobgoblins. The captain is always an Ogre Lord, and there is a 50% chance of there being 1-4 Ogre Magi to man the helm. Otherwise, the Ogre Lord will use Ogre or Orc shamans to power the helm.

Ship Uses: The sabertooth hackship is a pirate flagship. As such, it will be at the head of a mismatched fleet of stolen ships, preying on the space lanes. Ogre pirates are greatly feared, as they are infamous for boarding ships, stealing everything not nailed down, and making stew out of the crew. Anyone not immediately killed faces a cruel life of slavery aboard Ogre ships.

Other Configurations

Tribal Ship: Ogres have proven quite successful in space, so much so that whole tribes take their sabertooth hackships into deep space in search of new stomping grounds. A tribal ship operates much like a common sabertooth, except that there will be few or no Common Ogres or Orcs. Instead, the entire crew will be Hedge Ogres, including females and children. Tribal ships are always in search of a new territory to which they can stake a claim.

Battlecat: The battlecat is covered by thick iron armor, raising the ship's Armor Rating to 3. Four more additional heavy weapons are added. These ships are a nightmare to fly, as the Maneuvering Class is F. Battlecats are the terror of space.

SPUDNIK I, SPACE SUPERIORITY FIGHTER

Cost:	2,000 gp (who wants to buy one?)
Tonnage:	4 tons
Hull Points	6
Crew:	1
Maneuverability Class:	B
Air Worthiness:	45%
Sea Worthiness:	n/a
Landing:	Ground only
Armor Rating:	7
Saves As:	Thick wood
Standard Armament:	Gnome Guided Ionized Potato Gonne (F)
Cargo:	Personal
Keel:	30 ft.
Beam:	7 ft. (25 ft. including antennas)

Description: Aware of their inadequacies versus small fighter type craft, the Imperial Gnomish Navy has recently purchased a new fighter design from an eccentric gnomish designer. Gnomish shipwrights have managed to produce 15 of these little fighters to date; the greatest flaw in the design seems to be their unusual fuel and ammunition.

The spudnik operates on a revolutionary drive design. Battery packs of gigantic potatoes produce an electrical current which is then run through the complicated array of wires and rods which extends from the vessel's bow.

By altering the rods and wires relative positions, the pilot manipulates the electromagnetic field of the craft and causes it to be propelled through space. This can produce an impressive amount of speed through WildSpace, but it fails to work within the gravity well of any planetoid of size Class C or larger. It also fails to achieve HackJamming speeds. For its limited role as a space superiority fighter, however, it works surprisingly well. The potatoes are fairly hard to acquire (they must be grown in specially fertilized soil) but can be stored for up to a year within airtight barrels. The drive is somewhat unpredictable, each time the vessel changes speed or direction there is a 5% chance of a break down, which someone with engineering and a familiarity with the system can usually repair with a successful skill check. A given set of potato batteries can power the vessel for approximately 48 hours. This time may be split among multiple flights (periods during which the drives are shutdown do not count against the 48 hours).

The weapon system of the spudnik is equally unusual. The ship contains a long tube with wires running along its length, exiting from the front of the ship. A magazine of 20 potatoes rests at the tube's end. When it is fired, a charge is sent down the tube's wires, propelling an oppositely charged potato ahead of it. This potato achieves incredible velocity and shoots out of the tube towards the target, charged with electricity. Stats for the weapon are described below:

Gnome Guided Ionized Potato Gonne

Range:	100 yards
Hull Damage:	1-2 (critical hit on 18+)
Personal Damage:	2-16
ROF:	2/1
Crew:	1 (pilot can fire and fly at same time)
Fires As:	4th level fighter
Cost:	500 gp

Note: If a 1 is rolled on the to hit roll, the gonne jams and may not be fired until repaired.

Crew Positions: The space superiority fighter requires only a single pilot. It is too small to carry any additional crew.

Ship Uses: Spudniks are used to patrol the space immediately surrounding gnomish colonies. These unusual craft are becoming more common as tinker gnomes steadily construct them.

Other Configurations

None. There are too few spudniks in service for variations to have yet arisen.

STABLESHIP

Cost:	180,000 gp
Tonnage:	180 tons
Hull Points	270
Crew:	54/180
Maneuverability Class:	E
Air Worthiness:	50%
Sea Worthiness:	60%
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	6 Heavy Ballistae (1F, 2FPS, 2APS, 1A) 12 Light Ballistae (3F, 3P, 3S, 3A)
Cargo:	90 tons
Keel:	180 ft.
Beam:	40 ft.

Description: The stableship is a long, boxlike ship with three masts and a rounded keel. The forecastle is shaped like a horse's head, but unlike the other ships built by the Knights of the Ring, it lacks a grappling ram. Between the masts on the upper deck are massive retractable doors through which the lancers can fly out. Additional lancers are carried in slips along the sides of the ship at the gravity plane, and can be quickly manned and launched.

Crew Positions: Only the highest ranking Knights captain these behemoth ships. Officer positions are highly coveted, so only the best Knights and squires are brought aboard. All crewmen are skilled fighters (at least 2nd or 3rd level). A company of 80-120 marines protect the ship from boarding. The ship also carries 20-30 pilots and weapon loaders for the lancers.

Ship Uses: The stableship is the command dreadnaught of the Knights of the Ring. Only four have been built, all designed to bring a compliment of 20 lancers into battle. A flotilla of 1-2 destriers and 2-5 coursers escort these ships on their missions.

Other Configurations:

None. There are still too few stableships built for variations to have arisen.

STARLION GALLEON

Cost:	45,000 gp
Tonnage:	45 tons
Hull Points	67
Crew:	14/45
Maneuverability Class:	D
Air Worthiness:	50%
Sea Worthiness:	50%
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	1 Medium Onager (360) 1 Medium Ballista (360) Blunt Ram (F)
Cargo:	23 tons
Keel:	150 ft.
Beam:	25 ft.

Description: The basic design of the starlion galleon is fairly simple and straightforward. It has the head and fins of a sea lion and the body of a long, straight ship. The ship has one main deck and a forecastle. The bridge is located within the forecastle, behind the sea lion's eyes. Directly above the bridge is a medium ballista in a protective turret. Quarters for the captain, a chart room, and an arsenal are also found in the forecastle. At the aft of the ship is a turreted heavy catapult that can be swung to face an enemy from almost any direction. The lower main deck has quarters for officers and crewmen, mess hall, galley, and the cargo hold.

Crew: With few sails and a simple pulley system, the starlion can be flown with a 14 man crew. Nine are needed to work the sails. Rounding out the crew are the sail master, a navigator, a captain, a helmsman, and a quartermaster. Seven more men are needed to man the weapons. Additional crewmen are carried to replace the fallen or to board enemy ships.

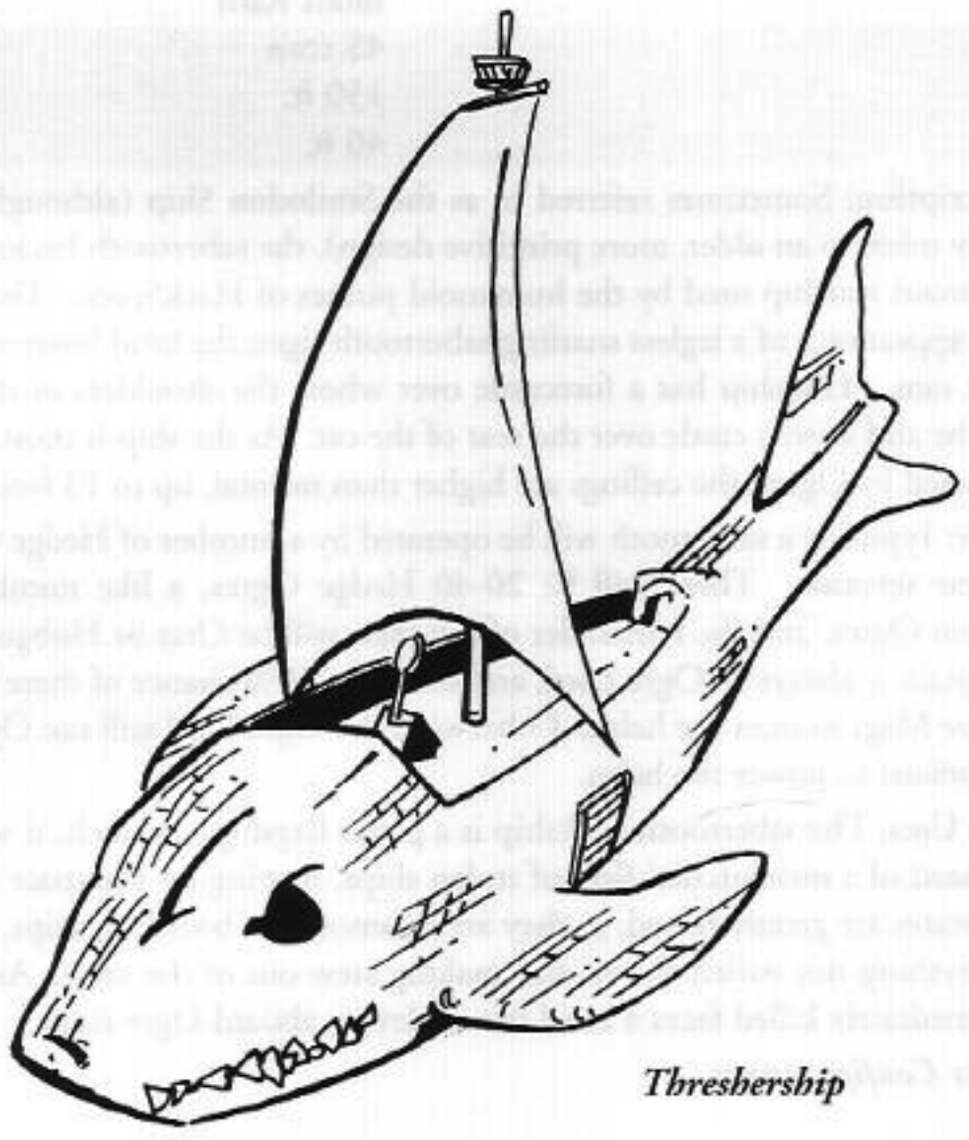
Ship Uses: Starlions are largely in the hands of private traders that ply established trade routes. As a trade ship, it is fairly combat-worthy with a crew of 30-50 to repulse pirates and raiders. It is less popular as a pirate or military vessel, but some starlions do serve in such capacities.

Other Configurations

Starlion Bull: A rare configuration, the starlion bull has been outfitted for war. The hull is broadened and plated over, raising the tonnage to 60 tons. The Armor Rating rises to 4, but the Maneuvering Class drops to F. Four medium ballistae, two per side, are added for increased firepower.

THRESHERSHIP

Cost:	30,000 gp
Tonnage:	30 tons
Hull Points	45
Crew:	9/30
Maneuverability Class:	D
Air Worthiness:	60%
Sea Worthiness:	65%
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	2 Medium Ballistae (FS, FP) 1 Light Onager (360) Blunt Ram (F)
Cargo:	15 tons
Keel:	100 ft.
Beam:	20 ft.



Threshership

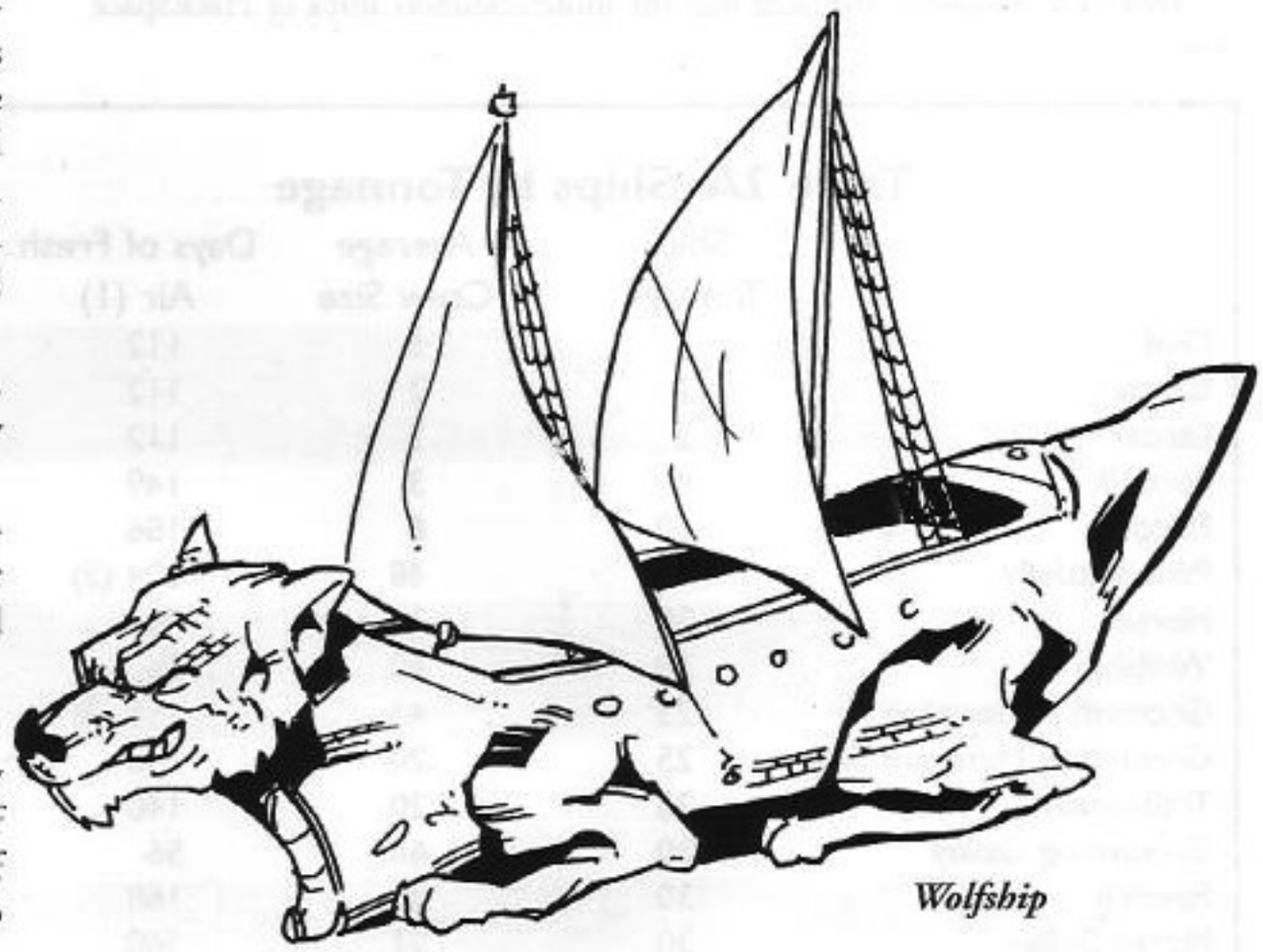
Description: This sleek vessel is built along the lines of a vicious thresher shark. At the triangular head is a pair of medium ballistae. The helm is found located at the head, as well, protected by the heavy bulkheads of the ram. A heavy catapult is at the head of the craft, a turret granting a full field of fire. The cargo hold is accessed via a pair of doors at the sides of the ship. As a consequence, cargo cannot be unloaded while the ship is landed in water; the standard practice is to have the ship hover over a field and unload the cargo through the hatches.

Crew: The standard crew of the threshership numbers two dozen men. At least six sailors and three officers are necessary, with the rest of the crew acting as weapon loaders or fill other stations.

Ship Uses: The threshership is a hackworthy ship in the eyes of adventurers. It is small enough to be manned by an adventuring party and their henchmen and protégées, but large enough to hold up well in battle and carry all the loot they take in their travels.

Other Configurations

Adventurer: As run by adventurers, another medium ballista is usually added to the head, dropping the cargo capacity by 2 tons. A number of magic items are used to increase the overall firepower and performance of the ship. Some will swap out weapons or add armor, while others will strip the interior to gain maneuverability.



Wolfship

TRADESMAN

Cost:	25,000 gp
Tonnage:	25 tons
Hull Points	37
Crew:	7/25
Maneuverability Class:	D
Air Worthiness:	40%
Sea Worthiness:	n/a
Landing:	Water only
Armor Rating:	5
Saves As:	Thick wood
Standard Armament:	1 Medium Ballista (F) 1 Medium Onager (A)
Cargo:	13 tons
Keel:	130 ft.
Beam:	25 ft.

Description: The tradesman is a common ship in space. It can be found at every corner of HackSpace in the hands of almost any race imaginable. Each race modifies the tradesman to suit its particular interests. The basic design of a tradesman is that of a dolphin. It has a large, central cargo hold, a galley in the "head" of the ship, and officer quarters near the tail. The ship has a large open deck, a single mast, and several sets of fin-like sails. Some ships are built to resemble animals other than a dolphin, but the basic statistics and layout remain the same.

Crew: The captain runs the ship, but is often not the ultimate master of the ship, taking his orders from a powerful merchant cartel. Other captains are independents, hiring themselves out to merchants who don't want the hassle of owning their own ship. Below the captain are his officers, which include a helmsman, a navigator, a sail master, and a quartermaster. The rest of the crew handles the sails. A standard crew is comprised of 20 men.

Ship Uses: The primary purpose of the tradesmen is, simply put, trade. It is the workhorse of HackSpace. The tradesman transports large quantities of raw goods, exotic metals, rare gemstones, art from other worlds, and even magical items.

Other Configurations

Light Warship: In times of war, a tradesman can be commandeered to serve as a light warship. Maneuverability is sacrificed for armor, giving the ship Maneuverability Class E and an Armor Rating of 4. Weapons are upgraded to heavy, but the cargo capacity is diminished to 9 tons. Pirates also outfit tradesmen they have captured into light warships to expand their own fleets.

WOLFSHIP

Cost:	16,000 gp
Tonnage:	20 tons
Hull Points	30
Crew:	5/20
Maneuverability Class:	C
Air Worthiness:	65%
Sea Worthiness:	50%
Landing:	Ground or Water
Armor Rating:	6
Saves As:	Thick wood
Standard Armament:	1 Medium Onager (FPS) 1 Medium Ballista (APS) Blunt Ram (F)
Cargo:	10 tons
Keel:	80 ft.
Beam:	20 ft.

Description: The bulky but dangerous wolfship is generally associated with humanoids. The ship is long and narrow, with a snarling wolf head as a ram. Triangular sails rise out of the open top deck. The wolfship has one main deck with quarters for the captain, his crew, and the mess hall and galley. The ship has a spacious cargo hold, for carrying stolen loot, of course!

Crew: The full fighting crew of the wolfship is 40 humanoids, far more than the ship's air envelope can sustain for long. The captain is generally a Hobgoblin warlord with 6 HD, AC 2 (plate armor and shield), and +3 to damage rolls do to great Strength. The helmsman will be enslaved magic-users or the odd Hobgoblin shaman.

Ship Uses: The wolfship is a pirate vessel. It prowls trade lanes in search of prey. These ships will travel in wolf-packs of 3-7 ships, using their superior numbers to overwhelm even the largest ships.

Other Configurations

Trade Ship: Wolfships seized from humanoid hands can be converted into fairly serviceable trade ships. The large cargo hold is attractive and, by removing a weapon, the cargo space can be enlarged to 16 tons.

Table 2A: Ships by Tonnage lists the more common ships of HackSpace by size.

Table 2A: Ships by Tonnage

	Ship Tonnage	Average Crew Size	Days of Fresh Air (1)
Owl	1	1	112
Cricket	2	2	112
Lancer	3	3	112
Spudnik I	4	3	149
Falcon	10	6	186
Pixie Battlefly	12	48	224 (2)
Hornet	20	30	74
Wolfship	20	40	56
Gnomish Rodentship	25	44	155 (3)
Groundling Merchant Ship	25	20	140
Tradesman	25	20	140
Groundling Galley	30	60	56
Foxship	30	20	168
Moray Galley	30	21	160
Threshership	30	24	140
Courser	35	26	150
Nautili Cruiser	35	35	112
Flagspider	40	33	131 (3)
Huntership	45	45	112
Killer Hornet	45	40	126
Starlion Galleon	45	35	144
Groundling Galleon	50	35	160
Hawkship	60	60	112
Neogi Wolfspider	60	66	98 (3)
Destrier	75	58	144
Beholder Doomship	80	55	162
Great White Galleon	90	120	84
SaberTooth Hackship	90	90	67 (3)
Nautiliod Dreadnaught	120	125	107
Greathawk Dreadnaught	120	96	140
HammerHackship	120	106	126
Black Widow	150	122	132 (3)
Levithan Tradesman	150	93	180
Stableship	180	180	112
Elven Motharaa Monarchship	200	180	124
Dwarven Bastion	3,000-7,000	525 to 1,225	640
Great Jammer	1.5 million	Unlimited?	Unlimited?

1. Assuming average crew size
2. Crewman are tiny, count each as 1/8th a man-day of air.
3. Mixed sized crew.

Chapter 3

The Dry Dock

The ships of WildSpace must fulfill a variety of needs. They must be able to retain enough of an atmosphere within their envelope to support a crew and passengers, and be able to handle both the harshness of space and the glittering rainbow of the Flow. In some cases, they must be able to land on the surface of a large planet and be able to later leave (sometimes at a moment's notice).

The primary restriction in ship design for all races is to make the ship large enough to support its crew, but not so large that it cannot be moved by a HackJammer helm.

Note that the legendary Great Jammer is a unique craft whose very existence breaks some of these limitations – it is incredibly large, but can move itself normally and with great maneuverability.

Outfitting

Most ships of space were captured, refitted, or inherited by their present owners. Large communities in space tend to build their own distinctive ships, which in turn are copied, stolen, or bought by others in space, accounting for both the wide variety found throughout a good group of "typical" ships.

The following section discusses the various types of hulls.

Ships and ship equipment are rare in space. There are a few "used spaceship shops" in HackSpace, but they seldom have more than one or two ships available. Often initial adventures hire on for some trading cartel or as emissaries for a powerful magic-user or enterprising faith, and take the ship in trade for some heroic deed (or just outright steal it). Such ships are usually bottom of the line, little more than tubs, but can be converted into Hackworthy vessels with sufficient time and gold.

Ship Hulls

There is a wide variety of ship hulls, ranging from converted sea-going ships to the hawk-shaped Greathawk and the organically grown ships of the elves. The types listed here are the most common ships in use. Many others exist, including those that GMs themselves come up with. Also listed here are the various groundling vessels that are sometimes converted and taken into space. They are normally used by first-time adventurers, as their poor armor ratings and hard handling (low MCs) make them undesirable to more experienced voyagers.

Ship Modifications

Modifying a ship's Armor Rating (AR) or Maneuverability Class (MC) is a popular method of customizing a ship to suit the needs of a particular owner. Armor Rating and Maneuverability Class are determined by the ship's shape and construction. The construction also determines the ship's standard saving throw, based on the material used to construct the ship. A ship made of heavy lumber saves as thick wood, while one carved from rock saves as stone.

Armor Rating can be improved by increasing either the thickness of the hull or plating the hull with other materials (usually metal). Improving Maneuverability Class can be achieved by either adding more sails or by making the ship as light as possible by stripping out the interior. Modifications are cumulative, though they can be self-defeating. A ship can be topped out, stripped, and plated simultaneously, with a net result of a gain of 1 in MC, loss of 1 in AR, and crew requirement half again larger than standard. Most captains would rather have a ship that performs one task well over a ship that performs many tasks poorly.

Additional Sails & Rigging
Cost: 100 gp per ton

All ships carry rigging of some sort. Adding as many sails as the masts can handle increases the Maneuverability Class of the ship by one category. Thus a ship with an MC of D can be upgraded to C by stringing up as many sails as possible. This does require more crewmen, however. Multiply the necessary crew number by 1.5, rounding up. Thus, a ship requiring 12 crewmen would need 18 crewmen to fly if fitted with these additional sails and rigging. This modification can be made only once. Ships with this modification are referred to as being "topped out".

Increased Thickness
Cost: 100 gp per ton of ship

Reinforcing the interior walls and frame provides greater protection, improving the ship's Armor Rating by 1. This requires the sacrifice of 20% of the cargo space. If no cargo space is available, this improvement cannot be made to that particular ship. A ship can have its hull thickened in this manner only once.

Plating
Cost: 300 gp per ton of ship

Also called barding, plating a ship means covering it in metal plates or scales. This improves the AR of the ship by 1 (from 5 to 4, for example), but downgrades the Maneuverability Class (MC) of the ship by one category. Thus, a ship rated at Maneuverability Class D drops to E. A ship's Maneuverability Class cannot be reduced below F. Furthermore, it is obvious to all that a ship has been plated. Plating can only be performed once per ship. A plated ship still uses its original saving throw type – a ship made of thick wood still saves as thick wood, even if it has iron plating.

Stripping
Cost: 100 gp per ton

Stripping a ship means removing all nonessential weight, including interior supports and beams as possible. This makes the ship easier to maneuver, improving the ship's Maneuverability Class by one category. The ship's interior structure is greatly weakened, however, and its Armor Rating drops by 2. A ship is considered the same base tonnage despite the loss of interior weight. The fact that a ship has been stripped is not obvious to the casual observer.

Armaments

Weapons in space are modified siege machinery and large naval weapons found on groundling ships. Owners can arm their ship with a variety of catapults (onagers), ballistae, rams, and even trebuchets and scorpions. Bombards are rare, but still sometimes used by HackJammer ships. Note that, though the weapons are very similar to ground weapons, there are a number of nuances involved when using a weapon in WildSpace, reflecting in some minor differences in their operation (mostly when it comes to aiming).

Each class of ship has a number of slots for such armaments. This is the number of large weapons the ship can carry without using up living or cargo space. For every additional weapon installed, cargo space must be sacrificed. Some weapons can count as much as two or three weapons for this purpose; these are noted accordingly.

A ship can have only one ram. If the ram is listed with the ship's description, then it is an integral part of the ship. Otherwise, it must be installed, which is an expensive prospect as rams require extensive reinforcements.

Table 3A: Ship Weapons describes weapons typically found on HackJamming vessels. Damage for each of the weapons is listed in terms of hit points and hull points, depending on how the weapon is used. Range is given in yards, and takes into account the nature of space. Within normal atmospheres, the ranges drop by half, and damage is reduced by one die against creatures or -1 hull point against ships. Thus, a heavy onager would have a range of 360 yards and cause 22-132 points of damage per hit.

The rate of fire (in number of shots per round) assumes a full crew manning the weapon.

Range Min/Max: Minimum range is the closest the weapon may be to its target and still fire. Maximum is the furthest the weapon can be and still fire effectively. A "-" indicates the weapon has no minimum range and may fire at targets no matter how close. All ranges are listed in yards.

Hull Damage: Damage the weapon inflicts on a ship or other structure after a successful hit.

Personnel Damage: Damage a weapon inflicts if it is fired at PC, NPC, or creature. Siege weapons may only be fired at single creatures of size Huge or greater (some exceptions exist). If a shot is aimed at a creature, hits, and does personnel damage, then it does not inflict hull or splinter damage. If fired at a group of creatures of size Large or smaller, the siege weapon inflicts splinter damage.

Splinter Damage: When a siege weapon shot strikes a ship or other structure, all creatures within the listed radius take the damage listed from splinters. A successful saving throw versus breath weapon halves the damage.

Fires As: The accuracy of a siege weapon depends more upon the weapon then upon the firer, and the use of such weapons is not at all similar to personnel weapons. Each weapon functions as the equivalent of the listed class and level for purposes of determining the basic to-hit number. Non-proficient penalties apply if none of the operators have siege weapon operations skills.

ROF: Rate of Fire. When fully crewed the weapon may fire at this rate. The times are given in "ship combat rounds", which are one minute. If the ship enters melee combat, multiply this time by 10.

Crew: This is the number of crewmen necessary to operate the weapon. The first number is the minimum number of crew required to operate the weapon; a weapon with less than this number of crewmen operating it cannot be fired. The second number is the number of crewmen required to fire the ship at the listed rate of fire.

CH: Critical Hit. When this number or greater is rolled to hit, a critical hit is scored. The firer may then roll on the critical hit table.

Cost: The cost of the siege weapon on average in a fully equipped port, such as the Rock of Brawl.

Tonnage: See the Ship Construction section. This is how many tons each weapon takes up on a vessel.

Table 3A: Ship Weapons*

Weapon	Range Min/Max	Hull Dmg	Personnel Dmg	Splinter Dmg	Fires: As	ROF	Crew	CH	Cost	Tonnage & Notes
Ballista, Light	-/300	1d4	9d6	None	Fighter 7th	1/2	1/2	20	400 gp	2
Ballista, Medium	2/360	1d6	12d6	1d4-1, 5'r	Fighter 5th	1/3	2/4	19+	600 gp	4
Ballista, Heavy	2/420	1d8	15d6	1d4, 10'r	Fighter 2nd	1/5	4/6	18+	800 gp	6
Bombard	30/420	1d6	12d6	1d12, 10'r	Fighter 2nd	1/3	1/3	20	10,000 gp	4
Great Bombard	60/840	3d12	60d6	3d12, 30'r	Fighter 0th lvl	1/4	-/5	16+	30,000 gp	25
Cannon, Light	-/120	1d2	4d6	1d6, 5'r	Fighter 7th	1/2	2/3	20	8,000 gp	2
Cannon, Medium	-/180	1d4	8d6	1d8, 10'r	Fighter 5th	1/3	2/4	18+	15,000 gp	4
Cannon, Heavy	-/240	2d4	14d6	1d8, 10'r	Fighter 2nd	1/4	3/6	17+	20,000 gp	6
Onager, Light	150/300	1d6	13d6	1d6, 5'r	Fighter 5th	1/5	4/6	20	500 gp	4
Onager, Medium	150/330	1d8+1	18d6	1d10, 10'r	Fighter 4th	1/5	4/6	19+	700 gp	6
Onager, Heavy	180/360	2d6	22d6	1d12, 10'r	Fighter 3rd	1/6	6/10	18+	1,000 gp	8
Dual Ballista, Light	-/300	1d6	12d6	None	Fighter 3rd	1/3	2	20	800 gp	4
Dual Ballista, Medium	-/360	1d8	15d6	1d4, 10'r	Fighter 5th	1/3	3	19+	1,200 gp	6
Dual Ballista, Heavy	-/420	1d10	18d6	1d6, 10'r	Fighter 7th	1/4	5	18+	1,600 gp	8
Greek Fire Projector	-/60	1d3 + Fire	3d10	1d8, 10'r	Fighter 3rd	1/4	-/3	18+	1,000 gp	3
Jettison, Light	120/360	None	2d6	2d6, 10'r	Fighter 5th	1/2	-/2	NA	400 gp	1
Jettison, Medium	60/300	None	4d6	4d6, 10'r	Fighter 4th	1/3	-/3	NA	600 gp	2
Jettison, Heavy	60/240	None	6d6	6d6, 10'r	Fighter 3rd	1/4	-/4	NA	800 gp	4
Scorpion, Light	-/240	None	2d8	None	Fighter 7th	1	1/2	NA	50 gp	-
Scorpion, Medium	-/240	None	4d4+2	None	Fighter 5th	1/2	1/2	NA	100 gp	1
Scorpion, Heavy	-/300	1d2	6d4	None	Fighter 2nd	1/2	2/3	20+	150 gp	2
Trebuchet, light	180/320	1d8	13d6	2d10, 10'r	Fighter 3rd	1/6	4/6	16+	1,800 gp	8
Falarica (Arrow Catapult)	120/360	None	4d6	4d6, 10' r	Fighter 5th	1/5	4/6	NA	400 gp	2
Swivel Gun	-/60	None	2d8	1d8, 5' r	Fighter 7th	1/2	1	NA	200 gp	-

*This is also Table 4G: Large Weapons in Chapter 4.

Ballista: A ballista looks like a large crossbow, and fires large spears or javelins at its targets. It is a direct fire weapon and comes in three versions, light, medium, and heavy. Light ballistae may be fired at individual creatures of size Small and larger.

Bombard: A large, relatively primitive Smoke Powder (see GMG page 264) weapon. A bombard requires 10 charges of Smoke Powder per shot. All Smoke Powder weapons are subject to possible misfires, on a critical miss (a roll of 1) the bombard must roll on Table 4N: Smoke Powder Weapon Misfire. A great bombard follows the rules for bombards, but uses 30 charges of Smoke Powder and may only be mounted on vessels specially built for the purpose.

Cannon: Cannon are large Smoke Powder weapons that are more advanced in design than bombards. They still have to roll on Table 4N: Smoke Powder Weapon Misfire in the event of a critical miss, however. They come in three sizes: light cannon that require five charges, medium cannon that require 10 charges, and heavy cannon that require 15 charges.

Dual Ballista: A dual ballista has two firing tracks, and fires two spears or javelins instead of simply one. It is otherwise identical to a ballista and comes in the same three varieties; light, medium, and heavy.

Greek Fire Projector: A Greek fire projector is basically a large siphon pump which squirts out the liquid naptha and oil mixture of Greek fire on a target. A small torch by the nozzle lights the mixture as it leaves the siphon. "Splinter" damage from this weapon is more properly called "splash" damage. Any successful hit from this weapon automatically inflicts a "fire" critical hit on the target. It the projector is itself hit, however, it automatically inflicts a "fire" critical hit upon its own vessel.

Jettison: Jettisons are large catapults used to "jettison" debris and garbage out beyond a ship's air envelope. They are also used to fire scatter shot at the crews of enemy vessels. "Splinter" damage from a jettison is actually the damage inflicted by the dozens of small stones fired by these weapons in combat.

Onager: Onagers, commonly called catapults by regulars in WildSpace, are large torsion engines, similar in design to ballistae, but they only a have one arm. Onagers are indirect fire weapons, they lob their missiles rather than hurl them straight forward. They come in three versions; light, medium, and heavy. Onager missiles are typically large stones.

Scorpion: Basically a larger version of a crossbow, scorpions are similar to ballistae in effect and use.

Trebuchet: A trebuchet is a massive counter-weight engine used to fire massive boulders at targets. Like the great bombard, a trebuchet may only be mounted on vessels built for the express purpose of carrying one. They are more common as fortress weapons.

Falarica: Also referred to as the Arrow Catapult, the falarica are designed to fire large bundles of arrows at groups of troops. The "splinter" damage of this weapon represents the dozen or so arrows falling in the target area.

Swivel Gun: A Smoke Powder weapon, this device is subject to Table 4N: Smoke Powder Weapon Misfire, as are cannons and bombards. A swivel fires grapeshot at enemy personnel. "Splinter" damage from this weapon represents the spray of grape shot. These are very small weapons, usually mounted in the bow of ship's boats, or on the railings of larger ships to discourage boarders.

Table 3B: Ship Weapon Costs describes the cost and availabilities of common weapons found aboard HackJamming vessels.

Turrets

Cost: medium 500 gp,
heavy 1,000 gp

A turret is a rotating platform. Weapons mounted on turrets can be turned quickly to face different targets quickly. Turrets will give a weapon a 360 degree arc of firing. Sails and rigging can impair a weapon's arc of fire, even if it is mounted in a turret.

Turrets can also provide partial protection for the crew. Protected turrets are available at double the initial cost and provide 50% cover (improving AC by 4) to the crew manning that weapon. Small weapons can be moved without a turret, but can benefit from the cover a turret provides. Turrets require crew to operate: a medium turret requires 3 men to turn, while a heavy turret requires 6 men to turn.

Fighters

Cost: 1,000 gp per ton of fighter (internal slips),
500 gp per ton of fighter (external slips)

Some ships will be equipped to carry a number of small, armed boats. Ships that have been so fitted are called carriers. In general, fighters are small craft, no more than 5 tons, and armed with a single large weapon. A ship can be equipped to handle up to one quarter of its tonnage in fighters. Facilities typically include a workshop to make repairs on fighters and slips for the fighters. Internal slips are possible, but space must be sacrificed to make room for the fighters. Typically 90% of the cargo hold will be given over to the fighters (leaving just enough for food and water for the crew) as well as all non-essential space. Conditions will be abysmally crowded. External slips do not require such space, other than enough room for a workshop. Note that the costs listed above are only to modify the carrier ship to handle fighters; the fighters (and the helms to fly them!) must be purchased independently.

Rams

The effects of ramming are covered in the combat section. They depend on the relative sizes of the ship doing the ramming and its target. Installing a ram requires strengthening the hull of the ship so that it can properly absorb the shock of ramming. There are several different types of rams, however.

Piercing Ram

Cost: 100 gp per ton of ship

A piercing ram is a long, sharp prow used to break open and break apart an enemy ship. An attack with a piercing ram can sometimes result with the two ships being locked together.

Table 3B: Ship Weapon Costs

Item	Cost	Weight	Base Availability H	Med	Low
Ballista, heavy	800 gp	6 tons	80	70	60
Ballista, medium	600 gp	4 tons	85	75	65
Ballista, light	400 gp	2 tons	90	80	70
Bombard	10,000 gp	4 tons	55	35	25
Great Bombard	30,000 gp	25 tons	25	15	5
Canon, heavy	20,000 gp	6 tons	30	20	10
Canon, medium	15,000 gp	4 tons	35	25	15
Cannon, light	8,000 gp	2 tons	40	30	20
Dual Ballista, heavy	1,600 gp	8 tons	70	60	50
Dual Ballista, medium	1,200 gp	6 tons	75	65	55
Dual Ballista, light	800 gp	4 tons	80	70	60
Falarica (Arrow Catapult)	400 gp	2 tons	60	50	40
Greek fire projector	1,000 gp	3 tons	50	30	20
Jettison, heavy	800 gp	4 tons	80	70	60
Jettison, medium	600 gp	2 tons	85	75	65
Jettison, light	400 gp	1 tons	90	80	70
Onager, heavy	1,000 gp	8 tons	75	65	55
Onager, medium	700 gp	6 tons	80	70	60
Onager, light	500 gp	4 tons	85	75	65
Trebuchet, light	1,800 gp	8 tons	75	65	55
Scorpion, heavy	150 gp	2 tons	80	70	60
Scorpion, medium	100 gp	1 ton	85	75	65
Scorpion, light	50 gp	_tons	90	80	70
Swivel gun	200 gp	_tons	45	35	25

Blunt Ram

Cost: 100 gp per ton of ship

This is a flattened ram designed to inflict internal damage by shaking up the smaller ship. It can also break up other ships, but there is no chance the ships will become locked together after ramming.

Grappling Ram

Cost: 200 gp per ton of ship

The grappling ram incorporates one or more arms that attach themselves to an opponent's ship after ramming, locking the ships together. It is very useful in boarding situations.

Other Ship Equipment

Anchors/Tethers

Cost: 10 gp per ton of a ship

Anchors are used to moor a ship to a larger body such as an asteroid or to tie together two ships. Anchors and tethers are also used as space docks to secure ships and keep them from drifting off. In general, a large ship requires a greater anchor, while the largest ships require multiple anchors and tether lines to secure them.

Celestial Navigation Tools

Cost: 2,500 gp

A set of celestial navigation tools allows a character with navigation skills to chart a course through WildSpace. A standard set includes several specialized sextants, a spyglass, and like tools useful only in WildSpace.

Phlogiston Navigation Tools

Cost: 5,000 gp

A set of phlogiston navigation tools is a set of highly specialized tools used to measure the force and direction of currents in the Phlogiston. A set of these tools is necessary for a character to use the Phlogiston Navigation skill.

Life Boats

Cost: large (20 person) – 10,000 gp
medium (10 person) – 5,000 gp
small (5 person) – 2,500 gp

Life boats are small craft designed for one purpose: to bring the occupants to the surface of a planet or rescue ship in relative safety. The lifeboat falls toward the nearest gravity well (using a lifeboat close to a star can have fatal results). If used in deep space, the lifeboat falls at HackJamming speeds towards the nearest planet until it reaches the atmosphere, when a Feather Fall-like effect takes over, allowing a safe landing. Once it has landed, the life boat's enchantment is broken and it will never fly again.

A life boat is usually stored either on the deck of a ship, or hung by hoists over the side of the ship. It takes up 1 ton for every five persons it can carry. A large life boat occupies 4 tons of cargo space. Collapsible versions shrink

this requirement to 1 ton of storage, but require 2-8 rounds of setup before they can be launched. Collapsible versions cost three times the listed price.

Mast

Cost: 250 gp

Masts are long, sturdy posts to support booms, sails, and gaffs. Masts can be anywhere from 30 feet to 100 feet high, and a good 5 feet across. Damaged masts can be replaced for the cost listed above.

Planetary Cartographer Tools

Cost: 2,000 gp

A planetary locator is a set of specially designed tools to aid in the charting of a new planetary system. It is really a set of several instruments stored in a desk-sized chest, which itself serves as part of the locator. To properly use a planetary locator, a trained user (Cartography: Astronomy) must spend at least 1 month observing the movements of the planets from relative stable position (asteroids and moons with thin atmospheres are ideal for this). This produces fairly accurate charts.

Portal Locator

Cost: 5,000 gp

A fairly standard magical device in space, a portal locator mimics the magic user spell Locate Portal. The device is fairly reliable, with 90% accuracy in pointing to a portal. It always points towards the nearest naturally occurring portal.

Sails & Rigging

Cost: 50 gp per ton of ship

Almost all ships require sails to properly fly. The cost listed above buys sails, coils of rope, tackle, and all other manner of gear to rig a ship for flight in space. If replacement sails are bought and stored, they take up cargo space at the rate of 1/10th a ton per ton of the ship. Thus, if a 50 ton ship carries a replacement set of sails, the spare equipment uses 5 tons of cargo space.

Star System Charts

Cost: 100-600 gp

The star charts of a system vary in price according to how well that system is known and visited. Star system charts indicate the location and relative position of the various planets in the system, but do not indicate the current position of planets. Planets with extensive or complicated lunar systems (such as a gas giant with 20 moons) require their own special chart to navigate. These are not magical, but do involve complex calculations and require knowledgeable navigators to be of any use. They are essential in charting a course through a system.

Crews

Because so much of the glossy and important work of a HackJammer ship rests with the captain and helmsman, the place of the normal crew is often glossed over. However, the careful captain who trains his men well and treats them as more than dragon fodder will be rewarded with a ship that can handle itself well in tactical situations. While the gross motive power of the ship is determined by the helmsman, its tacking, heeling, and spinning is controlled by those who man the rigging and oars.

Crews are divided into four classifications: green, average, trained, and crack. Their costs per man are below:

Green 2 gp per standard month

Average 4 gp per standard month

Trained 6 gp per standard month

Crack 8 gp per standard month

Payment is usually in advance for the first two months, with any extra money accrued paid on landfall. In addition, crews going into hazard situations (such as when hired by privateers or adventurers) may demand a crew's cut of plunder – a share equal to that of the leaders, to be distributed among the surviving crew. Such a crew's cut will not improve their sailing ability, but will affect their morale in combat situations.

Green sailors are those that can be picked up anywhere – everyone from groundlings eager to get into space to ex-mercenaries drowning their troubles in the bars. They barely know the difference between a hawser and a ballista. They are warm bodies to fill the ranks, but little more.

Average sailors are usually found around space citadels, asteroids, and other pockets of civilization. They have had sailing experience before in space, and are competent to run a ship fairly well. In any city of respectable size (such as the Rock) they can be found in sufficient numbers to crew a vessel.

Trained sailors are the veterans of many voyages, often on a number of ships. They are numerous, but that does not mean they are easy to find. In any large city area in space, about 3-30 trained sailors can be found for hire. Of course, arrivals of new ships, ship crews mutinying or abandoning people may change that number.

Crack sailors are not so much rare as very specialized. They are the best at what they do for a particular captain and aboard a particular ship. Taking a crack crew from a hammer hackship and putting it on a hornet reduces it to trained status. The "crack" crew designation gives greater benefits than a trained crew.

Initial Crew Status

Initially a crew as a whole has the rating of the majority of its members. A crew of 10 with one trained, six average, and three green recruits is considered average, while one with two trained and eight green members will be considered green. This applies only to determining the initial crew rating.

Increasing Crew Status

A green crew becomes average after one month of travel. This reflects one month of total time, so that two days of travel, a week of hanging around a dock, and two more days of travel add up only to four days of travel. Twenty-eights standard days are needed to break in a green crew.

An average crew becomes trained after two more months of travel, including at least one trip into the Phlogiston. For crews not indoctrinated, the Flow is a spook-house filled with nasty creatures, a belief too easily confirmed by beasts such as the ephemerals.

A trained crew becomes crack after three more months, including at least one trip into the Phlogiston and one battle with another ship (known as "blooding the crew"). If during all three of these months, the crew served under one captain, on the same ship, they attain crack status.

Decreasing Crew Status

Crew members will be lost through the normal wear and tear of combat and travel in space, not to mention unexplained random disappearances. As long as at least 20% of the original crew is still on board, the ship's crew status stays the same. For example, if a ship with a training crew of 10 men loses eight to a Krajen and then hires eight green replacements at the next stop, the ship still has a trained crew. The old-timers teach the ropes to the newcomers.

The exception to this is a crew of "crack" status. If a crack crew loses more than 50% of its members, it slips to trained status until the new crew passes through the three-month process to regain its status. This status comes from experience with specific people, making it run like a well-oiled machine. Nothing can substitute for this experience.

Weapon Teams

Any crewman or character can operate a large weapon such as an onager or ballista. Artillerists, those specialists that have been trained in the use of large weapons, are more valuable in combat. Artillerists can be hired in any large city, but because their services are in such high demand, there are few avail-

able for hire. From one to ten will be available, and their hiring rates are usually 8 gp per month per artillerist.

A single artillerist affects the firing of one large weapon at a time. The large weapon assigned to him has a +1 bonus to hit. Further, the weapon team can suffer the loss of a single crewman without affecting its rate of fire. The artillerist will usually be versed in one type of weapon: onager, ballista, bombard, Greek fire projector, cannon, or jettison.

A player character with the appropriate skills can hire on or fill in as an artillerist, but must forego all other actions and concentrate on the large weapon to which he is assigned to receive the bonus.

Example of outfitting a ship

A group of adventurers, the Hammers of Arlora, have managed to get their hands on a minor helm. After much debate, mostly over who gets to be captain and wear the really cool captain's hat, they have decided to buy and outfit their own ship. The company treasury amounts to a total of 17,700 gp. As they are currently on the Rock of Brawl, they have their choice of ships.

They drool over a huntership being built in the dry docks, but quickly realize they will not be able to afford it, nor strong or cunning enough to pirate it from the heavily guarded dry dock (not to mention setting an entire city on their tail!). Reluctantly, they look into used ships for sale. In the market, they find a used falcon in good condition, a heavily damaged hawkship, and an owl. They immediately dismiss the owl as being too small for their needs. The hawkship is cool-looking, but requires extensive repairs to make space worthy, and since they want to get into space quickly (not to mention the fact that just the hull costs more than they have available!), they settle for the falcon. Because the vessel is used, they can get a markdown of 10-60%.

The falcon has been stripped of most of its equipment, so the Hammers will have to purchase the necessities to get their ship up and running. Looking at the description of the falcon, it has two medium weapons slots available without sacrificing cargo space. They opt to outfit it with two light ballistae, one to fires forward and one to fire aft. The combined cost of these weapons is 800 gp. The ship's sails are in pretty bad shape, so they need to replace them all, costing 500 gp (50 gp x 10 tons). They also need an anchor, which costs them another 500 gp (50 gp x 10 tons).

The Hammers have heard of a huge pirate stash in the moons of Lamanfish, so they need some star charts. They get one for HackSpace itself (200 gp), the moons of Aldrazar (100 gp), and Lamanfish (100 gp), a total of 400 gp for the three charts. They decide to hedge their bets, and buy a medium lifeboat in case the worst happens, for another 5,000 gp.

All told, the cost of outfitting their ship is 11,450 gp, which leaves them 6,250 gp to hire a crew, buy provisions, and equip themselves to handle the unexpected.

Total Costs

Price	Cost
4,250 gp	Falcon (used, 15% off)
Free	Minor Helm (found)
800 gp	Weapons
400 gp	3 Star System Charts (HackSpace, Aldrazar detailed, Lamanfish detailed)
500 gp	Anchor & Tethers
500 gp	Sails & Rigging
5,000 gp	1 medium lifeboat
11,450 gp	**Total**

PERSONAL WEAPONS

Arquebus

An arquebus is an early form of musket, and is almost exclusively found in HackSpace. Most are in the hands of the giff, and they are rare elsewhere in HackSpace. It requires a ball of lead and a charge of Smoke Powder to be fired. It is an unreliable weapon, such that on an attack roll of 1 or 2, the weapon backfires, inflicting 1-3 points of damage on the user, and becomes fouled. A fouled weapon takes 30 minutes to clean before it will fire again.

When an arquebus hits, it gains a +1 to its chance of penetration for the first check. Thus, the initial hit of an arquebus causes penetration damage on a roll of a 9 or 10 on the 1d10 damage die. After the initial roll, the standard rules for penetration damage apply. High Strength does not modify the attack roll or damage from an arquebus.

Blunderbusss

A blunderbuss is a variation of the arquebus with a trumpet-like barrel. It has very short range, but fires a spray of pellets that can hit several targets at once. The blunderbuss' fires a cone of shrapnel that is 15 yards across at the base. Every creature in that cone suffers 1-6 points of damage.

Boarding Pike

This is a common, hooked pole arm used in space, primarily for repelling boarders and cutting grappling lines. It is of very little use when trying to board an enemy ship.

Wheel Lock Pistol

Like the arquebus, the wheel lock pistol is a rare sight in space, usually in the hands of giff or rather brazen adventurers. Like the arquebus, the wheel lock is an unreliable and erratic weapon. On an attack roll of 1 or 2, the weapon backfires, inflicting 1-2 points of damage on the user, and becomes fouled. A fouled weapon takes 30 minutes to clean before it will fire again.

When the wheel lock hits, it gains a +1 to its chance of penetration for the first check. Thus, the initial hit of a wheel lock causes penetration damage on a roll of a 3 or 4 on the 1d4 damage die. After the initial roll, the standard rules for penetration damage apply. High Strength does not modify the attack roll or damage from a wheel lock pistol.

Table 3C: Personal Weapons and **Table 3D: Personal Weapons Ranges** summarize this personal weapon information.

Ammunition

Ballista Bolts

A ballista bolt is a large arrow used in all the standard ballistae. The difference in damage is caused by the power of the ballista's firing mechanism.

Bombard Shot

Two types of shot are used in bombards: large round stones and cast iron "bombard balls." Using the latter grants a +2 to the bombard's to-hit roll.

Table 3D: Personal Missile Weapon Ranges

Weapon	ROF	Range: S	Range: M	Range: L
Arquebus	1/3	5	15	21
Blunderbuss	1/3	1	2	3
Wheel Lock Pistol	1/3	3	6	9

Table 3C: Personal Weapons

Item	Cost	Weight	Damage Type	Speed Factor	Damage T	S	M	L	H	G	Base Availability Hi	Med	Low
Arquebus	500 gp	10	P	15	1-12	1-10	1-10	1-10	1-8	1-6	50	35	20
Blunderbuss	500 gp	12	P	15	1-8	1-6	1-6	1-6	1-5	1-4	40	25	10
Boarding Pike	5 gp	7	P/S	8	1-10	1-10	1-8	1-6	1-4	1-4	85	75	65
Wheel Lock Pistol	700 gp	5	P	10	1-6	1-4	1-4	1-4	1-4	1d4-1	45	30	15

Bullet

Bullets are small, round stones used as ammunition in arquebuses and wheel lock pistols. There are two types of bullets: stone and cast iron. Iron bullets are more accurate, giving a +1 to the gun's to-hit roll.

Catapult Stones

A catapult stone is a large rock that has undergone a minimal amount of chiseling to get it into a roughly spherical shape. Each type of catapult can fire a stone of different weight, and stones are really only useful for catapults of the size for which they have been cut. Copper-pinching or desperate captains can use any type rock or other debris as shot.

Smoke Powder

Smoke Powder is a semi-magical mixture of two mundane substances combined together and given a spark of magic to create an explosive. The mixture is used in arquebuses, wheel lock pistols, and even bombards. Personal weapons require only a single charge of Smoke Powder to fire, while a bombard needs 10 charges to fire a single shot.

If lit, Smoke Powder explodes in a small fireball. A single charge causes 1-2 points of damage. Two charges cause 2-4 points of damage, three charges cause 3-6 points of damage, and so forth. If the explosion causes 30 points of damage or more, everything within 5 feet takes damage. An explosion that causes at least 50 points of damage affects everything within 15 feet. The explosion causes 1 hull point of damage for every 10 points of damage of the explosion, as well as causing a fire critical hit.

Though Smoke Powder is uncommon in space, it is extremely rare on Aldrazar. The substance does not travel well in large quantities, given its tendency to explode accidentally while the ship descends through the atmosphere (2% chance of accidental explosion for every 20 charges stored aboard a ship).

Stone Shot & Jettison Shot

A bundle of stone short or jettison shot can fit any catapult or jettison. Usually this type of shot is stored as packages of rocks in thick bags that burst when fired. Almost any sort of stuff can be substituted in an emergency.

Greek Fire Canister

A Greek fire canister is a small barrel with enough liquid to make one shot from a Greek fire projector once. Greek fire is an oily substance that is extremely dangerous to use. If a cask is opened and comes in contact with fire, it automatically explodes, causing 3-30 points of damage to everyone within a 15-foot radius. Any other Greek fire canisters that fail a saving throw versus non-magical fire will also explode with identical results. Exploding Greek fire canisters can and have destroyed the ships carrying them.

Table 3E: Ammunition summarizes the ammunition information.

INHERITING A HACKJAMMER

At the GM's option, he can substitute the following charts for the "Inherited Businesses" section of Chapter 3 in the GMG. If a character inherits a ship, it has the minimum quality helm fixed to it. As always, there is a good likelihood that with inheriting the ship, the character inherits unwanted debts, responsibilities, or a ship desperately in need of repairs.

Characters inheriting a HackJammer can provide an excellent means of getting them to adventure in HackSpace. The ship might come with responsibilities or debt that the character cannot ignore, so he must take into space to settle things, or he may simply flee the paltry groundling troubles that bother him and discover whole new worlds of adventure.

Roll 1d10,000	Ship Inherited
1-750	Owl
751-1405	Cricket
1406-2125	Ravenship
2126-2580	Hornet
2581-2999	Wolfship
3000-3299	Rodenster
3300-4149	Groundling Merchant Ship
4150-5149	Tradesman
5150-5574	Groundling Galley
5775-6369	Moray Galley
6370-7009	Threshership
7010-7884	Courser
7885-8509	Huntership
8510-9129	Starlion Galleon
9130-9679	Groundling Galleon
9680-9979	Hawkship
9980-9989	Great White Galleon
9990-9995	Greathawk Dreadnaught
9996-9998	HammerHackship
9999-10000	Leviathan Tradesman

BUILDING A NEW HACKJAMMER

At the heart of HackJamming are HackJammer ships. It is inevitable that players will want to design their own ship, while a crafty GM will have his own new designs to keep the player characters on their toes. Presented below is a set of rules to craft new HackJammer ships.

Purpose

The first step to deciding how to build your HackJammer is to decide what its purpose is to consider the ship's nature. Is the ship a clunky merchantman, or a sleek ship-of-the-line warship? This is a critical stage, as it determines everything else about the ship. A merchantman has fewer weapons and hauls more cargo, while a warship has a smaller cargo hold in favor of more weapons and armor. Obviously players will usually prefer a dreadnaught to crush their foes, but will probably have to settle for a clunky merchantman.

Existing or New Design

After determining what purpose of your new ship, the next step is to decide if you want to use an existing design or build a new one from scratch. The advantage of an existing design is that shipyards will be prepared to build such a design. A new design allows for more freedom of imagination, but expenses will be doubled because the shipyards themselves must be modified and possibly rebuilt to handle the unusual construction. Minor modifications to an existing design do not require this expense. Likewise, the size (i.e. tonnage) of an existing ship can be increased or decreased by 50% from the base without requiring dry dock retooling.

Table 3E: Ammunition

Item	Cost	Weight	Base Availability H	Med	Low
Ballista bolt	5 sp	4 lbs.	90	85	80
Bombard shot, iron	2 gp	10 lbs.	50	35	20
Bombard shot, stone	1 gp	10 lbs.	55	40	25
Bullet, iron	2 sp	1 ounce	50	35	20
Bullet, stone	1 sp	1 ounce	55	40	25
Catapult stone	3 sp	3 – 10 lbs.	95	90	85
Smokepower charge	10 gp	1 ounce	55	40	25
Stone shot	2 sp	20 lbs.	90	85	80
Greek fire canister	25 gp	40 lbs.	50	35	20

Table 3F: Base Cost per Material

Material	Base Cost
Adamantite	Not available for sale
Bone	1,000 gp
Ceramic	2,000 gp
Crystal	2,500 gp
Leather	500 gp
Metal	3,000 gp
Mithril	800,000 gp
Precious Metal	See Table 3Ja
Stone	4,000 gp
Thick Wood	1,000 gp
Thin Wood	500 gp

Table 3G: Precious Metals

Material	Base Cost
Platinum	200,000 gp
Gold	50,000 gp
Electrum	25,000 gp
Silver	5,000 gp
Copper	3,000 gp

Tonnage

The easiest way to find the overall tonnage of a ship is to multiply the length and breadth of each internal deck, sum these totals, and divide that total by 100. One ton is 1,000 cubic feet. This assumes that external decks are not counted and that all decks have a height of 10 feet. Adjust accordingly for smaller than normal races (halflings, pixie fairies, and so on) and larger than normal races (half-ogres, giants, etc.).

Base Materials

Once the tonnage has been determined, the next step is to determine the material to be used to build the ship. The material gives the base cost of the ship, per ton. Use **Table 3F: Base Cost per Material** and **Table 3G: Precious Metals** below to determine the base cost of the ship.

Hull Points, Armor Rating, and Saving Throws

The primary hull material used in constructing the ship determines the number of hull points, Armor Rating, and saving throw value the ship uses. The base number of hull points is equal to the ship's tonnage, multiplied by the hull point modifier on **Table 3H: Base Armor Rating and Hull Point Factor by Material**. Thus, a ship made of thick wood that is 60 tons has 60 x 1 hull points, for a total of 60 hull points and an Armor Rating of 9. The same ship made of metal has 60 x 2 hull points, for a total of 120 hull points and an Armor Rating of 7. Round all remainders down, to a minimum of 1.

Table 3H: Base Armor Rating and Hull Point Factor by Material

Material	Base AR	HP Factor
Adamantite	0	4
Bone	8	0.75
Ceramic	6	0.75
Crystal	5	1.25
Leather	9	0.5
Metal	4	2
Mithril	2	3
Precious Metal	6	1.5
Stone	0	4
Thick Wood	5	1
Thin Wood	7	0.75

The primary material also determines the saving throws the ship uses. For further details on item saving throws, *see Hackmaster GameMaster's Guide, page 104.*

Maneuverability Class and Crew Size

The base Maneuverability Class of the ship can be obtained by using Table 3I: Base Maneuverability Class per Material, using the base material of the ship. Rigging improves the base Maneuverability Class by one class (D becomes C). Ships 60 tons and over suffer a penalty of one class (C becomes D), while ships under 5 tons have a bonus of one class (C becomes B). Rigging costs 100 gp per ton of the ship. Groundling ships fitted with a HackJamming helm suffer a penalty of one class (thus, if the base is D, for a groundling ship it becomes E).

A ship requires a minimum number of crewmen to operate properly. This number is determined by the overall tonnage of the ship. For every five tons, an extra crewman is needed to help manage the sails. For every ten tons, an officer is needed, with a minimum of one (the helmsman). Thus, a 60 ton ship requires 12 sailors and 6 officers, for a total minimum of 18 crewmen. This covers only the crew to fly the ship; additional crewmen are needed to man the weapons.

Table 3I: Base Maneuverability Class per Material

Material	Base MC
Adamantite	C
Bone	D
Ceramic	D
Crystal	D
Leather	B
Metal	D
Mithril	C
Precious Metal	F
Stone	F
Thick Wood	D
Thin Wood	C

Air and Sea Worthiness

These numbers represent how well the HackJammer can handle stressful situations when flying or floating, such as storms or entry into the atmosphere. There is no specific formula for determining these numbers; the GM decides these numbers based on how well he thinks the new ship can handle such situations. Generally, larger ships have a better air and sea worthiness scores, ships with many outriggers will have lower air worthiness scores, and ships that cannot land in water will have no sea worthiness score.

Cargo Space

A ship has half of its tonnage available for cargo space. This space can be adjusted as weapons are added and subtracted or other changes are made.

Other Adjustments

At the start of construction, the shipwright can opt to sacrifice a class of maneuverability for a point of Armor Rating, and vice versa. There is no cost to this trade-off, but the decision must be made when construction begins, otherwise it is too late.

Add Weapons

Large weapons must be properly mounted to be used. The mountings are added at the time the ship is built. These mountings are sized for particular weapons and cost 25 gp for light weapons, 50 gp for medium weapons, and 100 gp for heavy weapons. These costs are in addition to the cost of the weapon.

A ship can carry up to its tonnage in weapon slots. Typically ships carry far fewer than this number, as the required crew would strain the air envelope. Use Table 3J: Weapons to determine the tonnage of weapons that a ship typically carries, based on the type of the ship being built.

The allotment of weapons is accounted for when the ship is built. Space is set aside for ammunition and tools to repair the weapon at the expense of crew quarters. After the ship has been built, adding further weapons uses up cargo space. Use the weapon weights from Table 3B: Ship Weapon Costs on page XX to calculate the cargo space cost of adding weapon(s).

Table 3J: Weapons

Type of Ship	% of Tonnage in Weapons
Scout	0-25
Merchantman	25-35
Explorer	25-35
Privateer	25-50
Warship	50-75
Flagship	60-80

Roll for Perks and Quirks

Each ship has 1-4 perks and 1-2 quirks when it is constructed, secretly rolled randomly and recorded by the GM. These perks and quirks are usually not noticeable during construction and only become apparent during the shakedown cruise (see below) or battle.

Find a Crew

After the ship has been built, it's time to hire a crew. This can be a fairly easy step as most ports have a surplus of unemployed sailors looking for work. Your ship will need a number of sailors, a navigator, quartermaster, helmsman, and a captain at the very least. On smaller ships, crew are expected to pull double duty, so if a ship has only 4 crewmen, the captain may be the quartermaster as well, and the helmsman may double as navigator. The salary rates for hired crewmen are detailed above, and in the GMG on page140.

Set Sail!

Once your ship is completed and properly crewed, its time to cast off and seek out adventure! It is traditional for the ship's first voyage to be a "shakedown" cruise, where the crew tests the ship to make sure it flies properly. Though shakedowns are supposed to be fairly eventless occasions, they tend to become prime adventure opportunities.

SHIP PERKS AND QUIRKS

All HackJammer ships are unique in some way. Construction of ships is a laborious process that lends itself to minor mistakes, tweaks, and personal touches that can sometimes change an aspect of the ship. These minor variations from the design give each ship its own character. A wise captain quickly learns the traits of his ship and uses them to his best advantage. These differences are not apparent at the time the ship is constructed, but can be discovered during a shakedown cruise. They do not affect the price of a ship at the time it is new, but can potentially affect the resale value of the ship.

If a ship is damaged beyond 50% and repaired, there is a chance that it will acquire a new quirk if the repair work is shoddy. Removing a quirk costs the same as repairing 50% of the total hull points of the ship when new.

Perks and quirks can be applied to the same ship multiple times. Thus if the GM rolls "Tough ol' Bird" twice, the ship gains a net +20% bonus to its total number of hull points. Likewise, some perks are cancelled out by quirks, and vice versa. Thus, the "Fire-proof" perk cancels out the "Tinderbox" quirk.

Perks

Air to Spare: The air envelop around the ship is slightly larger than normal. The ship gains a +10% bonus to the number of days of fresh air.

Barnacle-proof: Barnacles cannot easily adhere to the side of the ship. Barnacle growth is halved; it takes twice as long for barnacles to grow on the sides of the ship.

Critical Hit-proof: A ship with this perk is particularly resistant to critical hits. It has a 50% chance to ignore any critical hit scored on it. Critical hits that pass this check have the normal effects of the scored critical.

Extra Weapon Slot: This perk grants the ship an extra medium weapon slot without cost to cargo space. This assumes that the ship is large enough to mount a medium weapon (that is, at least 4 tons). A light weapon can be substituted without cost, but a heavy weapon will require the loss of cargo space as normal.

Famous: This perk usually applies to used ships, but can sometimes apply to new ships as well (its construction was well known, a famous sponsor had it built, etc). The ship is immediately recognizable in ports across HackSpace, and its reputation carries over to its owner and crew. The crew gains a +5 bonus to their group Fame score and the owner gains a +5 bonus to his personal Fame score.

Fastest Ship in the Sphere: The ship is particularly attuned to HackJamming magic, granting a +1 bonus to Ship's Rating. This bonus is in addition to any other bonuses the helmsman may have.

Fire-proof: The ship gains a +2 bonus to its saving throws against all fire attacks, magical and mundane. This bonus applies only to the hull of the ship and not the rigging or crew.

Free Landing: The ship with this perk gains one landing type (ground or water) without cost. The GM chooses the type of landing at the time the ship is created. If the ship can already land on ground and water, the ship gains no benefit from this perk.

Handles like a Dream: A ship with this perk requires 2 fewer sailors on the lines (to a minimum of 1 sailor).

Hardened Ram: If the ship has a ram, the ram is stronger than normal, granting a +1 bonus to ram damage.

Ironsides: A ship with this perk has an unusually strong hull, such that some attacks just bounce off without causing damage. The Armor Rating of the ship increases by 1.

Low Maintenance: The ship requires less maintenance than normal, reducing monthly maintenance costs by 15%.

Lucky: The ship has a streak of good luck and gains a +1 bonus to all saving throw rolls. This bonus applies only to the ship, not the crew aboard it.

She'll Hold Together: When reduced to 0 hull points, the ship with this perk breaks into 1-4 large pieces per 10 tons instead of 1-6.

Spacious: The ship with this perk is more spacious and open than standard. This causes the onset of cabin fever to be delayed by a week. Checks for cabin fever start after 3 weeks in WildSpace (see page 165 of the GMG for details on cabin fever).

Spare Cargo Space: The builders of the ship managed to squeeze additional cargo space into the ship, increasing its cargo capacity by 10%.

Steadily on Course: The ship remains steady in its direction and suffers no drift to its course.

Rides the Flow Winds: The ship excels at catching the mystical winds of the Phlogiston, reducing travel times by 10% while in the Phlogiston.

Tough ol' Bird: The HackJammer is unusually tough, gaining +10% to its hull points, or +1 hull point if the ship is less than 10 tons.

Turns on a Dime: A ship with this perk is more maneuverable than others of its class. The Maneuverability Class of the ship increases by 1, to a maximum of Maneuverability Class A. If the ship already has Maneuverability Class A, then the ship retains that Maneuverability Class even if it suffers from a "loss of maneuvering" critical hit. A second "loss of maneuvering" critical hit will drop the ship's Maneuverability Class to B.

Use **Table 3K: Perks** to determine which perks a HackJammer ship has acquired.

Table 3K: Perks

D100 Roll	Result
1-5	Air to Spare
6-10	Barnacle-proof
11-15	Critical Hit-proof
16-20	Extra Weapon Slot
21-25	Famous
26-30	Fastest Ship in the Sphere
31-35	Fire-proof
36-40	Free Landing
41-45	like a Dream
46-50	Hardened Ram
51-55	Ironsides
56-60	Low Maintenance
61-65	Lucky
66-70	Rides the Flow Winds
71-75	She'll Hold Together
76-80	Spacious
81-85	Spare Cargo Space
86-90	Steadily on Course
91-95	Tough ol' Bird
96-99	Turns on a Dime
00	GM's choice

Quirks

Additional Crew Needed: A ship with this quirk needs more crewmen than normal. The minimal crew rises by 2 to properly operate the ship.

Barnacle Blighted: Barnacles are attracted to the ship's hull. Barnacles grow at double the normal rate and take twice as long to clear the ship's hull of the creatures. Crew morale decreases by 1 due to the extra barnacle duties.

Brittle Armor: The sides of the ship's hull are weak and fragile. Hits easily penetrate and damage the ship, resulting in a -1 penalty to Armor Rating.

Cracks Like an Eggshell: When reduced to 0 hull points, the ship breaks into 1-8 large pieces per 10 tons instead of 1-6.

Cramped: Conditions aboard a ship with this quirk are particularly cramped and give the sense of the "walls closing in". This causes the onset of cabin fever very quickly. Checks for cabin fever start after 1 week in WildSpace (see page 165 of the GMG for details on cabin fever).

Drifts: The ship has a habit of drifting off course. Course corrections must be made every 12 hours or the ship drifts 1-5 degrees off course. Results are

Table 3L: Quirks

D100 Roll	Result
1-5	Additional Crew Needed
6-10	Barnacle Blighted
11-15	Brittle Armor
16-20	Cracks like an Eggshell
21-25	Cramped
26-30	Drifts
31-35	Flimsy Landing Struts
36-40	Fragile Hull
41-45	Haunted
46-50	High Maintenance
51-55	Infamous
56-60	Leaks
61-65	Letter of Marque
66-70	Listless in the Flow
71-75	Pest Problem
76-80	Seeping Air Envelope
81-85	Space Slug
86-90	Stubborn Maneuvering
91-95	Tinderbox
96-99	Unlucky
00	GM's choice

cumulative: if no course corrections are made during a 5-day period, the ship will end up 10-50 degrees off course.

Flimsy Landing Struts: This quirk applies only to ships able to land on solid ground. When the ship attempts a ground landing, the landing struts will break and damage the ship (1-4 points of hull damage). The flaws run deep into the hull of the ship, and require more than simply replacing landing struts to fix (standard costs to remove the quirk).

Fragile Hull: Short cuts in construction have resulted in the ship's hull being weaker than standard. The ship 10% fewer hull points than it should have.

Haunted: Ghosts, Poltergeists, and other undead are attracted to the ship. The ship initially has 1-6 Poltergeists aboard, and attracts more undead over time. It has a 10% chance per month of attracting another Poltergeist, and a 2% chance per month of attracting a Ghost. These undead can be banished using standard methods, but more will come to replace them. A Ghost-haunted ship can quickly gain the Infamous quirk as well, at the GM's discretion (for example, crewmen are found murdered by spirits).

High Maintenance: Everything on the ship has a habit of breaking, tearing, wearing down quickly or otherwise becoming damaged. The ship's monthly maintenance costs rise by 15%.

Infamous: This quirk usually applies to used ships, but can sometimes apply to new ships as well (perhaps the construction went poorly, slave labor was used, etc.). The ship has an ill reputation that carries over to its owner and crew. The crew suffers a -5 to their group Fame score and the owner suffers a -5 penalty to his personal Fame score.

Leaks: The ship's hull is poorly fitted, leaking badly when in a body of water. The ship loses the ability to land in water if the standard design allows for water landings.

Letter of Marque: The ship with this quirk appears on Letters of Marque, be it some previous foe or a rival of the sponsor of the ship. The ship will come under attack at odd times by lawful agents carrying the Letters of Marque.

Listless in the Flow: The ship handles poorly in the Phlogiston. All travel times in the Phlogiston increases by 10%. Thus a trip that would ordinarily take 22 days would be increased to 24 days.

Pest Problem: Small pests, usually rats, infest the ship. Clearing the ship of these pests takes an enormous effort (usually 1-8 days of laborious work to get into every nook and cranny), and the pests will return every time the ship pulls into port. The runaway pests will get into food supplies (10-60% of the food supplies will be ruined), gnaw holes into the ship (1 hull point worth of damage every year), and spread diseases (+2% chance of causing a disease aboard ship).

Seeping Air Envelope: The air envelope around the ship is not air tight, leaking air into the void. Due to this leaking, the ship has 10-40% less air than normal.

Space Slug: The ship is unusually slow and sluggish, reducing its ship's rating by 1. If the ship's rating is reduced to 0, the ship instead has a ship's rating of 0.5, meaning it takes twice as long to cover a given distance.

Stubborn Maneuvering: The ship refuses to turn and maneuver properly. It fights every effort to make turns and is hard to control. The ship's Maneuverability Class is one category worse than it should be, to a minimum of F. Thus a ship that normally has a Maneuverability Class C drops to Maneuverability Class D.

Tinderbox: The ship is a flying fire hazard. The smallest spark could cause a serious fire. It suffers a -2 penalty to all saving throw rolls against fire, magical and mundane.

Unlucky: The ship sufferings from an unlucky streak, suffering a -1 penalty to all saving throw rolls. This unlucky streak applies to the ship only, and not to the crew aboard it.

Use **Table 3L: Quirks** to determine which quirks a HackJammer ship has acquired.

Chapter 4

Combat in HackSpace

There are essentially two modes of movement for ships in HackJammer: HackJamming movement and Tactical movement. HackJamming movement allows ships to traverse great distances quickly. Tactical movement deals with ships moving at slower speeds during combat and within a planets atmosphere.

"HackJamming Speed" is very fast, 100 million miles per day. This speed can only be attained when the vessel is at least 1,800 yards from any object 10 tons or more in size. Conversely, coming within 1,800 yards of any object 10 tons or more in size will immediately and uncontrollably slow the vessel back to Tactical speed. This sudden shift occurs with just a slight lurch, and is perfectly safe for the crew. They feel the lurch but are not knocked from their feet (unless they are also drunk).

Ships traveling at HackJamming speed are immune to collisions with small objects. When a ship traveling at HJ speed encounters an object of volume less than the 10 tons required to force it to drop to Tactical speed, that item is "picked up" by the ship's air envelope. The object then bounces up and down in the gravity plane until it stabilizes. Once it's resting on the plane, it starts to drift outward towards the edge. When it reaches the edge, it is "let go", and is left behind in the ship's wake.

"Tactical speed" is much, much slower: 120 yards per one-minute round per Ship's Rating. Ship's Rating (SR) is usually determined by the nature of the helm and the level of the helmsman. Some spells, skills and magic items can increase it as well. Some drives, such as Ornery Oars of HackJammin' or Sails of HackJammin', provide specific SRs.

There is no collision protection at Tactical speed; objects enter the air envelope with their velocity intact. This permits ship to ship combat at this speed (otherwise bolts and catapult shot would be useless) and also makes travel through most asteroid fields and crowded shipping lanes hazardous.

Ships must be maneuvered as well as propelled. Generally speaking, HackJammers follow the rules for aerial combat detailed in the HackMaster GameMaster's Guide. Each HackJammers is assigned a Maneuverability Class.

Class A: The ship may turn up to 180 degrees in one round.
Class B: The ship may turn up to 120 degrees in one round.
Class C: The ship may turn up to 90 degrees in one round.
Class D: The ship may turn up to 60 degrees in one round.
Class E: The ship may turn up to 30 degrees in one round.
Class F: The ship may turn up to 15 degrees in one round.
Class G: The ship may not turn.

All HackJammers may hover, an advantage they have over winged fliers. They may also attain full speed instantaneously, since they are all magically powered.

Navigation

Within most crystal spheres navigation is not difficult, just a more complicated version of terrestrial navigation by the stars utilizing three dimensional instruments.

Navigation in the Phlogiston is much more difficult, there are precious few landmarks or navigation aids in the flow. So how does one get from place to place? The easiest method is to follow a flow river, and that is done by determining the predominate colors of an area's flow. There are many major flow rivers through the Phlogiston, and each has a distinctive color scheme that makes it distinct from the others. Since most crystal spheres remain in relatively stable positions within the flow one can navigate by counting the spheres passed as one follows the river. River intersections provide another means for determining location, as the colors do not intermix (sages still debate the reasons for this). Travel to spheres outside a major flow is much more time consuming and difficult: the navigator must first determine his exact position within the sphere to be departed, then he must determine at what angle from the sphere the destination sphere lies and plot a direct course to it. Obviously this method is very risky, though some navigators are skilled enough to consistently find spheres using this technique. It has been suggested that if you head in any direction within the Flow, you will eventually come to a crystal sphere, but this has not been proven. And there is no reason to believe the sphere would be within the range of a ship's air envelope.

Atmospheric Movement

Travel within planetary atmospheres is a very tricky business, HackJammers are not 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 HackJammer might routinely attempt. Storms especially are to be avoided, though many HackJammers are not fast enough to out run them. GameMasters are encouraged to make full use of the weather tables in the Hackmaster GameMaster's Guide, as well as the rules on aerial travel on pages 162-164 of the Hackmaster GameMaster's Guide. When a HackJammer 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 (reducing the ship's MC to "F") then the save is made at +4. Additionally, if the helmsman has the HackJammer skill, he can add +1 to the roll. Regardless of modifiers, if the roll fails the ship suffers a random critical hit. As some of these can be disastrous for a vessel within a gravitational field (such as HackJammer shock) atmospheric travel is often considered quite dangerous. Stronger storms impose penalties on the save: Strong Gales a -1, Storms a -2, and Hurricanes a -4.

HackJammers are inherently less maneuverable within the atmosphere of a large planet; all MCs are reduced by one level when in an atmosphere. All HackJammers can hover, however, though they can't turn while hovering unless they are MC "A" within the atmosphere. Finally, nearly all planetary bodies of size class D and larger have a band of very high winds in the upper atmosphere, similar in most respects to the Earth's jet stream. Passing through this band, whether on landing or take off, requires a saving throw versus crushing blow as well. Again, if the HackJammer fails this saving throw, a critical hit occurs.

Ships suffer damage in this way often enough to keep HackJamming interference with most worlds' affairs to a minimum.

The GM can use Table 4A: Typical Atospheric Weather Conditions to determine the weather patterns on a body when and where a ship happens to arrive.

Table 4A: Typical Atmospheric Weather Conditions

2D6 Roll	Spring/Fall	Summer	Winter
2	Becalmed	Becalmed	Becalmed
3	Becalmed	Becalmed	Light Breeze
4	Light Breeze	Becalmed	Light Breeze
5	Favorable	Light Breeze	Favorable
6	Favorable	Light Breeze	Strong Winds
7	Strong Winds	Favorable	Strong Winds
8	Storm	Favorable	Storm
9	Storm	Strong Winds	Storm
10	Gale	Storm	Gale
11	Gale	Gale	Gale
12	Hurricane	Hurricane	Hurricane

TAKING OFF AND LANDING

Only ships capable of landing on the ground or water can and do take off safely. Any ship can crash on a planet or in its oceans, but suffers damage as per a crash. A ship that has crashed will have difficulty taking off again soon (if ever).

When taking off from a planet, some time is required to overcome the force of the body's gravity. Use the **Table 4B: Escape Time by Planet Size** to determine how long it takes a HackJammer to escape the gravity well of the planet it is leaving.

Table 4B: Escape Time by Planet Size

Planet Size	Planet's Diameter	Time to Exit
Class A	Less than 10 miles across	10 Rounds
Class B	From 10 to 100 miles across	2 Turns
Class C	From 100 to 1K [1,000] miles across	2 Turns
Class D	From 1K to 4K miles across	3 Turns
Class E	From 4K to 10K miles across	4 Turns
Class F	From 10K to 40K miles across	6 Turns
Class G	From 40K to 100K miles across	12 Turns
Class H	From 100K to 1,000K [1M] miles across	24 Turns
Class I	From 1M to 10M miles across	48 turns
Class J	10M across or greater	96 turns

This assumes that the ship is moving in a straight line upward. Time spent jetting about at the same level or in mundane activities such as dog-fighting is not considered "escape time". In general, landing from a standard orbit takes the same amount of time.

Atmospheric conditions may create difficulties in both landing and taking off. This affects both the ship's takeoff and landing time as well as the ship's speed. The effects are cumulative. For example, a ship trying to take off from a class E planet in strong winds accompanied by snow will take 4 times longer to reach space, or 16 turns. Moreover, the ship's speed will be reduced to one quarter normal speed.

Condition	Landing/Takeoff Time	Movement Modifier
Becalmed	Normal	x1
Light Breeze	Normal	x1
Favorable	Normal	x1
Strong Winds	Time x2	x1/2
Rain or Snow	Time x2	x1/2
Storm	Time x4	x1/4
Gale	Time x4	x1/4
Hurricane	No takeoff or landing possible	Movement is not possible

CALCULATING TRAVEL TIMES

The distance between two worlds is detailed in Appendix C: Beyond HackSpace. But in general, the travel time between two worlds can be figured as:

Time to take off and escape the gravity well (in turns) +

Time to cover the distance between planets (in turns or days, as appropriate) +

Time to land (in turns)

As an example, a trip from Earth to Mars, assuming that they were as close as possible (about 50 million miles), would take:

4 turns to lift off

Travel time = 50 million miles / 100 million miles per day, or 0.5 days (72 turns)

4 turns to land.

Total travel time would be about 80 turns.

Earth and Mars are rarely this close together, however. If they were as far apart as possible, the travel time between them would be 2-3 days.

So how does a HackJammin' GM figure out travel times without going crazy? Here are three methods to determine how long it takes to travel from planet to planet. Fractions are rounded up to the nearest day.

Method 1: The Short Way – All planets are considered to be as close to each other as possible when figuring travel times. Figure out the distance from the Primary for both planets, then subtract the shorter distance from the longer and divide the result by 100 million. This gives the number of days it will take.

Method 2: The Long Way – All planets are considered to be at the furthest distance apart. Add the two distances and divide by 100 million to get the travel time in days.

Method 3: The Average Way – All planets are assumed to be at their average separation. Determine the distances using method 1 and method 2 and use their average.

COMBAT

Ship-to-ship combat is one of the primary features of HackJammer, but is also perhaps the most difficult part of the game. HackJammer vessels in battle require teamwork. Crew positions must be manned, even when such duty seems "boring". GameMasters should be quick to pounce on players who bicker and dither during HackJammer battles.

In general, combat in space operates very similar to aerial combat, as detailed in the HackMaster GameMaster's Guide on page 163. Ships may attack each other (and their crews) by using large siege weapons, missile weapons, magic, and even melee if they can close enough for boarding actions. Also, ships may use ramming attacks to cause a great deal of damage.

Turn Sequence and Initiative

The turn sequence for battling in space is similar to that for fighting on land:

1) The GM determines what actions the monsters or NPCs will take, including attempting to ram, spells, etc.

2) The players indicate what they and their ships are doing.

3) Initiative is determined.

4) Movement and then attacks are made in order of initiative.

Movement in one-minute rounds is performed one ship at a time. One ship takes its full normal move, then the next, and so on. Long range combat with large weapons can occur at any time. When two ships have come

sufficiently close enough to engage in missile (or melee/boarding actions) combat, switch to the standard melee combat round of about six seconds. This is usually at a distance of 240 yards, the maximum range of a heavy crossbow. If two ships move apart enough that melee and missile combat are no longer possible, switch back to using 1 minute rounds.

No weapon can be fired when a ship is moving under power. As soon as the ship completes its move, the owning player announces whether he will fire any weapons. If fired, those attacks are resolved immediately. After that ship has had the opportunity to fire (regardless of whether it fired or not), the ship next on the order of initiative takes its turn.

Combat Rounds in HackJamming

For the purposes of Tactical movement, a ship is not considered in melee combat, thus a round lasts one minute. A ship can move at a rate of 120 yards for every point of Ship's Rating it has. Large weapons can be fired during this time. Spells may be cast during this time as if the caster were in non-melee conditions. Once two ships have closed to a distance of 240 yards or less (the maximum range of a heavy crossbow), both ships enter into melee combat and switch to a six-second round. In melee rounds, ships move at a rate of 12 yards for every point of SR. These conditions remain until melee is concluded, either by one ship defeating the other or the two ships putting more than 240 yards between each other. If more than two ships are involved, consider the two ships in closest proximity.

Rounds can only switch from non-melee to standard melee once. The GM should not return from combat rounds to non-melee rounds until combat is clearly over.

Initiative

Initiative operates as normal, with the winner choosing to either move first or last in ship-to-ship combat. Standard modifiers apply for missile fire and magic. For moving ships and firing large weapons, only the initiative modifier for crew quality and the Maneuverability Class of the ship applies. The helmsman rolls for initiative for his ship. **Use Table 4C: Initiative Modifiers** to determine the proper initiative modifier.

Table 4C: Initiative Modifiers

Crew Quality

Quality	Initiative Modifier
Green	+1
Average	0
Trained	-1
Crack	-2

Maneuvering Class Modifier

MC	Initiative modifier
A	-3
B	-2
C	-1
D	0
E	+1
F	+2
G	+3

Hull Points

A ship's hull points are like a character's hit points – when they reach 0 (or lower), the ship begins to break up. Large weapons inflict their listed damage. Damage can be repaired given time and money.

Small weapons, such as swords and axes, can inflict hull damage as well, with an energetic and persistent enough wielder. For each hit, divide the damage by 10, truncating any remainders, to determine the amount of hull damage done. Thus, if a hit from a long sword does 12 points of damage (after modifiers for Strength, specialization, magic, and so on), 1 hull point of damage results. If a hit does less than 10 points of damage, the hit does no hull damage at all. A volley of arrows hitting a ship might do no damage, as none of the arrows individually causes 10 or more hit points of damage.

Breaking Up

If a ship is reduced to 0 hull points, its internal structure is destroyed and it begins to fall apart. For every 10 tons of the ship, it breaks into 1-6 large fragments. Each large fragment retains an air envelope. Victors can sift through the resulting debris field looking for loot and prisoners. Survivors, if left to their own fate, can attempt to lash pieces together into a makeshift raft. They will require either a helm salvaged from their ship or a temporary helm of some sort. Everybody aboard a ship that breaks up suffers 2d6 points of damage from flying debris as the ship breaks apart (saving throw versus death for half damage).

Effects of Crew Losses on Ship Performance

The less manpower a ship has, the less capable it is of fighting and sailing effectively. A ship can still be flown with a reduced staff, but it is not as effective as having a full crew.

Large weapons require a minimum crew to fire properly. For each member missing out of a large weapon crew, the weapon takes one round longer to reload and fire. A weapon crewed by three men with a rate of fire of 1/3 will take three rounds for three men to reload and fire, four rounds for two men to reload and fire, and five rounds for a single man to reload and fire, if it can be operated by a single man at all. Men lost during the reloading are considered to be lost at the start of the reloading – that is, three men start reloading the above weapon, then one man is lost to enemy fire, so the remaining men will need four full rounds (including those that have already passed) to reload and fire. Large weapons without any crew cannot be reloaded or fired.

Loss of crew affects the maneuverability of a ship as well. The minimum number listed for the crew indicates the number required for operating the ship at its listed Maneuverability Class and does not include weapon crews. If less than that number of men is available to operate the ship, the ship's Maneuverability Class is downgraded.

If the crew is less than the crew minimum but more than half of that number, the MC of the ship is downgraded by one class.

If the available crew is one-half or less of its listed minimum but more than one-fourth that number, the MC of the ship is downgraded by two classes from its original value.

If the available crew is one-fourth or less than the ship's listed minimum, the MC of the ship is downgraded three classes from its original value. A ship can operate at three classes below its original class so long as there is at least one crewman left to handle the rigging and someone at the helm. The MC of a ship may not be downgraded below Maneuverability Class G.

Debris

Debris is a common consequence of battle. In addition there are small asteroids, comets, and other space flotsam that can interfere with the movement of a ship. Debris of sufficient size will force a ship to slip into Tactical movement.

Ships moving through a debris field do so at their own risk. A ship moving at SR 1 suffers no damage. A ship moving at SR 2 or SR 3 suffers the effects of a light jettison hit per round. At SR 5 and SR 6 the ship suffers the effects of a medium jettison hit per round. At speeds of SR 7 or greater, the ship suffers the effects of a heavy jettison hit per round.

Fire

Whether as a result of a critical hit, a hit from a Greek fire projector, or spells such as Fireball, flame often attacks ships. Fires inflict their initial damage the round they start. On each subsequent round, the fire inflicts the same damage as the round before, plus one point. Putting out a fire completely in

one round requires one person for every point of damage the fire causes in that round. For example, if a fire will inflict three points of hull damage to the ship that round, then three people working with the proper tools can extinguish the blaze. Fewer people can reduce the severity of the fire. If two people fought the three-point fire, then the fire would be reduced to a one point fire at the end of the round, which grows into a two point fire the next round (unless the two people continue working to extinguish it, in which case they can put it out in that second round).

The greatest danger from fire is smoke, which poisons the air envelope. A fire that damages 10% of the ship's hull points degrades the air to become fouled. A fire that damages 40% of the ship's hull points degrades the air to deadly.

If a ship breaks up, debris continues to burn until the chunks are destroyed or the fire dies out due to lack of air.

Morale

No one likes to die, particularly in space with a long walk home. For this reason, morale is an important part of combat. Many battles can be won by breaking the morale of the opposing crew, causing them to flee or surrender. The base morale of a crew is determined by the crew type. Monstrous crews have morale based on the creature type. Morale for human and demi-human crews depends on the crew's competence and experience:

Crew Type	Base Morale
Green	10
Average	11
Trained	13
Crack	15

In addition to the standard morale checks, there are several circumstances that can force a morale check. Use **Table 4D: Morale Check Circumstances** to determine when a morale check is to be made. Modify the results using **Table 4E: Other Morale Modifiers** when applicable.

The limiting nature of fighting in space reduces the chances for successful flight, so the result of a failed morale check is to usually "strike the colors" – that is, to surrender. This might result with the victor allowing the defender to limp away, or the defender might be boarded, its crew ransomed, and its cargo plundered. Civilized races tend to treat their defeated foes honorably. However, there are many creatures who do not.

If a ship that has struck its colors has PCs aboard, it is up to the players to decide whether to pursue the fight or not. A ship that has struck its colors will not use its NPCs to fire weapons or board, but the PCs may do so. If a player character is at the helm, he may continue moving the ship. Note that the ship might have a reduced Maneuverability Class if the crew does not man the lines.

However, be warned. A ship that has struck its colors only to attack again is generally accorded no mercy by other ships. Any NPC crew will mutiny immediately against a captain or officers who pursue the fight after surrendering, since this only puts their lives in greater risk (if they are ultimately defeated, the enemy is likely to simply maroon them in space, or worse).

Table 4E: Other Morale Modifiers

Situation	Modifier
Ship has taken 25% hull damage	-10%
Ship has taken 50% hull damage	-20%
Ship has taken 75% hull damage	-30%
Helmsman slain	-15%
Opponent has taken 50% damage	+10%
Captain on deck	+20%
First officer is on deck w/o captain	+10%
Ship is on fire	-10%
Opponent ship is on fire	+10%
Opponent ship has been holed	+5%
Abandoned by friendly ships	-30%
Crew is receiving a share of the plunder	+10%
Creatures are fighting hated enemy	+20%
Crew fighting magical critters	-10%
Defending home	+15%
Defensive terrain advantage	+15%
Multiple checks per round	-5%
Captain is different alignment from crew	-5%
Most powerful ally is killed	-5%
Crew favored by captain	+10%
Crew is poorly treated	-20%
No enemy has been slain	-20%
Outnumber other crew 3 to 1	+10%
Ship outnumbers opposition 10 to 1 in tonnage	+10%
Magic using creature on same side	+10%

Table 4D: Morale Check Circumstances

Circumstance	Check
The ship suffers a critical hit	Check at -5%
The ship is reduced to 5 hull points if the original total was greater than 10.	Check at -10%
The crew has been surprised (but only on the first round after being surprised).	Check at -10%
The ship is faced by an obviously superior force.	Check each round
Any ally or crewman is slain by magic.	Check at -10%
25% of the crew have been eliminated.	Check at -10%
50% of the crew have been eliminated.	Check at -20%
A companion or crewmen is slain after 50% of the crew is eliminated.	Check with each crewman so slain
All officers desert, are slain, or surrender.	Check at -50%
The crew is fighting a creature they cannot harm due to magical protection.	Check at -40%
The crew is asked to perform heroic (and dangerous) tasks.	Normal check
The crew is offered a bribe.	Check at -10%
The ship's crew is covering a fighting retreat.	Normal check
A member of the crew is asked to use a personal magical device with charges.	Normal check
The crew has met the conditions of another morale and is given the opportunity to surrender.	Normal check
It is apparent the ship cannot escape.	Check at -30%
The ship's captain is slain.	Check at -10%

4EE: Space Weapon Attack Roll Modifiers

Experience	To-hit modifier	Skill Modifier
Never fired weapon in WildSpace	-4	-30%
Has trained with a weapon in WildSpace for 1 week	-3	-20%
Has trained with a weapon in WildSpace for at least two weeks	-2	-10%
Has trained with a weapon in WildSpace for at least four weeks, including at least one battle	-1	-5%
Has trained with a weapon in WildSpace for at least two months, including at least two battles	0	0

Large Weapons

Most vessels carry a number of large siege weapons along with normal missile weapons. Large weapons (catapults, bombards, cannons, ballistae, projectors, and jettisons) all have a typical range and amount of damage they inflict, as summarized on **Table 4G: Large Weapons**. Large weapons can cause hull damage or personal damage and sometimes both.

Table 4F: Hit Locations

Roll 1d8	Location
1	Deck, Forward
2	Deck, Amidships
3	Deck, Aft
4	Hull, Forward
5	Hull, Amidships
6	Hull, Aft
7	Mast
8	Other

Large weapons must be crewed to fire. They are the primary tool that HackJammers use to batter each other in combat. The procedure for using large weapons is identical to normal combat, except that siege weapon accuracy depends to an extent on the weapon itself, assuming a proficient operator. Unlike land-based siege weapons, in space an attack roll must be made against the opposing target ship's Armor Rating (as if it were a creature's Armor Class). Use the equivalent class and level on **Table 4G: Large Weapons** to determine if the shot hits. Note that a character does NOT use his melee chart for his own class and level (a team leader can affect the bonuses or penalties to this roll). All of these numbers assume a crew skilled in the use of siege weapons. If an untrained crew attempts to operate a large weapon, the reload time is doubled and a -2 penalty is applied to the weapon's to-hit roll. The leader of the crew makes the attack rolls for the siege weapon he directs.

To make an attack using a large weapon, the crew leader must make a skill check against his siege weapon operation skill (see Lord Flataroy's Guide to Fortifications, page 68). For every full 20% that he succeeds by on this check, he adds a +1 bonus to the to-hit roll. Conversely, if he fails his skill check, for every full 20% he misses it by, the weapon suffers from a -1 penalty to its to-hit roll. For example, if a weapon crew leader passes has a 74% skill mastery in his siege weapon operation skill and rolls a 41 on a d100, the weapon he fires has a +1 bonus its to-hit roll.

For a groundling crew leader, the alien nature of WildSpace affects his ability to direct the weapon. Until he has adjusted to combat in space, any weapon he directs suffers penalties to hit. Use **Table 4EE: Space Weapon Attack Roll Modifiers** to determine these penalties. Note that this penalty is in addition to any penalty that may result from a skill check failure.

On a successful hit, roll 1d8 to determine where the shot hits. This determines where the damage was inflicted and also who among the defender's crew are susceptible to splinter damage. A specific location may be targeted with a -4 penalty to the to-hit roll.

Deck, Forward: The shot falls on the forward third of the ship's deck.
Deck, Amidships: The shot falls on the middle third of the ship's deck.
Deck, Aft: The shot falls on the aft third of the ship's deck.
Hull, Forward: The shot falls on the forward third of the ship's hull.

Table 4G: Large Weapons

Weapon	Range Min/Max	Hull Dmg	Personnel Dmg	Splinter Dmg	Fires: As	ROF	Crew	CH	Cost	Tonnage & Notes
Ballista, Light	-/300	1d4	9d6	None	Fighter 7th	1/2	1/2	20	400 gp	2
Ballista, Medium	2/360	1d6	12d6	1d4-1, 5'r	Fighter 5th	1/3	2/4	19+	600 gp	4
Ballista, Heavy	2/420	1d8	15d6	1d4, 10'r	Fighter 2nd	1/5	4/6	18+	800 gp	6
Bombard	30/420	1d6	12d6	1d12, 10'r	Fighter 2nd	1/3	1/3	20	10,000 gp	4
Great Bombard	60/840	3d12	60d6	3d12, 30'r	Fighter 0th lvl	1/4	-/5	16+	30,000 gp	25
Cannon, Light	-/120	1d2	4d6	1d6, 5'r	Fighter 7th	1/2	2/3	20	8,000 gp	2
Cannon, Medium	-/180	1d4	8d6	1d8, 10'r	Fighter 5th	1/3	2/4	18+	15,000 gp	4
Cannon, Heavy	-/240	2d4	14d6	1d8, 10'r	Fighter 2nd	1/4	3/6	17+	20,000 gp	6
Onager, Light	150/300	1d6	13d6	1d6, 5'r	Fighter 5th	1/5	4/6	20	500 gp	4
Onager, Medium	150/330	1d8+1	18d6	1d10, 10'r	Fighter 4th	1/5	4/6	19+	700 gp	6
Onager, Heavy	180/360	2d6	22d6	1d12, 10'r	Fighter 3rd	1/6	6/10	18+	1,000 gp	8
Dual Ballista, Light	-/300	1d6	12d6	None	Fighter 3rd	1/3	2	20	800 gp	4
Dual Ballista, Medium	-/360	1d8	15d6	1d4, 10'r	Fighter 5th	1/3	3	19+	1,200 gp	6
Dual Ballista, Heavy	-/420	1d10	18d6	1d6, 10'r	Fighter 7th	1/4	5	18+	1,600 gp	8
Greek Fire Projector	-/60	1d3 + Fire	3d10	1d8, 10'r	Fighter 3rd	1/4	-/3	18+	1,000 gp	3
Jettison, Light	120/360	None	2d6	2d6, 10'r	Fighter 5th	1/2	-/2	NA	400 gp	1
Jettison, Medium	60/300	None	4d6	4d6, 10'r	Fighter 4th	1/3	-/3	NA	600 gp	2
Jettison, Heavy	60/240	None	6d6	6d6, 10'r	Fighter 3rd	1/4	-/4	NA	800 gp	4
Scorpion, Light	-/240	None	2d8	None	Fighter 7th	1	1/2	NA	50 gp	-
Scorpion, Medium	-/240	None	4d4+2	None	Fighter 5th	1/2	1/2	NA	100 gp	1
Scorpion, Heavy	-/300	1d2	6d4	None	Fighter 2nd	1/2	2/3	20+	150 gp	2
Trebuchet, light	180/320	1d8	13d6	2d10, 10'r	Fighter 3rd	1/6	4/6	16+	1,800 gp	8
Falarica (Arrow Catapult)	120/360	None	4d6	4d6, 10' r	Fighter 5th	1/5	4/6	NA	400 gp	2
Swivel Gun	-/60	None	2d8	1d8, 5' r	Fighter 7th	1/2	1	NA	200 gp	-

Hull, Amidships: The shot falls on the middle third of the ship's hull.

Hull, Aft: The shot falls on the aft third of the ship's hull.

Mast: The shot strikes the ship's mast. If the ship has more than one mast, randomly determine which is hit. If a ship has no masts, than use a 1d6 on this table instead of a 1d8.

Other: The shot falls within the some section of the ship that doesn't fit the above definitions. If the ship has no such sections, then re-roll.

Range Min/Max: Minimum range is the closest the weapon may be to its target and still fire. Maximum is the furthest the weapon can be and still fire effectively. A "-" indicates the weapon has no minimum range and may fire at targets no matter how close. All ranges are listed in yards.

Hull Damage: Damage the weapon inflicts on a ship or other structure after a successful hit.

Personnel Damage: Damage a weapon inflicts if it is fired at PC, NPC, or creature. Siege weapons may only be fired at single creatures of size Huge or greater (some exceptions exist). If a shot is aimed at a creature, hits, and does personnel damage, then it does not inflict hull or splinter damage. If fired at a group of creatures of size Large or smaller, the siege weapon inflicts splinter damage.

Splinter Damage: When a siege weapon shot strikes a ship or other structure, all creatures within the listed radius take the damage listed from splinters. A successful saving throw versus breath weapon halves the damage.

Fires As: The accuracy of a siege weapon depends more upon the weapon then upon the firer, and the use of such weapons is not at all similar to personnel weapons. Each weapon functions as the equivalent of the listed class and level for purposes of determining the basic to-hit number. Non-proficient penalties apply if none of the operators have siege weapon operations skills.

ROF: Rate of Fire. When fully crewed the weapon may fire at this rate. The times are given in "ship combat rounds", which are one minute. If the ship enters melee combat, multiply this time by 10.

Crew: This is the number of crewmen necessary to operate the weapon. The first number is the minimum number of crew required to operate the weapon; a weapon with less than this number of crewmen operating it cannot be fired. The second number is the number of crewmen required to fire the ship at the listed rate of fire.

CH: Critical Hit. When this number or greater is rolled to hit, a critical hit is scored. The firer may then roll on the critical hit table.

Cost: The cost of the siege weapon on average in a fully equipped port, such as the Rock of Brawl.

Tonnage: See the Ship Construction section. This is how many tons each weapon takes up on a vessel.

Splinter Damage: Some large weapons, particularly those that fire large boulders or shells at an opposing ship, can cause splinter damage. This is caused by small pieces of wood, metal, and other debris being hurled away from the impact point. Everybody in the splinter radius must make a saving throw versus breath weapon or suffer the listed damage. A successful save reduces this to half damage. Those on deck and below decks must also make the check, but those below decks gain a +4 bonus to their saving throw.

Smoke Powder Misfires: Smoke Powder is an unstable and dangerous substance to use. Whenever large weapon that uses smoke powder is fired, there is a chance it misfires. Use **Table 4N: Smoke Powder Weapon Misfire** if a critical miss is made when such a weapon is fired.

Misfire: The Smoke Powder weapon does not fire, the match burns out or the priming powder fizzles. It may be fired the next round without reloading.

Hang Fire:The Smoke Powder weapon does not fire, but sparks remain in the powder. It will fire in 1d4 rounds, ready or not, requiring a second to hit roll. The GM should not inform the firer when the weapon will go off.

Back Fire: The Smoke Powder inside the weapon explodes, inflicting no damage on those about it but fouling the weapon. It cannot be fired until it has been thoroughly sponged out and cleaned. This process takes 2d10 rounds.

Catastrophic Back Fire: The Smoke Powder weapon explodes and inflicts splinter damage on everyone within the appropriate radius. The weapon must make a saving throw versus crushing blow on the Item Saving Throw table or be destroyed. If not destroyed it must still be cleaned per "Back Fire" above before it can be fired again.

Table 4N: Smoke Powder Weapon Misfire

D10 Roll	Result
1-5	Misfire
6-7	Hang Fire
8-9	Back Fire
10	Catastrophic Back Fire

Critical Hits

Critical hits vary from ship-threatening results of combat to less-dangerous situations that simply impair the functioning of the ship. Large weapons and some spells can inflict critical hits outright, as can sufficient application of small weapons (a dwarf hacking away at the hull with an axe, for example).

When a critical hit is called for, consult **Table 4O: Critical Hit Chart** table below and apply the result. If the result is inapplicable ("Hah! You can't destroy the HackJammer helm! You blew it up last round!") shift up to the next higher entry on the list.

Table 4O: Critical Hit Chart

D20 Roll	Result
1	Loss of Five (5) Hit Points
2	Deck Crew Casualty
3	Interior Crew Casualty
4	Ship Shaken
5	Siege Weapon damaged
6	Deck Crew Casualty
7	Hull Holed
8	Maneuverability Loss
9	Loss of Ten (10) Hull Points
10	Ship Shaken
11	Fire
12	Loss of One SR Point
13	Deck Crew Casualty
14	Siege Weapon Damaged*
15	Ship Shaken
16	Hull Holed
17	Maneuverability Loss*
18	Loss of Ten Hull Points
19	Loss of One SR point
20	SpellJammer Shock

* An asterisk indicates the critical hit effect is permanent until the ship is repaired in a full shipyard.

Loss of 5 or 10 hull points: In addition to the damage the weapon inflicts, the ship loses the indicated number of hull points.

Deck Crew Casualty: 2d4 of the ship's crew, on deck, suffer splinter damage, even if they are not within the splinter radius of the weapon fired. One of the affected individuals, determined randomly, must make a saving throw versus death or suffer triple damage. If no crewmen are above decks then ignore this result.

Interior Crew Casualty: As above, but the crewmen affected are below decks. If no crewmen are below decks then ignore this result.

Ship Shaken: The ship is severely shaken by the attack. All crewmen must make Dexterity checks to take any action this round or the next round. It is possible for a ship to be "shaken" by hits over consecutive rounds.

Siege Weapon Destroyed: One large, ship-mounted weapon (chosen randomly) is damaged and becomes useless until repaired.

Hull Holed: The attack punches a hole in the hull of the ship. The effect depends on the location of the hole and the type of ship.

Fire!: A fire begins on the ship and spreads per the rules on fires on page 166 of the Hackmaster GameMaster's Guide. Also, see above.

Loss of 1 SR point: The SR of the ship drops by 1 for the next 1d10 rounds. A ship may be reduced to SR 0 in this manner. If a ship that is already SR 0 suffers this result, then ignore this critical hit.

Maneuverability Loss: Due to loss of sails or rigging the ship drops 1 MC category for 1d10 rounds.

SpellJammer Shock!: The helmsman must make a saving throw versus spell or fall into a coma for 1d4 days. If he succeeds at this save, the helmsman instead is stunned for 1d4 rounds, unable to pilot the vessel. If the ship's "drive" has no helmsman, such as Splendid Sails of HackJammin' then no such save is required. However, all drives must also save versus crushing blow or be destroyed. If the HackJammer helm fails this save, and becomes the center of 1d6 wild magic surges.

Firing Arcs

Large weapons have fixed firing arcs. They can only hit ships that are within those firing arcs. Usually a weapon has only one firing arc. Turrets can be used to increase the number of arcs into which a weapon can fire, with limitations dictated by the placement of the weapon, sails, and other obstacles that can block a weapon from firing into a firing arc.

Firing Arcs

Arc	Designation
F	Forward
FPS	Forward-Port-Starboard
FS	Forward-Starboard
S	Starboard
AS	Aft-Starboard
A	Aft
APS	Aft-Port-Starboard
AP	Aft-Port
P	Port
FP	Forward-Port
360	360 degree arc

Missile Fire

Crewmen and characters with ranged weapons such as bows and crossbows can attempt to hit targets on an opposing ship as normal. Missile fire is handled at the same time as the firing of large weapons. Typically a ship carries a number of archers to target important-looking individuals on deck (usually magic-users or obvious officers).

Magic

Magic that causes damage has the potential to inflict hull damage in the same manner as personal weapons. For every full 10 points of damage inflicted by the spell, it inflicts one point of hull damage. Any excess damage is loss. Thus a Fireball that causes 36 points of damage inflicts 3 points of hull damage, and potentially starts a fire. Ships are allowed saving throws, if applicable, to avoid some or all of the damage.

RAMMING

Ramming is a common tactic in space for damaging or breaking up an enemy ship. Ramming is best performed against other ships that are of roughly the same tonnage or smaller.

A ship must announce its intention to ram before initiative is determined. The process of ramming (steering to hit the opponent's ship, plus battening down all the loose gear for the impact) requires time, and is not something that can be done on the spur of the moment. A ship must have momentum to ram which is determined by using the chart below:

Ram Speed Modifier

Type of Ram	Modifier
Head-on	Attacker's SR + Defender's SR
Broadside	Attacker's SR + 1/2 Defender's SR
Aft-on	Attacker's SR – Defender's SR

When ramming, use the helmsman's chance to hit against the Armor Rating (as if it were an Armor Class) of the opposing ship to determine if the ramming is successful. If there is no one at the helm (such as a ship using Splendid Sails of HackJammin'), then use the to-hit chance of the navigator.

Piercing Rams inflict one point of hull damage for every 10 tons of the ramming ship, times the ram speed modifier. Round factions up. Additionally, a ship struck by a piercing ram automatically suffers the Hull Holed and Ship Shaken critical hits. There is a chance that the two ships will become grappled together. The chance of grappling is equal to 5% times the target's tonnage. This inflicts no additional damage, but the two ships are locked together until the helmsman from either ship makes a successful attack roll to pull them apart.

Blunt Rams inflict one point of damage for every 10 tons of the ramming ship times the ram speed modifier. Round fractions up. The opposing ship suffers a Ship Shaken critical hit and one other critical hit, determined randomly.

Grappling Rams inflict no damage, regardless of size or speed. If a ship with a grappling ram strikes another ship, the two ships are considered grappled (see below).

Movement after Ramming

If the ramming ship misses its target or reduces the opposing ship to 0 hull points (causing it to break up), the ramming ship may continue its movement. If the ship hits its target without destroying it or becomes grappled, its movement stops. A grapple attempt can be made in the same round as a successful ram.

Size and Ramming

Ramming works best against ships that are the same size as or smaller than the ramming ship. In certain cases, an opposing ship may be too large or small to be rammed by a particular ship.

A ship cannot ram another ship that is 10% or less of the ramming ship's tonnage. For example, a 50 ton ship cannot ram a ship of 5 tons or less. If such a ram is attempted, the smaller ship must check for a crash (see below).

Likewise a ship may not ram another ship that is more than three times its tonnage. If it attempts such a move, it must check for a crash. Grappling rams can be used against any ship smaller than the ramming vessel, but has the same upper size limitation.

Ramming Creatures

In general, living things cannot be effectively rammed; they are too small. Creatures of Gargantuan size or greater, however, are large enough to be

rammed. Such creatures suffer 1-6 points of damage for every hull point of damage inflicted by the ram. Therefore if a ram would normally inflict 4 hull points was used against a Space Whale, the ship would inflict 4-24 points of damage.

Shearing Attacks

A shearing attack is a close pass against an opposing ship with the intention of smashing into rigging, sails, steering equipment, and other devices to cripple the maneuverability of the attacked ship. Ships equipped with piercing rams or shearing blades may attempt to make this attack. This is treated as a ram attack, except no damage is done. Instead, for each successful shearing attack reduces the target's MC by one step until repaired (usually after battle).

CRASHES

When a ship makes a sudden, unplanned landing against a larger object, it is said to have crashed. This impact usually has disastrous results for the crashing ship, and the object it crashes into if that object is another ship. In a crash, it is always assumed that the smaller ship will crash into the larger ship.

The helmsman of the crashing ship makes a saving throw versus death to avoid a crash. If successful, he can either fly off (on his normal initiative) or land normally on the other ship or object. A vessel with no one controlling its flight saves as a 1st level magic-user.

This saving throw is modified according to the ship's Maneuverability Class, as follows:

Maneuverability Class	Modifier
A	+8
B	+6
C	+4
D	+2
E	0
F	-2
G	-4

If the save fails, the ship crashes. The hull points of the crashing ship are reduced by half of their original (maximum) value. If the hull point total is reduced to 0, the ship breaks up. All on board the crashing ship must make saving throws versus death or take 6d10 points of damage (save for half).

The larger ship that the smaller crashes into takes damage also. The amount of this damage is equal to half of the hull points of damage that the smaller ship suffers when the crash occurs, rounding down. In addition to this damage, a ship that is crashed into suffers the effects of a Ship Shaken critical hit. Thus, if a ship with 15 hull points left out of 30 hits a ship with 50 hull points, the larger ship takes 7 hull points of damage.

GRAPPLING AND BOARDING

Often it is desirable to seize a ship without inflicting too much damage. In cases like this, a side with enough manpower can overwhelm the other side by grappling and boarding. Successful rams with piercing or grappling rams automatically results in grappling.

Either side can attempt to grapple, but the moving ship has the first opportunity. The grappling is used to either board or tow a ship. The most common method for grappling is a large hook at the end of a long rope or chain. Harpoons or specially built ballista bolts attached to a rope, can also be fired into the opposing ship's hull. In either case, once the hooks have caught hold, the two ships can be hauled together.

Two ships are considered grappled when the number of lines between them is at least equal to one-tenth the tonnage of the smaller ship. Crewmen can only toss grapple lines when the relative speed difference between the vessels is no more than 1 SR. A grappling attempt requires at least one crewman for every ten tons of the target ship. The base chance to grapple successfully is 10 or less on a d20, modified as follows:

Situation	Modifier
Green crew attempting to grapple	+1
Average crew attempting to grapple	0
Trained crew attempting to grapple	-1
Crack crew attempting to grapple	-2
Grappler has 2-1 or greater numbers advantage	-1
Defender has 2 to 1 or greater numbers advantage	+1

A successful grapple attempt means that enough lines have held fast to grapple the two ships together, assuming there are enough crewmen tossing grapple lines.

Releasing or Cutting Grapples

If both vessels desire the release of grapples, then both ships can be freed automatically. Otherwise, the lines must be cut. A crewman can cut one line per round. The crewman makes a normal attack roll to hit AC 10 then rolls his damage. A line has 5 hit points. Grappling hooks are AC 4 and have 20 hit points.

Towing

A ship that is grappled may also be towed, so long as the combined tonnage of both ships does not exceed the tonnage limit of the most powerful helm. If two or more active helms are aboard either ship, the most powerful helm inhibits the other helms from operating until the ships are again separate. If both helms are equal in power, neither one operates, leaving the ship(s) drifting in space until one helm becomes inactive (usually by the helmsman leaving the helm).

Encounters

Given the nature of space movement, another craft may appear suddenly in the distance. The nature of HackJamming helms forces these stops regardless of the desires of either side. When this happens, the opposing ship(s) appears at a distance of 1,800 yards in a random direction, determined by rolling a 1d6.

d6 Roll	Opposing Ship(s) Direction
1	Directly ahead
2	Ahead & right (starboard)
3	Behind & right
4	Directly behind
5	Behind & left (port)
6	Ahead & left

Heading is usually toward the player's ship, though the GM can determine this if he desires.

After the initial placement of ships, there is no surprise roll. Ships with weapons loaded might have a tactical advantage, but ship combat usually involves several rounds of maneuvering to gain an advantage.

Use the NPC Reaction Table on page 89 of the GameMaster's Guide to determine the reaction of the individuals, unless those actions are determined by the GM. A good rule of thumb to determine intentions is to use the following guidelines:

Friendly: Large weapons unloaded, crew not carrying personal weapons.

Indifferent: One large weapon is loaded, but crew is unarmed.

Threatening: All large weapons are loaded.

Hostile: All large weapons loaded, crew packed to the gunwales and armed to the teeth, shouting for blood.

It is possible to make a situation appear less threatening through the use of illusions, concealment of weapons or crew, etc. The GM is encouraged to be as devious as necessary.

Evasion and Pursuit

Sometimes discretion is the better part of valor, and he who fights and runs away lives to run another day. Unfortunately, any nearby object larger than 10 tons in size, from a ship all the way up to a planet or even a sun, prevents a ship from achieving HackJamming speed. Once a ship has put the proper distance between it and any large object, it can escape into HackJamming speed. A faster ship can outrun a slower ship, but often a slower but more maneuverable ship can put enough distance behind it to escape. More often, a fleeing ship will fire off a few potshots, most often with jettisons, to slow a pursuing ship to escape.

A determined pursuer can follow an evading target even at high speed. Since both ships move at 100 million miles per day, a slower ship can keep pace with a faster one. When one ships stops, the other ship overtakes it almost immediately and enters Tactical speed (if pursuing the first ship) or escape (if being pursued).

When pursuing a ship, precise navigation is key. When a pursuit begins, the navigator must make a navigation skill check. If the check is successful, the navigator has plotted the proper course. A failure indicates that the ship is a few degrees off course, which over several hours can lead the ship to miss its prey by several million miles. If the pursuing ship is delayed in starting its pursuit, a -5% penalty is applied to the navigation check for every round of delay. After two turns of delay, a ship is irretrievably lost.

REPAIR

HackJamming ships are remarkably easy to repair – the only irreplaceable parts are the helm and the people who crew them. In most civilized areas, repairs can be made at the average cost of 500 gp per hull point. It takes a crew of five men one day to repair one hull point. Hiring additional repair teams can speed up the repair work. For example, a captain can hire five teams for two days to repair 10 hull points, for a total cost of 5,000 gold pieces.

If a ship is very badly damaged (more than 50% of its hull points lost), the cost goes up to 1,000 gp per point repaired. The repairs still require five workers but take three days of work. There is a chance that the ship will pick up a new quirk whenever the ship is repaired after it has sustained 50% or more hull damage, depending on the type of repair paid for.

Poor or cheap characters can repair the ship themselves, assuming they have the appropriate skills. Repairs require a five-man team per hull point and 100 gp worth of materials. In this case, consider the quality of repair to be "poor" unless the characters have access to a dedicated dry dock (which has specialized tools for repairing ships).

Repair Costs by Quality

Type of Repair	Cost per Hull Points	Chance of Acquiring Quirk
Superb	1,000 gp	0%
Good	750 gp	5%
Average	500 gp	10%
Poor	400 gp	20%
Shoddy	250 gp	30%

SPELLS IN SPACE

In both WildSpace and in the Flow, a number of special situations affect various spells (such as a Disintegrate spell's effects on an enemy ship in terms of hull point damage). The following listing clarifies those spell effects with regards to HackJamming vessels. For situations not listed and for new spells, use these rules as guidelines.

Magic-User Spells

First Level Spells

Affect Normal Fires: This spell is often used to fight fires that break out on ships, and can completely extinguish all flames in a 10-foot radius, halting any further damage. Increasing the effects of a fire increases its illumination, but not its damage, neither in hull points nor normal hit point damage. Affect Normal Fires will not prevent an explosion of open flame in the Phlogiston, unless used before the fire is exposed to the Flow.

Audible Glamer: This spell has no effect in WildSpace beyond the air envelope of a ship. It is possible to cast an Audible Glamer through the empty void between air envelopes (so that a spell caster on one ship can cause an Audible Glamer spell to function on another ship separated by the void), if he has the range.

Burning Hands: In the Phlogiston, casting this spell causes an immediate detonation centered on the user himself and all within 5 feet of him, inflicting 3d3 points plus 6 points per level of the caster damage.

Enlarge: The recipient of an Enlarge spell increases in size and mass, and as such increases both in amount of air required and the size of the atmospheric envelope that will hang around him. The size of the envelope will increase with the Enlarged figure, if possible. If not possible (the figure was Enlarged when floating in space, for example), the amount of time before air runs out is halved. When shrinking, the reverse occurs, in some cases allowing a character cast adrift to hang on a bit longer.

Feather Fall: This spell operates only in gravity fields, and is limited to objects less than 10 cubic feet in size. While it is possible to land on a planetary surface via this spell, its duration makes it impractical for bodies larger than size class A.

Fireball Barrage: In the Phlogiston, this spell will cause an immediate detonation centered on the caster and all within 5 feet of him, inflicting 3d3 points of damage per level, save versus spells for half damage. The Fireball can cross the void between atmospheric envelopes, but cannot detonate in the void. Note that other Fireball spells work in a similar manner.

Fireball, Sidewinder Factor I: In the Phlogiston, this spell will cause an immediate detonation on the caster and all within 5 feet of him, inflicting 3d6-1 points of damage per level, save versus spells for half damage. The Fireball can cross the void between atmospheric envelopes, but cannot detonate in the void.

Hold Portal: This can be used successfully on portals into and out of the Phlogiston, provided the portal is completely within the area of effect of this spell.

Magic Missile: A Magic Missile cannot inflict hull damage.

Mending: This spell can be used to make minor repairs aboard ship. It cannot repair hull damage.

Phantasmal Force: This spell can be cast through the void between ships in WildSpace.

Protection from Evil: Creatures from another sphere are not considered extraplanar in nature.

Wall of Fog: The Wall of Fog brings air into being, and as such can be such can be used to freshen air that has gone stale, within limitations of the spell's area. If the area is greater than the ship or individual's ability to hold it, the excess is bled off into space. The Wall of Fog has the disadvantage of reducing sight in its area to two feet for the duration of the spell, but the air freshening effect is permanent until the air is again fouled.

Second Level Spells

Deeppockets: In the Phlogiston, access to extradimensional space is impossible. Objects within a garment subject to a Deeppockets cannot be reached until the individuals exit the Phlogiston, after which they can be accessed normally. The objects within the Deeppockets are not destroyed, but cannot reappear until brought into an area where extradimensional access works. For long-term travels, a Deeppockets' spell duration does not elapse while the garment passes out of the Phlogiston.

ESP: This functions across the void between atmospheric envelopes. It cannot penetrate a crystal shell from the Phlogiston.

Flaming Sphere: In WildSpace, the Flaming Sphere will be extinguished if it passes out of the atmospheric envelope of a ship or planet (compare with the Fireball spell). In the Phlogiston, the Flaming Sphere spell detonates immediately at the caster's location, inflicting 6d4 points of damage to the caster and 3d4 points of damage to all within 15 feet of the caster. Saving throws apply, and the detonation ends the spell immediately.

Fog Cloud: As for the Wall of Fog, this spell can be used to freshen the air within an atmospheric envelope. As with the Wall of Fog, the obscurement effect lasts for the normal duration, while the freshening effect permanent until the air is fouled.

Improved Phantasmal Force: This spell can be cast through the void between atmospheric envelopes without difficulty.

Knock: The Knock spell (and its opposite, lock), can be used upon portals of a crystal shell.

Levitate: The levitating magic-user moves upward from the "down" direction he began in – be it a ship's deck or a planetoid. Once beyond the gravity field (the atmospheric envelope) of the ship, the spell does not function).

Magic Mouth: If the Magic Mouth is in the void, or the void separates the mouth and the listener, the listener will hear nothing.

Munz's Bolt of Acid: The acid damage of the arrow can affect ship hulls, provided that the hull material is subject to acid damage. Munz's Bolt of Acid reduces hull points as follows: for every 10 points of damage (cumulative) from the spell, 1 point of hull damage is inflicted on the ship. If an acid bolt that lasts three rounds is cast, the first round inflicting 8 points, the second 4, and third 3, then 1 point of hull damage would be inflicted on the second round of the spell.

Pyrotechnics: The spell does not function outside of an air source for the fire involved. Pyrotechnic fireworks on a ship can be used to extinguish an on-board fire (up to a 20-foot cube in size), with the blinding effect listed under its spell description. Pyrotechnic smoke fouls the air within its area of effect. Small fires consume enough air for 1 man-sized creature for 1 month each, while larger fires consume enough air for 1 man for 1-4 months each. This spell will not function in the Phlogiston, since the required fire source would immediately explode.

Rope Trick: This spell does not function in the Phlogiston, as the Flow prevents access to extradimensional space.

Shatter: As a sound-based attack, this spell cannot cross the void between air envelopes. If cast within an atmosphere, it can be used to inflict hull damage to ships made of crystal, ceramic, or glass, damaging them as if they were crystalline creatures (1-6 points of damage per level, to a maximum of 6-36). For every 10 points of damage inflicted, one point of hull damage is taken by the ship.

Stinking Cloud: In addition to its normal effects, this spell leaves the atmosphere of a ship stale if the ship is 10 tons or less per level of the caster. The stale air lasts the duration of the spell.

Summon Swarm: If none of the creature types is available, then this spell does not function.

Web: A Web spell can be used to link together two ships within range.

Whispering Wind: The effects of this spell rely on the presence of air, and as such cannot cross the void between atmospheric envelopes.

Wizard Lock: Portals through crystal spheres can be Wizard Locked.

Third Level Spells

Blink: This spell requires access to extradimensional space, and as such cannot function within the Phlogiston.

Clairaudience: The effects of this spell can cross the void between ships and planets within the same solar system. It cannot cross the Phlogiston. In the Phlogiston, the effects of the spell are limited to the atmospheric envelope surrounding the caster.

Clairvoyance: As with Clairaudience, this spell is limited to the solar system in which the caster is located. In the Phlogiston, the spell is limited to the caster's atmospheric envelope.

Explosive Runes: If detonated in the Phlogiston, these runes inflict 18d4 +18 points of damage to the reader (no saving throw), and either half or none (on a successful saving throw versus spells) of this damage to those within a 30-foot radius. In addition, the spell inflicts damage to a ship in standard fashion – 10 points of damage equals one point of hull damage, with any remainder dropped.

Fireball: In WildSpace, this spell can cross the void between atmospheric envelopes, but the spell itself cannot detonate in the void. In the Phlogiston, Fireball spells immediately detonate at the caster's location for triple normal area of effect and damage. If used against ships, 10 points of damage will inflict one point of hull damage to the ship, as well as igniting flammable materials.

Flame Arrow: The effects of this spell cannot pass through the void between atmospheric envelopes. In the Phlogiston the first version of the spell causes the arrow (and bow it is notched in) to immolate, inflicting 3d4 points of fire damage to the user and everyone within a 5-foot radius. The second version of the spell causes the spell to detonate immediately, for 12d6 points of damage to the caster and everyone in a 10-foot radius, per fiery bolt.

Fly: The Fly spell does not require air, and will function normally in WildSpace or the Phlogiston.

Gust of Wind: This spell cannot cross the void between atmospheric envelopes. It can be used to increase the Maneuverability Class of a ship by one category (to a maximum of class C) or reduce it by one category (to a minimum of class F).

Item: Yes, a small ship can be shrunk in this fashion, if within the limitations of the spell's area of effect. The HackJamming helm, however, is a magical item and cannot be shrunk.

Gandle's Humble Hut: The hut created by this spell retains its own breathable atmosphere.

Lightning Bolt: Unlike the Fireball spell, this spell can travel through the void and detonate in the void as well. It inflicts one point of hull damage for every 10 points of damage it inflicts, if it hits a ship. Stone and thick wood (more than 6" thick) will, at the GM's option, cause the bolt to bounce, though it will still inflict the indicated hull damage on each surface it hits.

Non-Detection: This spell can be cast upon an item as large as a ship of 1,000 tons.

Spectral Force: This spell can be used across the void between atmospheric envelopes, although it creates no sound within the void itself.

Suggestion: The subject must be able to hear the caster in order for the Suggestion to take place, and as such cannot take place across the void.

Wind Wall: This creates air, and in addition to its other effects, will freshen the stale atmosphere of a ship up to 10 tons times the caster's level.

Wraithform: The spell fails if cast in the Phlogiston. A caster in Wraithform cannot enter the Phlogiston.

Zargosa's Flaming Spheres of Torment: The fiery spheres created by this spell will be extinguished if exposed to the void between atmospheric envelopes. In the Phlogiston, the spheres will explode in the caster's hands, inflicting 3d4 points of damage per missile being cast. If used against ships, the Flaming Spheres of Torment inflict no hull damage, but they do start fires.

Fourth Level Spells

Dig: This spell can be used against ships of earth or similar construction (but not stone) to inflict hull damage as if the ship were an Earth Elemental. For every 10 hit points inflicted, the ship takes one hull point of damage.

Dimension Door: This spell does not function in the Phlogiston, as it requires temporary access to the Astral Plane.

Fire Charm: As the spell requires a stable fire source, it usually cannot be cast successfully in the Phlogiston.

Fire Shield: This spell functions normally in the Phlogiston, causing the user to burst into flame that is harmless to him. The flame consumes 1 day's worth of air for a man-sized creature per round.

Fire Trap: This spell functions normally in the Phlogiston. It does not ignite (nor is the spell spent) if somehow opened in the void. The air envelope around a single individual is enough to allow the Fire Trap to explode.

Hallucinatory Terrain: In addition to creating illusionary asteroids and similar bodies, this spell can be used to disguise ships in space, either making them appear as part of the background stars, or as an asteroid or small dust cloud, provided the ship is small enough to fit within the area of effect of the spell.

Magic Mirror: This spell (and the Crystal Ball, which it imitates) can view other solar systems, as well as the Phlogiston. If used in the Phlogiston, it cannot view other planes.

Minor Creation: In the Phlogiston, this spell fails, as the Plane of Shadow cannot be accessed.

Shadow Monsters: These cannot form in the Phlogiston, as the Plane of Shadow cannot be accessed.

Shout: The effects of this spell cannot cross the void between atmospheric envelopes.

Solid Fog: This spell creates air in the area given, and can be used to freshen a stale atmospheric envelope. The negative effects of the spell, however, still apply if used in this fashion.

Wall of Fire: This spell will not burn in the void, so that if the spell extends beyond the boundaries of the atmospheric envelope, the additional length is lost. If cast in the Phlogiston, it becomes a tight pillar of flame centered on the caster, inflicting 6d6 plus 3 points of damage per level to the caster, 6d4 points of damage to all those within 30 feet, and 3d4 points of damage to all those within 60 feet. The spell only functions one round in this form.

Zargosa's Lodge of Protection: The shelter comes with its own atmosphere as well, which remains fresh for the duration of the spell.

Fifth Level Spells

Cloudkill: A lethal spell within the enclosed atmospheric envelopes, in addition to the effects listed, the spell makes the air stale immediately (if it has not already) after the duration of the spell elapses. It dissipates immediately in the void. As it will not move uphill, it will not usually leave the ship upon which it is cast.

Conjure Elemental: This spell requires contact with the elemental planes, and as a result cannot be cast in the Phlogiston. Elementals do not need air, and as a result can be conjured in the void. An Air Elemental can be conjured to freshen a ship's air envelope.

Contact Other Plane: This spell does not function in the Phlogiston.

Demi-Shadow Monsters: In the Phlogiston, these monsters will not form, as the Plane of Shadow cannot be accessed.

Distance Distortion: This spell cannot be cast in the Phlogiston, as the Earth Elemental cannot be summoned.

Drayton's Hidden Stash: The secret chest cannot be accessed in the Phlogiston, as it exists in the Ethereal Plane. The chest is not lost or destroyed, just cannot be reached.

Fabricate: This spell can be used to repair lost hull points or Maneuverability Class for a ship. For every 10 levels of the caster, 1 hull point, one point of AR, or one rank of Maneuverability Class is regained, up to the original ratings.

Major Creation: In the Phlogiston, this spell fails, as the Plane of Shadow cannot be accessed.

Shadow Magic: As the Plane of Shadow cannot be accessed from the Phlogiston, this spell will not function there.

Stone Shape: This spell can be used to repair vessels made of stone, such as a dwarven bastion. For every 10 levels of the caster, one hull point, one point of AR, or one rank of Maneuverability Class is regained, up to the original ratings.

Summon Shadow: As this spell calls a Shadow from the Negative Material Plane, it will not function in the Phlogiston.

Teleport: A character can Teleport from one planet to another within a star system, but cannot travel from one star system to another by means of this spell.

Transmute Rock to Mud: This spell can be used to inflict hull damage on ships made of rock or stone. For each level of the caster, it causes 1 hull point of damage.

Wall of Force: A ship that hits a Wall of Force is stopped in its tracks, and might take damage. If the tonnage of the ship is less than the level of the caster, the ship crashes as if it had struck a foreign body (see Crashes). If not, the ship is halted in its tracks and must spend 1-4 rounds maneuvering around the wall. This spell is often used to stop or slow pursuers.

Wall of Iron: A ship hitting a Wall of Iron faces the same problems as one hitting a Wall of Force (above). Further, the Wall is permanent, and will pose a navigation hazard in the future (occasionally gaining its own atmosphere and settlements later). Finally, even if the Wall is not large enough to cause a crash, it still poses the problem of falling on the ship once it enters its air envelope and gravity field.

A Wall of Iron can be used to repair hull damage to metal cost. For every level of the caster, 1 hull point is restored, but for every use of the spell in this fashion, the Maneuverability Class of the ship diminishes by one.

Wall of Stone: Unlike other wall-related spells, a Wall of Stone requires existing stonework to merge with, so can not be cast in deep space. It can be used to repair hull damage to stone ships, but at a cost. For every level of the caster, the ship can regain one hull point. Such repairs radiate magic, and can be reversed by a Dispel Magic spell.

Sixth Level Spells

Antimagic Shell: A HackJamming helm does not function within the bounds of an Antimagic Shell.

Chain Lightning: This spell can cross the void between atmospheric envelopes.

Control Weather: This spell will not function within the confines of a ship's air envelope, nor on planets of smaller than size class B.
Death Fog: This spell will affect the hull points of a ship as if the ship is affected by acid. Damaged is cumulative: for every 10 hit points of acid damage inflicted, the ship suffers one point of hull damage for every 10-foot cube of Death Fog in contact with the ship.

Disintegrate: If it hits the ship, this will destroy material in a 10-foot cube. It will also destroy either one hull point, lower the Armor Rating by 1, or reduce the Maneuverability Class by one category. Disintegrating a HackJamming helm will of course cripple the ship.

Glassee: This spell, linked with Permanency, is used to provide windows in solid plating for the higher-priced ships.

Invisible Stalker: The Invisible Stalker can survive in the void and move through it under its own power.

Veil: This spell can be used to hide or disguise ships, provided that the area of effect (in number of 10-foot squares) is larger than the tonnage of the ship.

Zarba's Guardian Hand: The hand can be used to slow opposing ships within range. It can be destroyed either by normal combat, or by ramming (treat the hand as a Gargantuan creature for purposes of ramming).

Seventh Level Spells

Delayed Blast Fireball: The spell will not detonate in the void and if in airless space and is wasted. In the Phlogiston, it will detonate immediately, with the effect centered on the caster, for triple normal damage and area of effect.

Limited Wish: This spell can be used to allow access to an extradimensional space for one round when cast in the Phlogiston.

Power Word: Stun: The Word is not effective if the listener is separated by the void from the speaker.

Reverse Gravity: A deadly spell in space, it can negate the localized gravity of the ships and throw the subjects into space. The subjects still retain their personal gravities, and will take small air envelopes with them when they go into space. Worse, however, the spell creates a flume of air escaping from the envelope, as if the envelope had sprung a leak. One ton of air is lost for every round the spell remains in effect. In this fashion, a ship or small asteroid can become an airless hulk.

One interesting use of this spell is as a heavy bombard to loft stones directly off a platform and into the path (and gravity well) of a passing ship. The damage caused by such an attack is determined by the GM, based on the size of the boulders and the ability of the target ships and creatures to avoid them (if any).

Shadow Walk: This spell will not function in the Phlogiston, as it requires connection with the Plane of Shadow.

Teleport Without Error: The user of this spell cannot Teleport from one star system to another. Furthermore, the caster cannot Teleport to another plane from the Phlogiston.

Vanish: This spell will not function in the Phlogiston, as it requires access to the Ethereal Plane.

Vision: In the Phlogiston, no power can be contacted.

Zarba's Grasping Hand: All ships of 1 ton or higher fall into the 16,000 pounds-plus category. The hand can be rammed as a Gargantuan creature.

Zargosa's Opulent Manor House: This spell cannot be cast in the Phlogiston, as it requires access to extradimensional space. When otherwise casting the Manor House, it will supply air for those inside it as well. As with other spells involving extradimensional spaces, an existing manor house cannot be accessed from the Phlogiston.

Zargosa's Instant Summons: This spell can summon items from another star system. If the caster is in the Phlogiston, the spell fails.

Eighth Level Spells

Glassteel: This spell, used repeatedly in the construction process, can produce ships with glass with an Armor Rating of 1.

Incendiary Cloud: This spell is limited as the Pyrotechnics spell. The smoke from this spell degrades the atmosphere of a ship by one level, from fresh to fouled, or from fouled to deadly.

Maze: This spell cannot be cast in the Phlogiston.

Power Word: Blind: As for other Power Word spells, victims separated from the caster by the void will not be affected.

Sink: This spell will only function on solid (earth-based) planes of size class A or greater.

Zarba's Fist of rage: The Fist can be used against ships. For every 10 hit points inflicted by the Hand, the spell inflicts one hull point of damage. Damage is not cumulative from round to round.

Ninth Level Spells

Astral Spell: This spell cannot be cast in the Phlogiston, as it accesses the Astral Plane. A magic-user using the Astral Spell whose body is taken into the Phlogiston cannot return to his body until the body is taken out of the Phlogiston.

Crystalbrittle: This spell can be used to reduce hull points of metal ships. For every 5 levels of the caster, he can inflict 1 hull point of damage with this spell. Alternately, the Armor Rating of a metal ship can be reduced by one for every 5 levels of the caster.

Gate: This spell will not function in the Phlogiston.

Hyptor's Disjunction: HackJamming helms are treated as minor artifacts for the purpose of this spell.

Imprison: This spell will only function on solid (earth-based) planets of size class A or greater.

Meteor Swarm: This spell will not detonate in the airless void beyond the limits of the atmospheric envelopes. If cast in the Phlogiston, all the fireballs detonate immediately, centered on the caster, for 120d4 points of damage to everyone within 90' of the caster. The ship the caster is on also suffers 1d6 critical hits, in addition to the damage caused by the spell.

Power Word: Kill: As for the other Power Word spells, this spell fails if the subject is separated from the caster by the void.

Successor: This spell will not function in the Phlogiston.

Wish: This spell can be used to gain access to an extradimensional space for up to one turn in the Phlogiston.

Zarba's Crushing Hand: This hand can inflict damage on ship hulls, but unlike Zarba's Clenched Fist, such damage is cumulative: for every 10 hit points inflicted by the Hand, one hull point is inflicted.

CLERIC SPELLS

Note: Cleric spells above 2nd level cannot be regained in the Phlogiston. They can be cast in the Flow, but until the links with the outer planes are restored, they cannot be regained. The regaining of cleric spells might also be limited by which deities operate within a given star system.

First Level Spells

Endure Heat/Cold: This spell will not protect the user from the excesses of heat and cold found in certain star systems.

Protection From Evil: Creatures from other solar systems or planets are not considered extraplanar in nature.

Second Level Spells

Augury: This spell works normally in both WildSpace and the Phlogiston.

Dust Devil: In WildSpace, the Dust Devil can move under the direction of its creator and within the range of its spell, across the void between atmospheric envelopes. The spell cannot be used in the Phlogiston.

Third Level Spells

Dispel Magic: The effects of this spell on HackJamming helms are discussed in the section about helms.

Glyph of Warding: Those Glyphs that have an explosive fire effect function normally in the Phlogiston, causing triple damage and has triple the area of effect. In the void, they do not function (but are not negated). The air envelope of but one individual is sufficient to allow the Fire Glyph to operate normally. Other Glyphs function normally in both environments.

Fourth Level Spells

Divination: This spell does not function in the Phlogiston.

Free Action: This spell allows those affected by it to act normally with in areas without gravity.

Fifth Level Spells

Air Walk: This spell is usable only where there is sufficient air. The air envelope around a ship is sufficient, but that enclosing a single body is not.

Commune: This spell will not function in the Phlogiston, as it requires contact with other planes of existence.

Flame Strike: In the Phlogiston, the Flame Strike detonates on the caster, inflicting 18d8 points of damage to him and all within 15 feet of him (saving throws versus spells for half damage apply).

Magic Font: The Magic Font can view other star systems as well as the Phlogiston. If used in the Phlogiston, it cannot view other planes.

Plane Shift: This spell cannot be cast in the Phlogiston, as it requires access to other planes to function.

Raise Dead: This spell operates normally in both WildSpace and the Phlogiston.

Sixth Level Spells

Aerial Servant: The Aerial Servant can cross the void between air envelopes under its own power. It cannot be summoned in the Phlogiston, as the spell requires access to other planes.

Blade Barrier: A ship that sails into a Blade Barrier suffers 1 point of hull damage for every 10 hit points the Barrier inflicts, provided that the ship can be affected by the blades. Wood, ceramics, cloth, and living material are vulnerable, while rock and steel are immune to its effects. Living subjects on deck can be affected by the spell.

Word of Recall: This spell will not function in the Phlogiston. It can be used to recall the cleric from one star system to his home sphere.

Seventh Level Spells

Astral Spell: See the notes on the magic-user version of this spell for the effects of using this spell in space and the Phlogiston.

Control Weather: This spell can be cast only on planets of size class B or greater. It can be used to modify adverse conditions for take offs and landings.

Earthquake: In space, an Earthquake can affect ships made of stone, as well as asteroids and small earth-based planets. Stone ships are treated as structures for damage, while various parts of asteroids are treated as normal ground terrain. If the area of an Earthquake completely encloses an asteroid or stone ship, make a saving throw versus crushing blow for the stone; on failure the ship or asteroid breaks up entirely.

Gate: This spell does not function in the Phlogiston, as it creates a portal to another plane. When cast in the void, it functions normally.

Holy Word: In the Phlogiston, this has all the normal effects, except that it will not return creatures to their home planes.

Resurrection: This spell functions normally in both WildSpace and the Phlogiston.

Succor: Like the Word of Recall, this spell does not function in the Phlogiston.

Wind Walk: A Wind Walking individual who attempts to cross the void between atmospheric envelopes does not bring any atmosphere along with him other than that of his own form, and if forced to return to normal shape becomes adrift in the void.

DRUID SPELLS

Note: Druid spells above 2nd level cannot be regained in the Phlogiston. They can be cast in the Flow, but until the links with the outer planes are restored, they cannot be regained. The regaining of druid spells might be limited by which deities operate within a given star system.

First Level Spells

Faerie Fire: This spell is not subject to the explosive qualities of the Phlogiston.

Predict Weather: This spell does not function in the void or the Phlogiston. It can only be used on planets of size class B or larger.

Second Level Spells

Fire Trap: This spell functions normally in the Phlogiston, but causes triple normal damage to creatures in 15-foot radius. It does not ignite (nor is the spell spent) if somehow opened in the void. The air envelope around a single individual is enough to allow the Fire Trap to explode.

Flame Blade: If used in the Phlogiston, the Flame Blade immediately explodes, inflicting 3d4+12 points of damage upon the caster.

Obscurement: In addition to its normal effects, this spell creates air and can be used to freshen the air, as the magic-user Wall of Fog spell.

Produce Flame: If used in the Phlogiston, the Produce Flame spell will detonate in the hands of the caster, inflicting 3d4+3 points of damage to everyone in a 9-foot radius.

Warp Wood: This spell can be used to damage or affect wooden HackJamming ships. At 10th level, the caster can affect enough wood to reduce the hull value of a wooden ship by 1 hull point, the AR by one, or the Maneuverability Class by one. At 15th level, the effects are doubled, and they double again at 20th level.

Third Level Spells

Call Lightning: As this spell usually requires some type of storm in the area, it cannot be cast in space (unless of course, someone manages to create a storm in space).

Pyrotechnics: This spell does not function outside of an air source for the fire involved. Pyrotechnic fireworks on a ship can be used to extinguish an on-board fire (up to a 20-foot cube in size), with the blinding effect listed

under its spell description. Pyrotechnic smoke fouls the air within the area of effect. Small fires consume enough air for 1 man-sized creature for 1 month each, while larger fires consume enough air for 1 man for 1-4 months each. This spell will not function in the Phlogiston since the required fire source will immediately explode.

Stone Shape: This spell can be used to repair vessels made of stone, such as dwarven bastions. For every level of the caster, the spell regains either 1 hull point, 1 point of AR, or one rank of lost Maneuverability Class, up to the original rating.

Fourth Level Spells

Produce Fire: If cast in the Phlogiston, the spell immediately immolates the caster, inflicting 3d4+3 points of damage per level.

Reflecting Pool: The Reflecting Pool can view other star systems as well as the Phlogiston. If used in the Phlogiston, it cannot view other planes.

Fifth Level Spells

Commune with Nature: This spell can only be successfully cast on planets of size class C or larger.

Control Winds: This spell can be used to reduce the effects of weather on planetary surfaces to allow safe landing. It can also be used to increase or decrease the Maneuverability Class of a ship by one category.

Transmute Rock to Mud: See the notes on the magic-user version of this spell for the effects of using it in space and the Phlogiston.

Wall of Fire: See the notes on the magic-user version of this spell for the effects of using it in space and the Phlogiston.

Sixth Level Spells

Conjure Fire Elemental: Use of this spell requires access to the Elemental Plane of Fire, and as such cannot be used in the Phlogiston. A Fire Elemental brought into the Phlogiston will immediately explode, inflicting 3d8 points of damage for each of its Hit Dice to all within 20 feet and causing hull damage to the ship as well.

Fire Seeds: If used in the Phlogiston, the seeds explode in the caster's hand, causing 24d8 points of damage to everyone within 30-foot diameter.

Wall of Thorns: When cast in the path of a ship, exposed crewmen take damage as if crashing into the barrier. Exposed sails and rigging suffer damage, and the ship's Maneuverability Class decreases by one. Vessels of less than one ton per level of the caster are stopped by the Wall.

Weather Summoning: This spell can only be cast on a planetary body of size B or greater.

Seventh Level Spells

Chariot of Sustarre: This spell cannot function in the Phlogiston, as it requires access to the Elemental Plane of Fire. The chariot can move through space, and retain air as if it were a ship of 7 tons, providing sufficient air for its passengers. If taken into the Phlogiston, the Chariot explodes, inflicting 10-60 points of damage (save versus spells for half damage) to all within 30 feet of it.

Conjure Earth Elemental: This spell cannot be cast in the Phlogiston, as it requires access to another plane.

Fire Storm: In the Phlogiston, this spell erupts directly upon the caster and extends to triple the maximum area of effect possible, inflicting 6d8 points of damage plus three per level of the caster. If used against wooden ships, the spell ignites fires within the entire area of effect, inflicting hull damage as described in the section on fires.

Chapter 5

The Rock of Brawl

The Rock of Brawl, more commonly just called "The Rock", is a city of humans, demi-humans, and humanoids situated on an asteroid. The Rock is about 1 mile long, and about half that in width and depth. From above, it has a roughly oval shape.

The Rock is typical of human cities in WildSpace. It orbits high above the world of Aldrazar near where the fourth moon once existed. The Rock can provide a hometown and base of operations for the player characters in space.

History: Like most large objects in space, the Rock has passed through a number of hands before settling into its present situation. There are ruins and caverns beneath the earth that indicate the Rock has been used in the past as a Mind Flayer outpost, a battleground between rival Orc clans, a gnome titan fortress, and most recently a lair for a Beholder clan. Its recent incarnation begins about 250 years ago when it was "captured" by Aldrazar. Its first settlers were pirates, and the current prince is the great grandson of the pirate king Barbidos, who established himself as the first modern leader of the Rock and founder of the "royal house" of Brawl. Barbidos traced his lineage from various kings and emperors of Garweeze Wurld, but those tales vary greatly from one telling to the next.

Barbidos ruled long and well, with an iron hand, and brought the Rock under one master. His unusually long life is generally attributed to a stash of Potions of Longevity from his pirate days. The city evolved from a pirate hiding hole to a major city in its own right, attracting merchants, adventurers, and other more respectable types. After a brief alliance as privateers and commerce raiders, Barbidos officially banned piracy and declared any pirates that were caught would be subject to the full penalties of the law.

The operative word here is "caught," since there is much winking and looking the other way when a ship laden with someone else's treasures sets down. Similarly, slavery is technically illegal, but no one is very interested in catching the slavers if there are profits to be made. However, piracy and slavery charges are common when the Crown wishes to turn up the heat on those who displease the authorities. The capital offense, of course, is betrayal of Brawl, which includes endangering the asteroid and/or the royal house of Brawl. Those found guilty are imprisoned in the dungeon before being presented as a gift to the Mind Flayer embassy.

Barbidos' heir Fru'ungy took over the Rock when the great pirate died. Fru'ungy was no pirate, but an overweight scrawny sybarite who enjoyed treasure and sport. He was prone to grant favor to those that brought him treasure, leading to an explosion in the number of noble houses. Various factions began to take over the daily functions of Brawl. Many were retired pirates who bought their titles with stolen booty and loot. It was under Fru'ungy's reign that non-human enclaves and embassies opened. Fru'ungy became a figurehead, locked away in his palace while the city was increasingly run by feuding nobles.

Fru'ungy choked and died on a piece of exotic fruit late in his life, and was in turn succeeded by his son Kalar. Kalar was the spitting image of his father, but died under mysterious circumstances within a week of taking the throne. His body was found floating in space just outside the Rock's atmosphere. Kalar's younger brother Andruu quickly took the throne and rooted out the supposed assassins – a group of moneylenders backed by Mind Flayer forces. These were quickly dispatched, but rumors have since suggested that the moneylenders and Mind Flayers were people whom Andruu owed money or favors to, and that he and they were all involved in Kalar's death. By pinning the murder on the moneylenders and their Mind Flayer allies, Andruu effectively covered his tracks.

Under Fru'ungy, various merchants, nobles, adventurers, and other factions increased their power and influence. Now Prince Andruu is simply one more player in a Byzantine maze of medieval politics. He has his own agents and forces loyal to him, but must move carefully. There are those who would rather see the Rock ruled by a more ineffectual adventurer or by a council that could more easily be dominated from outside or at least be set against itself.

One of Andruu's numerous problems is that he often forgets is that the Rock is not his alone, and there are others that have dwelled on the Rock long before him or his race arrived. The maze work of tunnels and dungeon levels beneath the city is extensive and has never been fully explored. Undoubtedly, old artifacts, relics, and monsters still lay within.

The Rock at a Glance

The City: The city of Brawl is divided into a High City and a Low City. The High City runs along the trailing half of the asteroid. The castle of Prince Andruu dominates the High City. A long wall with numerous checkpoints separates the High City from the Low City to keep out the riffraff.

Gravity Plane: The central plane of gravity runs lengthwise through the Rock. The "upper" half of the Rock is dominated by the City of Brawl itself. The "lower" half is property of the prince, and used as a base for his private fleet.

Lake Brawl: Brawl has a large chasm just forward of Prince Andruu's citadel, filled with water, which provides most of the water needs of the population. The chasm runs below the gravity plane of the asteroid, so that Lake Brawl has two surfaces: one on "top" of the asteroid, the other in a cavern deep within the heart of the Rock. Active animal cultures and monsters that live on what other creatures consider waste keep the lake relatively clean.

The Edge: The Rock slopes away sharply from its top and bottom, forming cliffs that serve as a barrier from one side to the other. Internal passages often make transit easier, but the would-be rock climber runs the risk of falling off the Rock. Unless he hits a lower spire or ledge (80% chance), the falling individual comes to a rest (eventually) at the level of the gravity plane and begins to drift away. Rescue stations are positioned around the Rock to provide lifelines and mockery for such unfortunate souls.

Underside: The "lower" half of the Rock is property of the prince and used both as a station for his naval units and as parkland to provide food and air for the Rock. The bulk of the underside consists of fields where convicted criminals and "royal servants" (indentured slaves) do most of the work. Most of the Prince's naval units are found in the underside hanger. The largest buildings on the underside are the Citadel, a large, powerful fortress used in times of war, and the Vanes. The Vanes are huge sails made from the wing-leather of a Radiant Dragon. Though they provide no propulsion, the Vanes are deployed to provide some margin of steering control to the city in dangerous situations (more to give citizens false hope).

The Docks: Most ships approach Brawl from the leading edge, where a set of wooden docks extend into space to take in new arrivals (landing a ship in the city without the prince's permission is a major offense, good for a few months on Underside as a field hand). Caverns inside the Rock itself span

the gravity plane, where storage areas have been established with hoists to the warehouses "upside".

The Caverns and Dungeons: The Rock is laced with caverns as well as carved tunnels and passages. Many of those near the surface are used by the citizenry as hiding holes in times of danger. The passages shown on the map reflect only a small portion of the known "NetherDeep" of the Rock.

Drydock: Drydock is a large, flat section of the Rock used by those ships that can land on the ground for full repair. The drydock has complete services, and charges standard rates as described in Chapter 3: The Dry Dock.

Temple District: There are a number of temples near Lake Brawl, devoted to the Blind Gawd Luvia, Nudor, Odin, Shona, Thor, and Zeus the Diminished. Smaller shrines to each of the other gawds can be found throughout the city, though shrines to overtly evil gawds are, for the most part, hidden.

The Graveyard: Most of the dead of Brawl are immolated, composted, or cast adrift in space, in accordance with the wishes of their relatives and faiths. Those who can afford to be interred are laid to rest here.

The Donjon: Not to be confused with the dungeon, the Donjon is a large edifice built to hold offenders and malcontents against the Crown. In addition to being used as auxiliary barracks for 200 of the Prince's men, the Donjon is where those judged too dangerous to work the fields of Underside are imprisoned until they are executed (in the open square just in front of the Donjon).

Festival Ground: A large, green space tipped by a great arena, the Festival Ground shows Prince Fru'ungy's mind at work. When a small asteroid collided with Brawl, it leveled part of the city. Fru'ungy declared the ruined area a park and used the stone of the asteroid to build the arena. Official holidays (including the prince's birthday) are celebrated here.

Barracks: Abutting the prince's lands on the trailing edge of the Rock, the barracks house about 500 men. In addition, in times of emergency, the prince may recruit the nobles' militias (which range from 20 to 100 men each) and the Lower City militias for further aid.

Markets

There are a myriad of shops throughout the Rock, but only two major open markets. The Great Market lies at the midsection of the Rock, and carries not only new goods and shipments, but items that are too large to store or display. The Lesser Market, also called the Thieves' Market (to give one some idea of its character), is a smaller, more bustling, and more suspect operation. The regulars at the Thieves' Market may be dealing in fraudulent or stolen goods, so let the buyer beware.

Han'sa's Gimcracks & Sundries: This coaster specializes in getting small packages, bizarre merchandise, and other oddities past customs (smuggling). Han'sa hires adventurers and pays well for their services.

Mahudd's Reclamations: A newly formed magic shop set up by the fat but charismatic merchant Mahudd. The store deals exclusively with magical

items and spells. Mahudd has a reputation for bending, but never actually breaking, local laws. Buyers should be wary of what they buy, for he sells things "as is" (such as Rings of Invisibility that turn the ring, not the wearer, invisible when worn and the like).

Musor's Ships and Vessels: Musor is (in)famous for buying badly damaged ships, fixing them up, and selling them to desperate adventurers. His repair jobs are extremely cheap (all ships pick up 1-3 flaws after going through his shop), but his customers are rarely in a position to complain. To date, no shipwrecks have been directly attributed to his ship repair work.

Petrika's Charm Shop: This quaint shop deals in spell components, charms, and the odd magical trinket. It doubles as a shrine to Ptah, the Gawd of Artists. Petrika, the proprietor of the Shop, is an old, eccentric dwarf with a straggly beard that hangs to his ankles.

The Smiths' Union: About 50 years ago, all of the weaponsmiths and armorsmiths on Brawl unionized, thus reducing competition and raising prices. The Smiths' Union controls the production and sale of weapons on Brawl, and is both powerful and ruthless. Due to their price fixing, all armor and weapons have a 15% markup over standard prices.

Racial Enclaves

The Rock's population is mostly human, but a number of non-human races have settled in the city as well. Though non-humans can be found anywhere in the city, they tend to congregate in enclaves of their own race. There are six recognized racial enclaves of the Rock.

The Ape Houses: Ape races of all sorts dwell along this strip of townhouses. The street is crisscrossed with ropes for climbing and swinging.

The Burrows: This once peaceful strip of the Rock has been overrun by a vicious gang of thug halflings. The gang extracts extortion from everyone in the Burrows, and a fair number of merchants with nearby shops. The Burrows is not a place to be at night.

The Dracon Enclave: This small collection of well-maintained rental houses is home to about 20 extended dracon families. The dracons cram as many of their kind into a single dwelling as possible, often with disastrous results.

The Dwarven District: This enclave is immediately apparent by the ugly but extremely sturdy stone construction of its buildings. The dwarves are hard working and productive citizens who tolerate no gangs or criminal activity within their enclave.

The Forest: A park-like forest sits squarely in the center of the city. Nominally, it is home to the elves, but few elves actually live within its confines. The Forest is a favorite place for picnics, young lovers, children playing, and people on the run.

Giff Town: This rather small enclave is home to the giff. The giff constantly seek to create makeshift explosives, often with catastrophic results. As a result, giff town is undergoing constant renovation, much to the delight of contractors across Brawl.

Mind Flayer Embassy: A complex of buildings joined by covered walkways and tunnels, most of the mind flayers in the city dwell here. Few beings that enter the Embassy uninvited are ever seen again.

Government and Law

Civility on the Rock is largely maintained by the citizens, who police their own. Taverns hire bouncers to toss out drunks, merchants have an eye for spotting shoplifters, and mobs beat pick-pockets mercilessly. Serious crimes are taken before a magistrate, who can sentence accused criminals to hard labor on the Underside. The only crime that is punishable by death on sight is arson, which is taken quite seriously in the city. Arsonists can create a panic in the city, resulting in witch hunts and lynch mobs that send many innocent individuals, along with an occasional guilty party, to an early grave.

Naval Strength

The full numbers of the prince's defenses are a state secret, but there are continual patrols of four huntership and four hawkships around the Rock. Street gossip puts the full naval strength at four times that, and there are always ships to be hired at the Rock.

Other Defenses

Walls themselves do not provide much defense against space-based raiders, so instead the Lower and Upper Cities are dotted with ballista towers for use against enemy ships. Maintenance and operation of each tower is left to the district in which it operates, and in the case of the noble houses, possession of smoothly drilled crew is as much a requirement for high society as a worlds-renowned chef. The Palace, of course, has the highest concentration of defenses and includes bombards and wildfire fire projectors which are illegal elsewhere in the city (although the giff keep trying to bring them in).

Finally, Prince Andruu has contracted a group of independent magic-users known as "The Fireball Alliance" for protective services. The Alliance numbers about two dozen. In exchange for being treated as gentry and housed in expensive townhomes, act as Andruu's magical watch force.

Chapter 6

The Worlds of HackSpace

The Caz-Adar solar system is the default setting for the HackJammer campaign. This chapter details the many worlds that characters can discover and explore. For further details on the sizes, shapes, and types of planets that are mentioned in this chapter, see Appendix C, Beyond HackSpace.

Caz-Adar, Firebody, Class H Sphere

Caz-Adar is a giant ball of incandescent hydrogen. It conforms to the standard scientific expectations of the Spacehack Survey. The heat of Caz-Adar overwhelms even Rings of Fire Resistance and other common magical protective devices against heat and fire. The magic-users of the Mage's Imperium are said to be working on even more powerful protective devices that will finally permit the exploration of the system primary. So far research has resulted in numerous deaths, though experts believe progress has been made.

Glyphen-Tur, Class D Earth Sphere, Very Hot

This planet is a ball of heated rock. It has some potential for the extraction of metals and gemstones, but the world is covered with one giant, sweeping desert and very little water. Plant life is very dark and very reluctant to give up any sort of moisture. Native animal species are universally insects. The population of Glyphen-Tur consists primarily of dwarves and gnomes eking out a living in the mines, and a few slave-oriented fortresses doing much the same thing. The entire populace imports large quantities of water, usually from Buth-Morj, the fourth moon of Zagnabar. Large distilleries take the salt out and pour forth warm gushers of water; what chilling occurs takes place in deep underground caverns. Some of the insects of Glyphen-Tur have proved to be good enough eating to sustain the miner populations, and their dried limbs and carapaces are often used as building material to hold up mine shafts. Other, more popular mine owners prefer to import wood for mineshafts and food for miners.

Some of the nations of HackSpace have considered establishing prisons on Glyphen-Tur to work new veins of ore or gems. So far, only Hiyanar has actually done so. Most of them note the long distances that they would need to travel, through dangerous asteroid belts, and consider the proposals to be uneconomical even with slave labor. Only a handful of economics sages have questioned how the venture can be profitable with paid miners, if that is indeed the case.

Zagnabar, Class E Earth Sphere, Unusually Cold

Zagnabar is a world locked in an ice age. The fact that ice can be harvested from Zagnabar has made it popular with the ruling classes of Hiyanar. Large blocks of ice from Zagnabar are regularly transported to Hiyanar where they fetch good prices. Less appealing are the massive flightless avian species that dominate Zagnabar, and the Rocs and Ziz that rule the skies. The larger flightless birds are easily the size of some of the largest elephants, and some are even larger. The biggest ones are herbivores, but can still deliver a nasty bite, claw, or wing buffet. Many of these birds make for good eating, but the predatory species clearly regard humans, demi-humans and humanoids as just another food source.

The only native sentient creatures are Avianderthals, Kenku, Eblis, and Vulchlings. None of them have developed technology much above the Bronze Age. They are often willing to trade exotic feathers and trinkets for steel weaponry. Rumor claims that feathered versions of dragons fly in the skies of Zagnabar. No reliable report has yet been filed with the Aldrazar Explorers Guild, however.

Moons of Zagnabar

Illuphshish, Class C Irregular, Skalykar Kingdoms

Hiyanar, Class D Sphere Sultanate of Hiyanar; Hiyanar Church of Olympus

Hadru'Narth, Class D Earth Sphere

Buth-Morj, Class D Water Cluster

Athon-Pawl, Class D Earth Sphere

Lufin-Melch, Size E Earth Sphere

Lufin-Melch is a rather typical earth world; it has a wide variety of animals species in a wide variety of habitats. What it doesn't have (or seem to, at any rate) is any sort of native sentient species. Large animals and their predators roam the world and swim the seas, but Lanistaran explorers (who, given their position, dominate the exploration of their primary) have yet to encounter elves, dwarves, humans, halflings, gnomes, Orcs, Goblins, Kobolds, or any of the other sentient races that dominate the rest of HackSpace. Many of the animals resemble Aldrazaran animals, but they have... differences. Yellow and gray spotted tigers working in packs, capable of running down and killing trunk-sporting, blue-skinned rhinoceroses the size of elephants are just two examples. Monsters encountered on Lufin-Melch are not intelligent, or have been brought in by spacefarers; undead were unknown on the planet before sentient races arrived, as were other results of arcane experiments (successful and otherwise).

Some portions of the surface of Lufin-Melch have been claimed by Lanistaran adventurers. They see the lack of competition as a good thing, allowing them to set up their ranches and farms without pesky native interference. Most of them are happy to import slaves to do the dirty work. As some slaves inevitably escape, a "native population" may be making itself known relatively soon.

Moons of Lufin-Melch

Lanistar, Class C Earth Irregular

Asteroid Cluster (3 Class B Irregulars under control of Lanistar.)

Inner Belt, Class A Earth Belt

The Inner Belt is less crowded than the Outer Belt, but it is nonetheless a haven for adventurers' strongholds, smugglers, hermits, and pirates. Stoneforge and Jaarland Abbey are the only truly prominent settlements in the Inner Belt, but most, if not all, of the nations and organizations of HackSpace have minor bases scattered throughout. Life in the Inner Belt is somewhat irregular, and some of the asteroids are barren, but most have long since been seeded with some sort of life by wandering druids and clerics serving gawds of fertility, agriculture, or nature. At least a couple of asteroids were planted by clerics of Dionysus – these are overgrown with massive grapevines.

Major Settlements

Stoneforge, Class A Irregular , Holy Dwarven Theocracy

Jaarlang Abbey, Class A Irregular, Brotherhood of the Hammer

Vordes-Jiar, Class E Water Sphere, Hot

From the depths pf space, steamy Vordes-Jiar appears to be a white mass of clouds. Constant rainfall makes flying conditions difficult at best, so few HackJammers have yet explored the surface, and even fewer have explored below. Presence or absence of marine sentient races has not yet been established on Vordes-Jiar, although explorers are hopeful. What has been found on Vordes-Jiar are gigantic kelp forests. These kelp plants have leaves so big that small ships can actually land on them, and the air bladders that help keep them up appear to be reinforced with breathable air. Some magic-users have adopted individual kelp plants as their personal "towers under the sea" of Vordes-Jiar, so visitors should be cautious on investigating new ones. Most of these magic-users are water elementalists. Liches find using the kelp difficult, as dead fronds quickly collapse back into the depths.

Under the sea, fish and other aquatic life enjoy complete dominance. Crabs and other crustaceans make homes in the kelp, and more than one HackJammer has set down to collect a load of tasty seafood – like any other food item, it commands high prices in the asteroid cities. The giff of Hurfanad come down to harvest some of the kelp itself; tender shoots are a delicacy in the Joint Chiefdoms. Rumor has it that they use some of the other parts of the kelp in the manufacture of powder. Many dispute this, and as no one else knows the formula, it remains mere speculation.

Moons of Vordes-Jiar

Hurfanad, Class C Earth Irregular, Joint Chiefdoms of the Giff

Aldrazar, Class F Earth Sphere

Welcome to Garweeze World. The Dragon Committee and the Circle of Sequestered Magicks will not permit you to land. Nor are they interested in selling you reference material on their home world. If absolutely necessary, you may replenish your air, and then you are required to leave. The Dragon Committee and the COSM allow no exceptions to this rule. This is not to say that no one slips through their patrols, but those that do, do so at their own risk. Most spacefarers find it safer to scry a place on planet and Teleport in, but some few do come in. The DC and COSM are not infallible, but they are strict. They hunt down HackJamming craft that land and destroy them, stranding the spacefarers on the planet.

Moons of Aldrazar

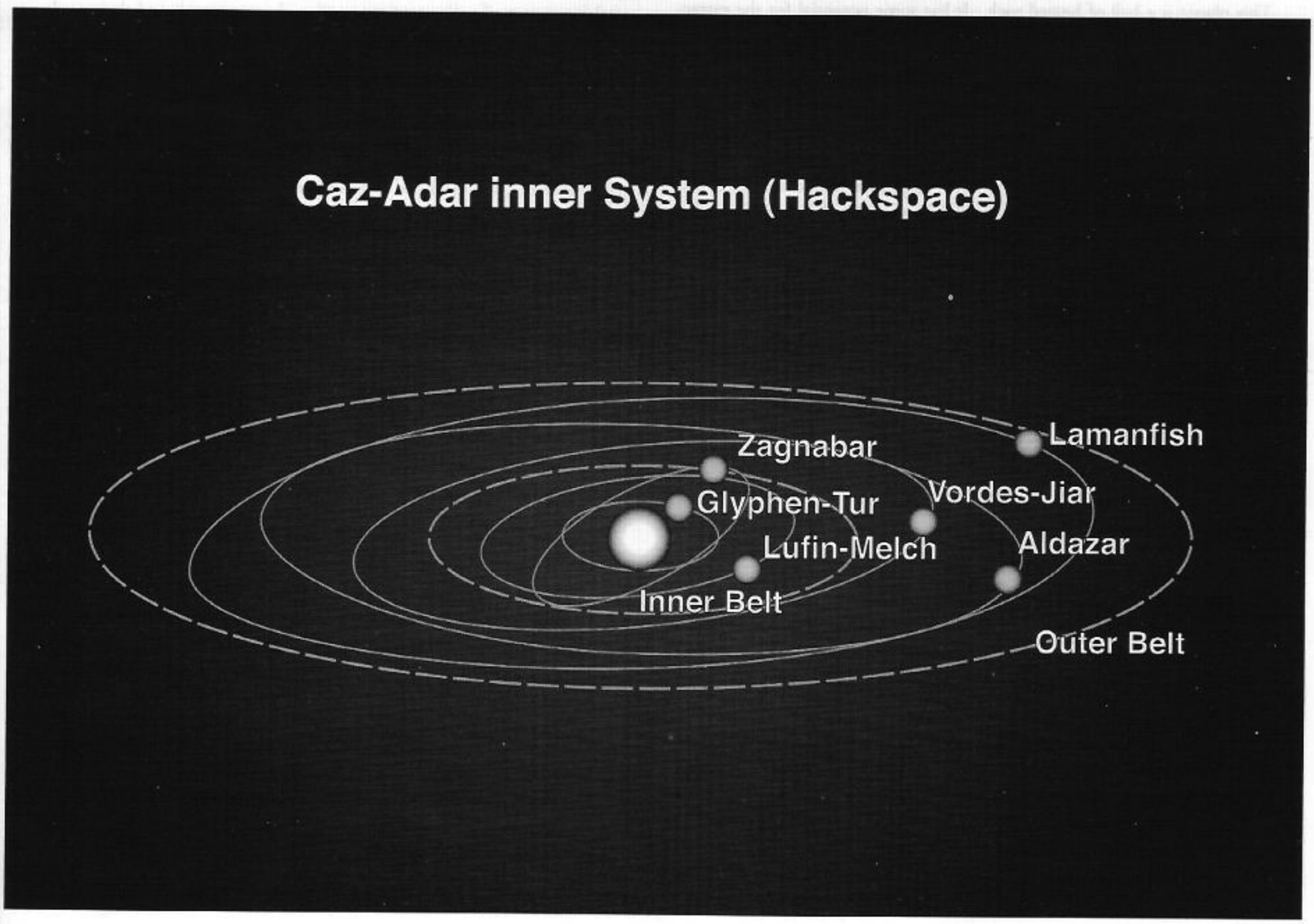
Arlora, Class C Earth Sphere, Dragon Committee

Bardra'Kar, Class C Earth Sphere

Shadara, Class C Earth Sphere Circle of Sequestered Magicks

Lamanfish, Size G Air Sphere

Lamanfish is a white and blue world, with swirling clouds dominating the upper atmosphere. Deeper down, the clouds are magical, capable of supporting structures and life forms. Cloud dwelling races, such as Cloud Giants, Silver, Cloud and Mist Dragons, and creatures of elemental air have colonized Lamanfish. They are not very friendly to HackJammers, unfortunately, although some of the drifting cloud castles and lands have entered into trade pacts with the Pan-Elf Union.



The native life of Lamanfish is composed of gas bag creatures. For the most part, these creatures ignore humanoid life, as the predators don't recognize them as prey, and the herbivores don't recognize them as dangerous. The dragons hunt the native life forms, but nothing short of a draconic digestive system can extract nutrients from them. The giants depend on their cloud farms for food. However, some of the gas bags appear to produce unusual compounds, which are valued by the magic-users of both the Pan-Elf Union and the Mages' Imperium; it is primarily these compounds that the giants trade in return for metal and gems.

Moons of Lamanfish

Yanador, Class D Sphere, Pan-Elf Union
Hydu-Kruoss, Class B Liveworld
Jiuk-Lorn, Class F Air Flatworld
Kud-Chel, Class A Water Sphere
Ravinelle, Class C, Liveworld
Rakyllnu, Class F Earth Cluster
Lobrac-Olwan, Class F Fire Amorphous
Quannis, Class B Earth Sphere
Zuxic-Numish, Class C Earth Sphere
Xuc'Itlurn, Class A Earth Flatworld
Maalin, Class F Water Sphere
Kuth-Yamm, Class C Water Sphere

Outer Belt, Class B Earth Belt

The Outer Belt is prime real estate for HackJammers. All nations of HackSpace have at least a few small bases in the Outer Belt, and a number of them have colony cities. Piracy is rampant in the Outer Belt, but so is trade (perhaps one because of the other). Like the Inner Belt, most asteroids of the Outer Belt have been seeded with some form of life by dedicated clerics. However, unlike the Inner Belt, hermits and isolated monasteries are not common; there are too many HackJammers traveling the Outer Belt to achieve true isolation.

Major Settlements

Gildentod, Class B Irregular, Gnomish Syndicates
Jerasay, Class A Irregular, Halfling Pirate Kingdom
Sarida, Independent City, Class A Irregular; Aldrazar Explorer's Guild
Cyndai, Class B Irregular, Slavers' Guild
Mjornar, Class A Irregular, Star Church of Odin

Olupi'sard, Class F Air Sphere

Olupi'sard's atmosphere is heavy on sulfurous and ammonia-laden compounds, but is classified as "polluted" rather than poisonous. The whole stinks of decaying flesh, but perhaps that is not unusual. Undead dominate Olupi'sard, feeding on the giant sky dwellers that once lived in the atmosphere. Resembling large whales or fish, they were swelled by internally produced hydrogen.

A number of magic-users came to Olupi'sard to study these reclusive beings, and their mind probes revealed that many of them were intelligent! Great philosophers they were, and eager to discuss wildly esoteric concepts. Some of the magic-users were so intrigued that they ignored their own deaths, becoming Liches or Ghosts. When they created servants, however, many of them were Ghouls or Ghasts, and some of the Liches experimented on the Olupians. Now no one goes to Olupi'sard. Being attacked by killer whale-sized Ghouls hungry for flesh – any flesh – is not something the average spacefarer wants to experience. Liches and Ghosts, still "exist" in their own floating laboratories, maintained by their magic, and some pirates like to use Olupi'sard as a dumping ground for their victims, but most keep well away from the Undead Planet.

Moons of Olupi'sard

Water Rings

Gronnanar, Class D Earth Sphere, Caliphate of Gronnanar; Church of Gronnanar
Wajan, Class C Earth Irregular, Celestial Empire
Vodbrok, Class E Water Flatworld
Wurd-Purk, Class E Fire Sphere
Klondurak, Class E Air Flatworld
Jaminor, Class E Air Cube
Erillor, Class D Water Sphere
Hot Potato, Class A Fire Ellipse
Tobedor, Class E Air Sphere
Iong-Surd, Class B Earth Sphere
Oquord, Class E Earth Cube
Burning Tom, Class E Fire Irregular
Durbrel, Class D Air Amorphous
Lukenduff, Class E Water Sphere
Spicy Pepper, Class C Fire Ring

Kyldren, Class E Liveworld, Irregular

Kyldren is apparently a giant plant, perhaps rooted in an earth body somewhere very deep down. Massive branches extend from Kyldren, some several miles in diameter. Kyldren is not a safe world – it has giant maws, somewhat similar to those of a Venus flytrap, that are easily capable of crushing a ship. Most vessels sensibly stay away from the dangers of Kyldren; the moons are far more interesting

Moons of Kyldren

Four Sides, Class D Earth Tetrahedron
Deessix, Class D Water Cube
Eight Sides, Class D Earth Octohedron
Decahydro, Class D Water Decahedron
Deeddozen, Class D Earth Dodecahedron
Twennysides, Class D Earth Icosahedron
Three-Oh, Class D Water Thirty-sided planet
D'Undred, Class D Earth 100-sided planet
Whathuf, Class D Water 7-sided planet

Quabbor-Claaz, Class G Air Sphere

Spouting Quabbor-Claaz is one of the most beautiful sights in HackSpace. The massive storms wheeling through the atmosphere of the ninth planet send up massive colored plumes of air, often giving the planet the look of having hair. Some of these plumes are perfectly breathable while others are almost as horrific as a Green Dragon's breath. So far, the magic-users of the Mage's Imperium have only gotten brief, tantalizing glimpses of what lies beneath the storms of Quabbor-Claaz in their scrying devices. They are researching methods of traveling into Quabbor-Claaz safely to see if they can find out more, beyond the brief sights of wings. A few expeditions have gone down into Quabbor-Claaz, but have been unable to find much before they had to pull out due to hurricane-force winds.

Moons of Quabbor-Claaz

Earth Rings (dominated by Mage's Imperium)
Tatalbor, Class D Earth Sphere, Mage's Imperium

Ryuto-Mas, Class D Water Dodecahedron, Vacuum

Ryuto-Mas has an orbit that takes it outside the plane of the rest of the planets at a 20 degree angle. Since it has no atmosphere, it is an iceball, and rarely visited by HackJammers. There are a number of ice cavern complexes under the ground, however, and some of them have been sealed with atmosphere inside. The ice caverns of Ryuto-Mas, like the kelp bladders of Vordes-Jiar, have become popular dwellings for solitary magic-users. Many of the magic-users on Ryuto-Mas are Liches, though, so mortal adventurers should beware.

Isduron, Class E Air Sphere

A brilliant world of swirling oranges, yellows, and reds, with occasional flashes of green and white as seen from space, Isduron's atmosphere is not breathable by humanoid life. Some enterprising magic-user are looking to create sealed HackJammers that can enter the atmospheres of hostile worlds and explore these potentially fascinating worlds. Others think they're nuts; what could possibly be of value on an air world with a poisonous atmosphere?

Moons of Isduron

Earth Rings: Gurjar's City, Humanoid Alliance

Yequor, Class D Earth Octohedron

Arburdis, Class D Air Sphere

Hytormaf, Class D Air Sphere

Space Spring, Class D Water Sphere

Suzzaran, Class D Earth Sphere

Fugin, Class D Water Flatworld

Palajanari, Class F Air Sphere

From space, Palajanari is a beautiful deep blue globe. The atmosphere is breathable, if a bit cold. Native life on Palajanari is winged, and is for the most part rather small, though some can be quite dangerous. Insects, birds, bats, and pterosaurs all fly the skies of Palajanari, munching on the floating plants or hunting each other. Large plants with air bladders form the base of the food chain in the endless sky of Palajanari; these plants serve as nesting places for the animal life as well as food sources. Only the largest of these plants are big enough to support HackJamming craft, but there are some of them. A number of flying monsters have been found on Palajanari, so explorers should be rare.

Explorers of Palajanari have found some valuable plants and animals on Palajanari. Some of the plants are useful in the creation of levitation items, and brightly colored hides and feathers have brought good prices. The Knights of the Ring, who make their bases in Palajanari's rings, tend to ignore the planet below. They are focused on the threats in space, but are happy to provide secure bases for exploration.

Moons of Palajanari

Earth Rings: Knights of the Ring

Water Rings

Vaxnar, Class E Air Flatworld

Jowlly's World, Class E Earth Flatworld

Kuuly's Moon, Class D Water Cube

Droplet, Class A Water Sphere

Aydom's World, Class E Earth Flatworld

Erxixor, Class F Water Ellipse

Erxixor is a very warm water world, with both fire rings and two huge fiery moons. The waters of Erxixor are saline, so there's little enough reason to go down to the surface. However, a number of massive species of fish have been discovered on Erxixor, and these fish bring high prices on places like Brawl. Erxixor has a number of native (?) sentient aquatic races, including Sahuagin, Kuo-toa, and Locathah. Some of these are interested in trading pearls, corals, and fish to HackJammers; others are far more interested in taking the ships themselves and seeing if they can use them to extend their own activities.

Moons of Erxixor

Fire Rings

Axucac, Class D Fire Cube

Ipurrico, Class C Water Ellipse

Lurdeni, Class D Water Disc

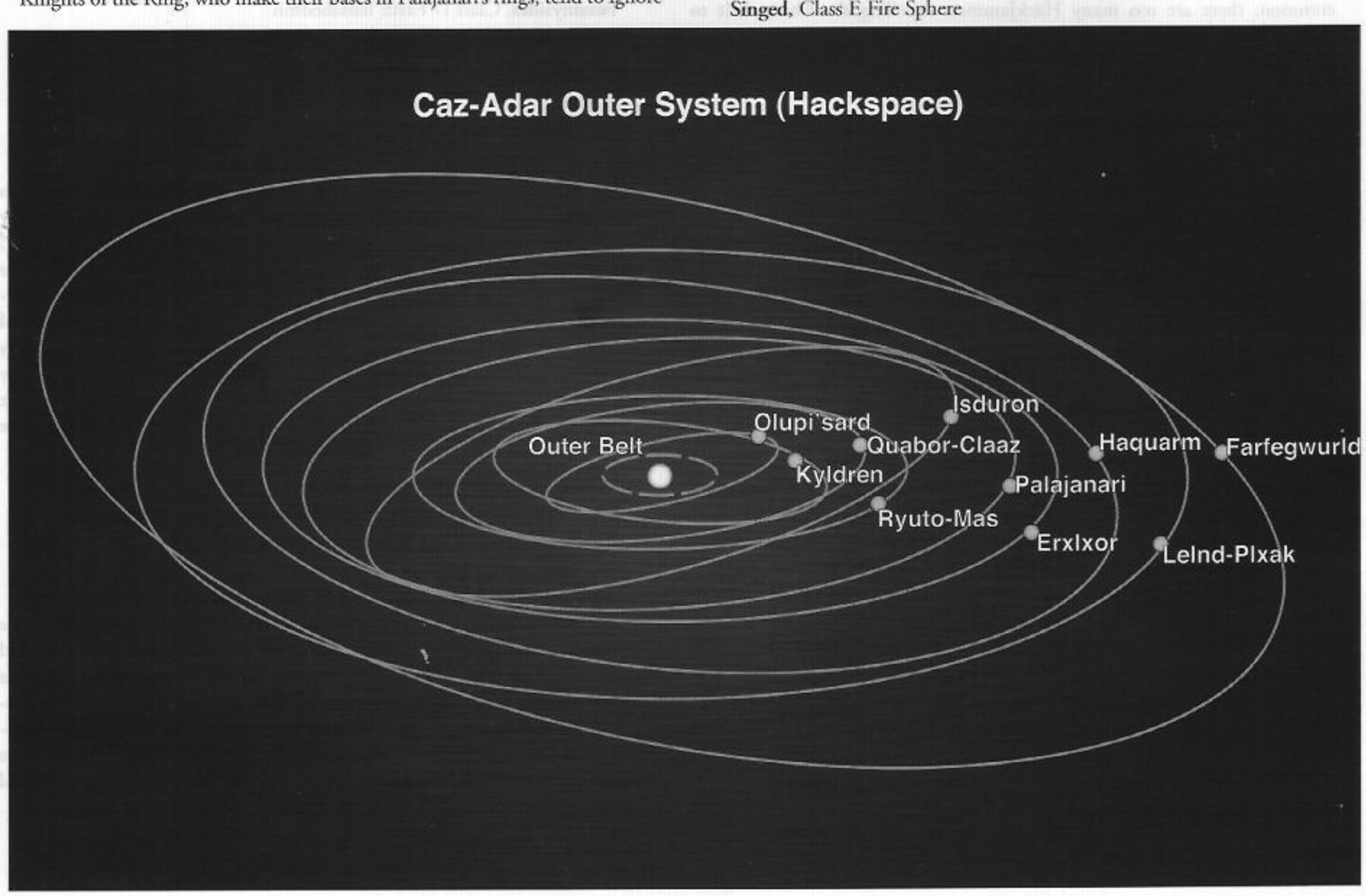
Pahtryc's Moon, Class D Earth Cluster

Boalfe, Class B Earth Flatworld

Habanero, Class E Fire Cube

Alebrew, Class B Water Amorphous

Singed, Class E Fire Sphere



Haquarn, Class F Earth Amorphous

Haquarn is a planet in constant turmoil, opening up huge rents and sealing them on a regular basis. Massive volcanoes cover large parts of the surface as well, distorting the entire surface. As a result, few races have constructed settlements on the surface of Haquarn. Many native plants of Haquarn are capable of walking away from the difficulties. Most of the animal life of Haquarn is reptilian.

Moons of Haquarn

Rings: **Starenfell**, Class B sphere, Church of Celestian

Zianyr, Class C Air Sphere

Goredor, Class B Earth Sphere

Ortin, Class E Fire Flatworld

Gaxworld, Class E Air Flatworld

Leind-Pixak, Class D Earth Sphere

"Frigid" best describes this small world. Little is known about the surface, as the Neogi tend to ignore it and few others make it out this far. Life cycles seem to be tied to the proximity of Haquarn and its fire moon Ortin. Much of both animal and plant life on Leind-Pixak dies off when Haquarn is too far away, leaving only eggs and seed to propagate the species when the other planet returns. Once, there was a conjunction of Haquarn, Leind Pixak, and Farfegworld; according to the diary of a Celestian cleric who was present, the conjunction led to an even greater frenzy of life for a brief time.

Moons of Leind-Pixak

Earth Rings: Neogi Oligarchy

Farfegworld, Class E Earth Sphere, Illithid Protectorate

This icy planet is the outermost of the system. Life is only possible due to the Fire Rings, and that life is limited to boreal forests around the equator and tundra in the warm temperate regions. Nevertheless, the Mind Flayers have established cities around hot springs and near volcanic regions. Their mind-controlled slaves work farms and mines; they do all the physical labor, actually. Native animal life tends to be large, furry, and hungry. Confined to the ring of life, the native animals are perfectly content to raid the mind-numbed Mind Flayer slave farms for food.

The Mind Flayers bring in slaves from throughout the system – even from Aldrazar, although most of their Aldrazaran slaves are brought in via Teleportation rather than HackJamming vessels. The Mind Flayers also have the biggest slave markets in the system, so strong, well-armed, and mind-protected merchants of other races do come here to purchase slaves. Some even come to purchase the freedom of their friends and allies.

The Mind Flayers are one of the most dangerous nations in HackSpace. Their navy is undoubtedly rebuilding, and will one day challenge the freedom of the rest of HackSpace again. The Mind Flayers are believed to be still analyzing exactly what went wrong last time, and devising new strategies that will correct the revealed weaknesses of their previous strategies.

Moons of Farfegworld

Fire Rings

Chapter 7

Politics of HackSpace

HackSpace is a complex place where many different factions interact, sometimes violently and sometimes not. A basic understanding of this web of intrigue, alliances, and enemies is required for any spacefarer. Summarized below are the political, trading, and military forces one will likely encounter in his travels.

Nations of HackSpace

Caliphate of Gronnanar (Gronnanar)

Banner: Five fingered black hand on red.

Location: Gronnanar, Class D Earth Moon of the 7th Planet.

History/Society: When the Ape Gawd saw the emergence of the Chimparians, the Ape Shamans, and the Ape Warriors on Aldrazar, he was pleased, but wanted to tweak a few things, so decided to try again. He knew of a jungle moon orbiting the seventh planet. He took chimpanzees, orangutans, gorillas, and giant apes from Aldrazar, mixed some human elements into them, and created new peoples.

Legends speak of an unexpected fifth race that split from the gorilla people due to the magical radiation from a piece of the fourth moon of Aldrazar that impacted ages ago. This fifth race was called the Grommam, and was by nature very outgoing. They vanished long ago, possibly by the will of the Ape Gawd.

The Caliphate of Gronnanar rules a size class D earth moon orbiting one of the gas giants of the Aldrazar system. Four races are native to Gronnanar – the devout Orutans, the warring Pantrogs, the big Pithengi, and the noble Rillans. The Gronnanarans are monotheists who worship the Ape Gawd. Until four hundred years ago, they all insisted the Ape Gawd was one of their own, and warred amongst themselves in fierce religious conflict over the nature of their gawd. Then came Gronnan, a mystic who preached that all were Apes and beloved of the Ape Gawd. The message of Gronnan took time to penetrate, but eventually peace came to the jungle moon. Less than a century passed before the clerics fell to quarreling about which race Gronnan had belonged to, but before this argument could return the moon to war the generals stepped in and proclaimed the Caliphate. The Caliphate is not hereditary; each of the great clans of the different races puts forth their candidate for the office upon the death of a Caliph, and the entire cleric caste – cleric and druid – elects one of them. The Caliph is both the religious and secular Lord of Gronnanar. He must be sanctified by the Order of St. Gronnan (who may be a demi-gawd now).

When the first HackJammers arrived, the Apes seized them for study. Eventually, the Caliph Casugror made a religious pronouncement – the crew of humans were Apes, however strange, beloved of the Ape Gawd. The ship was taken out into HackSpace, where a number of other races were discovered. Samples were brought back to Gronnanar. Elves, dwarves, halflings, Orcs, and gnomes were also declared to be Apes. Lizard Men, Neogi, giff, and Mind Flayers were declared to not be Apes. Apes are to be converted to the worship of the Ape Gawd. Non-Apes who recognized the obvious superiority of the Ape Gawd are to be welcomed. Non-Apes who enslave Apes are to be destroyed. Apes who refuse to worship the Ape Gawd are to be enslaved so their children may be taught the true faith.

New ships were constructed, often heavy on the rigging. The clerics of the Ape Gawd made helms. The Rillians, the most charismatic and diplomatic of all of the Apes of Gronnanar, were tapped as the missionaries and ambassadors. And the Apes of Gronnanar left the Moon of the Apes to convert the Apes of HackSpace to the worship of the One True Gawd of the Apes.

Ruler: Caliph Roderick, son of Dowell, Pantrog Male

Religion: Gronnanar Church of the Ape Gawd (see below)

Justice: Justice on Gronnanar is handled by tribunals, one each of the judiciary, the military, and the clergy. These tribunals decide all normal trials, Ape or no. Apes who do not worship the Ape Gawd, however, are tried by the clergy, which almost always finds against the infidel. Gronnanar justice tends to be harsh, sanctioning banishment, forced labor, and death as preferred punishments.

Language: Each of the peoples of Gronnanar had their own language, but in the wake of unification Gronnarian became the basic tongue. Any Apes that are to leave Gronnanar are usually taught the common trade tongue, so that they may preach to the infidels in their own language.

Favored STPs: History (Gronnanar), religion (Gronnanar), survival, camouflage, sailor skill set.

Favored Ships: Groundling galleon, starlion galleon, great white galleon.

Favored Weapons: Mace, morning star, blowgun, firearms, dagger, knife, hand axe.

Favored Armor: Studded leather.

Allies: Gronnanar Church of the Ape Gawd. The Skalykar Kingdoms, not being Ape realms which may have to be forcibly converted, are some time allies of the Caliphate.

Enemies: All Apes who do not acknowledge the supremacy of the Ape Gawd are, in theory, enemies of Gronnanar. At the moment, however, the Church of the Ape Gawd is engaged in an evangelical campaign to win converts based on the holy truth of common Apedom, and so open hostilities are kept relatively low. The Caliphate is openly hostile with the Neogi Oligarchy and the Mind Flayer Protectorate – but, then, so is every body else. The Shrieker faction, which advocates holy war to convert all, is gaining strength. Shrieker faction ships have left Gronnanar and brought back humans, elves, and others as slaves.

Trade Goods: Fruit, wood, religious tracts, pack apes, paper, brandy, spices, chocolate.

Celestial Empire (CE)

Banner: White Cherry Blossom on Green.

Location: Wajan, Class C Earth Moon of the 7th Planet.

History/Society: The Celestial Empire rules a size class C earth moon orbiting Olupi'sard. Elves, dwarves, and two groups of humans, one honoring the Chinese pantheon and one honoring the Japanese pantheon, settled on the moon in the initial rush into space. Although long struggles for power existed on the moon, the humans eventually triumphed. A marriage between the ruling houses of the human states officially ended the warring of the factions. Their eldest son was named Celestial Emperor of Wajan. Monasteries and temples to both pantheons were established, and harmony reigned.

This lasted for several generations. Then the Empire found Ogre and Hobgoblin tribes attacking. Particularly hard hit were the areas worshipping the Japanese pantheon. The Emperor's forces rallied to defeat the Ogres and Hobgoblins. Many of the monasteries and temples of the Japanese pantheon were destroyed in the fighting. The Chinese pantheon became dominant in the Empire.

Time passed. Worshippers of the Japanese pantheon were marginalized, and the court became isolated from the provinces. Provincial nobles became disgusted with the wusses in the court and their mincing distinctions. Eventually, the Isukami Clan marched on the court and forced the marriage of the young Emperor to one of their clan. When the child was born, the Emperor was murdered, and his other children were packed off to monasteries, sold into slavery, or simply murdered. An Isukami Regent reigned for the young emperor.

The problem with the Isukami bid for power was that it destabilized the government, even as it put strong officials in charge. Other military clans followed suit, setting up their own regencies. Powerful monasteries tried to place imperial blooded monks on the throne. Finally, Emperor Sokume fought off the latest attempt to seize him and force a marriage. He arranged for the assassinations of most of the clan lords and abbots on Wajan. He rallied the minor families and the remaining clerics of the Japanese pantheon, founded an Imperial ninja clan, and imposed at least a surface gentility and bureaucracy. This system has endured to the present day.

A strong order of warriors, the samurai, form the nobility and gentry under the benevolent rule of the Emperor's bureaucracy. Peaceful monasteries serve the religious needs of the people. In reality, the samurai and the bureaucrats are greedy and struggle behind the scenes for power. The "peaceful monasteries" have their own military forces, and weigh in (sometimes violently) on political matters when they wish. The imperial wives and concubines normally produce a plethora of recognized imperial children. Samurai clans back one claimant or another; ninja clans assassinate and spy; and bureaucrats take bribes. HackJammers have provided trade, money, mercenaries, and escape routes for hunted princes and princesses. The Emperor's ships explore space to bring back wondrous treasures. Many samurai seek leave the Empire to win honor and riches for their clans and houses, returning home with the prizes gained in space. Within the empire, foreign mercenaries are not commonplace, but are hardly unknown.

According to Imperial doctrine, the Empire is the center of the universe and will inevitably defeat any enemy. However, the Empire has become a favorite target of the Slaver's Guild (enemies get sold to the Guild and taken far away), and several of the contending factions may have forged themselves ties to the Tenth Pit in an effort to boost their own power. As a result, these are considered hostile powers by the Empire, and their vessels are hunted. The Empire has forged an alliance against these enemies with the Pan-Elf Union, although both remain convinced that they are the ultimate in civilized development.

Ruler: Emperor Gonijin is the nominal ruler of the Celestial Empire. He also heads a faction, the Jade Throne, that seeks to make him the actual ruler of the Empire. In fact, the Minister of State is currently the actual ruler of the nation, and is almost always closely related to the Emperor. There has never been an actual change of dynasty, as the Empire was founded by the son of a son of Ameratsu Omikami and a daughter of Shang-ti.

Religion: The Celestial Empire officially and formally honors the Japanese gawds – at the moment. A subversive faction honors the Chinese gawds; these heretics are hunted by some families and courted by others, for the Empire has honored the Chinese gawds as their principal gawds in the past, with the Japanese gawds the hunted heretics. (See Gawds and Demigawds for details on these pantheons.)

As mentioned above, the monasteries of the Empire have their own military forces. In some cases these are simply a few temple guards, but others have forces capable of actually challenging the retinues of the nobles. Monks and clerics have held the Emperor hostage or for ransom before, and they can certainly influence the outcome of a power struggle.

Justice: Supposedly, the Imperial Ministry of Justice administers the judicial system with fairness to all. In reality, the nobles and even the individual samurai administer justice to their inferiors as they see fit, from ordering service to summary execution. Foreigners are treated a bit more cautiously, as the Empire has suffered "setbacks" from vengeful adventuring parties, as well as a Syndicate Trade Embargo. Nonetheless, all sorts of punishments for foreigners are commonplace, including crucifixion.

Language: Wajanese. Few in the Celestial Empire speak anything else, and few outsiders have learned their language. However, most port cities have native guides who speak the common tongue...for a price.

Favored STPs: Social etiquette, poetry writing and comprehension, feign toughness, diplomacy, haggling, poker face, reading/writing, interrogation, torture, sailor skill set, martial arts, military history, disarm.

Ships Favored: Courser, destrier.

Favored Weapons: Katana, wakizashi, spear, halberd, glaive.

Favored Armor: Chain mail is the normal armor for guards and the like. Samurai prefer plate armors.

Allies: Pan-Elf Union.

Enemies: The Slaver's Guild, The Tenth Pit.

Trade Goods: Silk, tea, jade, cherries, wine, swords, assassins (ninja), bamboo, wood, spices, lacquer work, porcelain, rice.

Gnomish Syndicates (GS)

Banner: Five Gold and Five Silver Coins on Blue.

Location: Gildentod, Class B Asteroid of the Outer Belt.

History/Society: Gnomes in space have taken to commerce, producing large amounts of glass, metal, ships, salt, and cloth. Two hundred thirty years

ago the biggest gnomish corporations banded together to form the Gnomish Syndicates. Within thirty years they dominated commerce in the Aldrazar system. They have never let go – and they ruthlessly exploit their advantage. Gnomish vessels tend to be large cargo carriers with a few light weapons to keep pirates at bay, although some of the current syndicates are mercenary companies hired by others to provide protection.

The Syndicates are based on the asteroid of Gildentod and a number of the ones close to it. These asteroids are heavily defended by privateers and their own weaponry, and only recently settled asteroids are often the targets of piratical raids. Nevertheless, the refusal of the Syndicates to commission and recruit a regular navy ("Do you have any idea how much that would COST?") is perhaps the biggest gripe the employees of the Syndicates have. Such complaints led to the creation of the Gnomish Space Marines a century ago as a new syndicate to provide protection on board ship and on the asteroids. A Privateering Syndicate may be formed soon to meet the needs of the merchant convoys.

Incidentally, most gnomelings found in space hail from the Gnomish Syndicates. The rich, wallowing gnomish trade ships are tempting targets for the Halfling Pirate Kingdom, with somewhat predictable results. Needless to say, the halflings are considered deadly enemies by the Syndicates, and many privateers of all races have found steady employment by the Syndicates hunting down and destroying the ships of the Halfling Pirate Kingdom.

The Syndicates do not actually have any allies; they're too grasping, and they maintain a certain degree of neutrality necessary for the purpose of doing business. However, they provide important components as well as valuable devices and services to the Mages' Imperium, the Circle of Sequestered Magicks, and the Dragon Committee.

The current dominant syndicates are the House of Druffin (money lending), the House of Chronastepper (clocks and gear-driven devices), the Gnomish Space Marines (shipboard defenses), the House of Hurrindraut (glass blowing), the House of Gizmarak (technological devices), the House of Klustauffer (insurance) and the House of Nifflemaan (knives, picks, and tools).

Ruler: Supreme Grand Merchant Wencelan Druffin is the current leader of the Gnomish Syndicates.

Religion: The Syndicates do not honor the gnomish pantheon as such. The Syndicates honor gawds of wealth, trade, and (quietly) thievery, as well as deities that might actually benefit the individual gnome in his endeavors. Gawds of craft and art are also favored by the Syndicates, as their spheres tend to encourage the creation of commodities for sale.

Justice: Like all else in the Syndicates, justice is for sale. Furthermore, the sentence passed depends entirely on business connections. A well-connected merchant can literally get away with murder (unless he murdered another businessman more well-connected than himself...). Only theft and piracy are capital crimes among the Syndicates – and if the property stolen or the ship raided belonged to an employee of the Syndicate. The Syndicates quite happily deal in stolen merchandise – unless it was stolen from the Syndicate.

Language: Although gnomish is spoken almost exclusively at home, ambitious members of the Syndicates speak as many languages as they can, and most are quite fluent in the common tongue.

Favored STPs: Haggle, gem cutting, jeweler, looting: basic, bartering, fondling, forgery, administration, appraisal, art appraisal, current affairs.

Ships Favored: Large cargo capacity vessels, often lightly armed.

Favored Weapons: Crossbows, spears, war hammers, battle and hand axes.

Favored Armor: Ring mail.

Allies: None.

Enemies: Halfling Pirate Kingdom.

Trade Goods: Shipping expertise, glass, metal, ships, salt, cloth, trade/negotiating skills, spell components, porcelain, paint, manufactures, gizmos, money.

Halfling Pirate Kingdom (HPK)

Banner: White Skull and Red smoking pipes (with White Smoke) on Black.

Location: Jerasay, Class B Asteroid of the Outer Belt.

History/Society: Halflings are relatively rare in space. Many of those that came into space were halfling thugs. As a result, they established a rough and tumble criminal realm. Bigfolk are welcome in the HPK, but on ships flying the Jolly Smoker, halflings regard them as grunt labor. Achieving Captaincy means one is a potential claimant to the Pipe Crown, and like any position in the HPK, the King must be ready to face a formal challenge to his position.

Pirate life dictates much of how the people of the Halfling Pirate Kingdom live. Violent challenges take place to advance to captain of a ship, and the Captain's Council – among those pirate captains who regularly use a port – essentially function as the local legislatures. Pirate crews aren't nobles, but they are the people out there outwitting the big folk, beating them up, and bringing back the good things in life. Townies (those who live in the ports of the HPK and take the trade of the ships that dock there) are almost second class citizens, as the glamour and romance are on the side of the crews. However, the townies have the money, the permanence, and the rum, and many of them are retired pirates themselves, so they also have weapons. Like the pirate crews, the townies are quick to resort to violence when necessary. Local sheriffs act more to keep the violence level down (or at least not directed at anyone important) than to keep the actual "peace".

Halfling ships tend to be heavily armed and heavily crewed. The HPK has a number of small asteroid and planetary ports, each with a Pirate Prince ruling the port. The King and Princes no longer sail, but receive a cut of all ships coming into their harbor, and the King gets a cut from all the princes; otherwise he blacklists their port, or might reveal it to, ah, someone else. The last Prince that failed to send the King his cut actually had a carefully hidden port on Aldrazar, complete with non-detection spells. The Circle of Sequestered Magicks and the Dragon Committee obliterated it ten years ago; they may trade with the halflings, but they aren't about to permit such things on Aldrazar. The King maintains his court on the asteroid Jerasay; this is considered the "ancestral home" of the HPK and is the public location for dealing with the Halfling Pirates.

Ruler: King Samrod Sackwise is the latest halfling to rule the Pirate Kingdom. Samrod is a ruthless thug, of course, but he has also managed to maintain his position for over twelve years. He's currently thinking of following the example of some of his predecessors and abdicating, which will naturally set off a scramble for the throne among the Princes.

Religion: The HPK pays a great deal of lip service to the Halfling Pantheon. In reality, the pirates worship deities who are likely to be of some use to them in their own activities, and most Captains have their own personal favorites. Nevertheless, there are massive temples to Yondalla in all settlements of the HPK. They make excellent market places for the sale of plunder.

Justice: The Kingdom Charter is the constitution of the Halfling Pirate Kingdom. It specifies the cuts due the King and the Princes, the order of precedent on ship, the share due each member of a crew, the rights of the crew, and the rights of captains. Ports of the HPK tend to be rowdy, raucous places where everything, including justice, is available to the highest bidder. Marooning on asteroids or planetside and spacing of miscreants are common punishments, but courts sit rarely – and often side with the townies who might lynch them. Captains are expected to control their crews in port, and can be held responsible by the other captains for actions of their crew.

Language: Halfling is the tongue spoken by most of the pirates. Quartermasters and others likely to deal with outsiders usually speak the common tongue.

Favored STPs: Looting: basic, looting: advanced, cooking, culinary arts, torture, appraisal, art appraisal, Manu weasel dance, mocking jig, snappy comeback, camouflage, sailor skill set

Ships Favored: Anything. The halflings prefer not to have a "standard issue" pirate ship that will announce their presence and intentions, at least until they run up the Jolly Smoker and attack.

Favored Weapons: Sling, short bow, dagger, short sword, hand axe.

Favored Armor: Leather. Some of the pirates prefer heavier armor, of course, but halflings in general prefer lighter materials.

Allies: The Dragon Committee is not really an ally of the pirates, but often serves as a buyer for hard to dispose of jewelry or other goods. The halflings often hire themselves out to one (or both!) sides of a war as privateers.

Enemies: Gnomish Syndicates hate the HPK with a passion. The halflings love to raid the wallowing gnomish merchantmen, so they're very bad for business. Most of the other powers of space regard the halflings as alternately menace and mercenaries. As the halflings can't possibly live just on what gets stolen, they try to avoid irritating the naval powers of space.

Trade Goods: Whatever they've stolen recently, tobacco, pipes, recipes, mushrooms, beer, rum.

Holy Dwarven Theocracy (HDT)

Banner: Silver Anvil and Gold Hammer on Red.

Location: Stoneforge, Class A Asteroid of the Inner Belt.

History/Society: The Holy Dwarven Theocracy dates back to the early days of spacefaring. A group of dwarven clerics newly come to space received a Gawd Quest to find the Hammer of Moradin and there establish a holy land. Long was the search of these clerics, and at many times in their journey they did despair of ever finding the sacred Hammer. They quested across the Moons of Aldrazar, and left for the inner worlds. Many were their battles, against Orcs, drow, grel, Mind Flayers, Neogi, Beholders, and fell sorcerers seeking grunt labor. The fighting forged them into hardened dwarf-engines of war, but they did not find the object of their quest in the lands of their foes, and many were the fallen to be mourned.

Finally, the clerics began to search the mountains of space, the asteroid belts. A young cleric, Druongar Truesteel, was searching a particular asteroid in the inner belt, one which had been bypassed by the elder dwarves as not being worthy of their time. He found a cave leading deep into the asteroid. There he found a forge, built entirely out of stone. It was completely furnished, with a wondrous anvil rising from the very floor of the cave, made of stone but gleaming like silver. As his armor had recently been badly damaged in battle with a Neogi scouting party and its Umber Hulks, he fell to his knees and gave thanks to Moradin for this fortuitous discovery. He took up the hammer he found there and repaired his armor, for the armor had been given to him when he took his vows as cleric and he would not part with it. As the hammer struck its blows, the armor was not simply repaired, but strengthened. Trembling, Druongar looked more closely at the hammer, and recognized the symbols thereupon. He had found the Hammer of Moradin. He took it back with him, and showed the high priests of the dwarven gawds of the forge. This became Stoneforge, and Druongar , as the discoverer, was the first anointed Grand Theocrat.

The HDT is a group of asteroids in the Inner Belt, with their capital at Stoneforge. Dwarven clerics rule here, forming a council at which each of the priesthoods has a voice. The Dwarves of the Theocracy are noted for the fine weapons, armor, and other metalwork produced. They are also noted for their abhorrence of non-divine magic; no dwarven magic-users can be found here.

The Theocracy is ruled by the Grand Theocrat, who serves for life. A new Grand Theocrat is elected by the assembled Patriarchs and Matriarchs upon his death. With one exception, Grand Theocrat Heblinada Goldbeard, all Grand Theocrats have been clerics of Moradin. Grand Theocrat Heblinada was a cleric of Berronar.

The dwarves, unlike the apes of Gronnanar, are not evangelical, but their devotion to deities other than the Ape Gawd has brought them into repeated conflict with the apes. Likewise, they despise the Humanoid Alliance. The Dwarves have long been in conflict with the drow and the grel, but so far the leaders of the PEU and the Dwarven Theocracy have managed to smooth over trouble between the two space nations.

Dwarven vessels tend to be made of metal or stone, heavily armed and armored for close in fighting at the expense of cargo space.

Ruler: Grand Theocrat Hanzdor Warforge is a cleric of Moradin.

Religion: The HDT follows the dwarven pantheon. The dwarves are not evangelists; they are not seeking to convert everyone to the worship of their gawds. They have even accepted a number of smithing, wealth, and war gawds of other pantheons into the Theocracy, so long as their clerics are willing to acknowledge the rulership of the Grand Theocrat.

Justice: Justice in the theocracy is handled by clerics. In keeping with the general philosophy of the dwarves, this justice tends to be fair, but hard. Mutilation is not practiced, but long sentences in grinding mine work are commonplace, and the dwarves do not hesitate to behead those who deserve it.

Language: Dwarven is the language of the Theocracy.

Favored STPs: Religion, blacksmithing, armorer, weaponsmithing, armor repair, shield repair, brewing, press the attack, shield bash, shield punch.

Ships Favored: Dwarven bastion, greathawk dreadnaught, hammerhackship, hawkship

Favored Weapons: Axe, war hammer.

Favored Armor: Chain mail.

Allies: Knights of the Ring.

Enemies: Humanoid Alliance, Gronnanar, Mages' Imperium, Mind Flayer Protectorate, Neogi Oligarchy.

Trade Goods: Weapons, armor, metalwork, mead, ale, stone, statuary.

Humanoid Alliance (HA)

Banner: Nine Red Skulls on Yellow.

Location: Gurjar's City, Rings of the Eleventh Planet.

History/Society: The Orcs, Goblins, Kobolds, Hobgoblins, Ogres, Bugbears, and Gnolls of space entered space expecting to seize territory and lord it over the wimpy human and demi-human races. Things didn't work out well. Some of the would-be conquerors met the giff. They were among of the lucky ones. Many of the humanoid ships headed towards the outer reaches of HackSpace encountered the ships of the Mind Flayer Protectorate or the Neogi Oligarchy. Organized elven, human, and dwarven expeditions were more than happy to temporarily ally against the humanoids.

Gurjar the Gnoll realized that the humanoids of space were in a precarious position. He set about defeating the captains in single combat and taking over their ships. Eventually, he built up enough of a fleet that the other humanoids had to listen to him. He led them to the rings of the eleventh planet, where they took over ten Class B asteroids – one for each tribe (two tribes of Orcs and three tribes of Gnolls).

Gurjar's death precipitated a crisis. Gurjar's own tribe was wiped out in the fighting that followed his death. Eventually, however, the rulers of the surviving tribes formed the Humanoid Alliance. Together they would form a Council that would decide the fate of the Alliance. Their capital was on Gurjar's former asteroid.

Each chief must have the backing of his tribe. He must stand before them every three years and justify his actions, unless the Alliance is at war. He is then expected to lead his tribe's fleet. Popular chiefs are re-affirmed regularly. Unpopular chiefs are often deposed after three years.

Ruler: The Council of the Alliance.

Religion: Religion in the Humanoid Alliance is a matter for the individual, and for his tribe. Despised as they are, the Alliance is not about to offend any deity that wants to take an interest in them and their welfare, whatever the shaman and witch doctor traditionalists have to say on the subject. Temples to the humanoid gawds are most common, of course, but even Luvia has a temple in the City of Gurjar.

Justice: For most humanoids, "justice" is an unknown word without even synonyms. Chiefs rule by decree; disobedience can be punished however he sees fit. In the Alliance, however, humanoid justice is an enlightened process. The criminal has the right to be tried by a jury with at least half of its mem-

bers those of his own race. Judges are elected by tribe, and then dispersed to the other tribes; no favoritism is shown. Criminals sentenced to death are handed over to the clerics of particularly bloodthirsty deities. Criminals sentenced to labor work the mines of the Alliance.

Language: Although the languages of Goblins, Orcs, Gnolls, Kobolds, Bugbears, Hobgoblins, and Ogres are all spoken in the Alliance, the official language of the Alliance is the common tongue, so that officials can be understood by all.

Favored STPs: Looting, combat procedures, torture, rhetoric, appraisal, shipwright, armor repair, sailor skill set, camouflage, trip attack.

Ships Favored: Nothing standard. The Humanoid Alliance vessels tend to be heavily armed, but they represent the gamut of types. Some are home-built, but others have been taken in piracy or salvaged when abandoned by their former owners.

Favored Weapons: Any.

Favored Armor: Any.

Allies: The Halfling Pirate Kingdom finds the Humanoid Alliance to be a ready market for many goods that they have difficulty moving in more civilized ports. Common piratical practices also draw the shorter members of the HA closer to the humanoids, although some humanoids are trying to get away from that.

Enemies: The Holy Dwarven Theocracy, Pan-Elf Union, and Knights of the Ring oppose the Alliance in the belief that humanoids can never change their ways, and that the Alliance is fundamentally a pact to loot and pillage civilized peoples. Piratical activity by the Alliance has turned the Gnomish Syndicates against the humanoids; the wallowing gnomish ships make as tempting targets for Orcs, Goblins and Kobolds as they do for the halflings. The Mind Flayer Protectorate and Neogi Oligarchy regard the Alliance as a convenient source of slaves and chow, so they too are considered to be enemies of the Humanoid Alliance. In fact, many ships of the Alliance have been found adrift with the brains of the crew eaten, but the corpses left where they are.

Trade Goods: Mercenaries, metal, salt, ice, stone, bone jewelry, oil.

Joint Chiefdoms of the Giff General Staff (JCGGS)

Banner: Crossed black bombards on gray.

Location: Hurfanad, Class C earth moon of the fourth planet.

History/Society: The giff came into HackSpace early, and managed to establish themselves on Hurfanad and a number of asteroids scattered throughout the system. In keeping with their military traditions, all giff are subject to the Joint Chiefs and the General Staff. The Chiefs represent Army, Navy, Marines, Mercenaries, Intelligence, Battlepriests, and Battlemages; from their number is selected the Chairgiff. The giff maintain business and military relations with most powers of HackSpace.

The giff are unusual in their absolute love of powder weaponry and firearms. Giff ships are almost universally armed only with bombards. In fact, the formula for the powder is a top military secret of the giff. They sell small quantities of it, but researchers who seek to discover the formula are taking their lives into their own hands. Not only will giff assassins and warships hunt them, but so will the Circle of Sequestered Magicks. There is commonly believed to be a curse, placed by the Circle and possibly certain war gawds, for any other than giff who attempt to discover the truth about the formula.

A seemingly never-ending debate among the Giff is whether to merge the Army and Marines, as they have somewhat similar functions. The Joint Chiefs have so far never chosen to do so and both branches resist the efforts. Marines are responsible for boarding and ship-to-stone attacks, while the Army is employed as long-term ground forces

Rumor claims that prior to their entry into HackSpace the giff had no magical ability of their own, that they were neither clerics nor magic-users. Regardless, the giff have demonstrated definite ability as battle mages and war clerics. Giff war clerics tend to side with their fellow giff before their fellow believers; loyalty to the chain of command runs strong among the giff.

Ruler: Chairgiff of the Joint Chiefs General Laudia Keiboom, Intelligence Branch. This changes on a regular basis; General Keiboom is two years into her six-year term as Chair. The Joint Chiefs elect the Chair; it is entirely possible for a giff to be selected from among the Staff rather than from among the Chiefs.

Religion: The giff honor any war gawd they come across. They are also willing to worship any martially oriented gawds who may not have war as their main concern but are nonetheless definitely hackworthy deities. Odin has a prominent following among them, but his chaotic bent is considered undesirable by many giff. War is a serious matter, and while battle may be chaotic, discipline and courage will win the day. Now the giff just need to find a deity who agrees with what they've already decided.

Justice: Justice among the giff is handled by military tribunal, courts martial, and impromptu justice delivered by the commanding officer. The giff favor corporal punishment, the brig, unpleasant duty, and death for offenders.

Language: The giff have their own language, but with few exceptions they regularly learn to speak the common trade language to better understand potential employers of mercenaries.

Favored STPs: Heavy weapons, recruit army, combat procedures, military: battle sense, military: leadership, military: operations, military: small unit tactics, military history, shield punch, shield bash, trip attack, disarm, press the attack.

Ships Favored: The giff have come to like and respect the courser and destrier class ships of the Knights of the Ring. Official giff military vessels replace the grapples with blunt rams and the weapons with bombards.

Favored Weapons: Giff favor firearms of all sorts, but they love all sorts of weapons. Virtually any weapon – personal or military – can be found in a giff arsenal.

Favored Armor: Any.

Allies: The giff are, of course, mercenaries. They have entered into an alliance of convenience with the Circle of Sequestered Magicks, primarily to keep the powder formula a secret from all others. Otherwise, the giff are often courted as allies by other nations on a conflict-by-conflict basis, with massive shipments of cash sent to them to buy their services. Once bought, the services of the giff remain purchased so long as the fighting continues. It is not unknown to buy the neutrality of the Giff; the Joint Chiefs are likely to agree if the giff have recently suffered major casualties, even if at a lower price than their active services.

Enemies: The Mind Flayer Protectorate and Neogi Oligarchy have clashed repeatedly with giff forces over the years, to the point where the Mind Flayers regard giff brain as a delicacy and the Neogi have written rapturous poems on the tender, sweet taste of giff meat. The Joint Chiefs have declared both the Mind Flayers and the Neogi to be enemies, forbidding any giff to work for or with either race.

Trade Goods: Mercenaries, firearms, powder.

Kingdom of Lanistar (KoL)

Banner: Blue and Red Roses on White.

Location: Lanistar, Class C asteroid and three Class B asteroids in orbit around the third planet.

History/Society: The Kingdom of Lanistar was founded by an adventuring company and its crew soon after the creation of HackSpace. The security offered by this bunch helped attract more people, and Lanistar slowly became prosperous. Trade was and remains the lifeblood of Lanistar, as its territories are relatively poor in resources other than sheep, grain, and flax; merchants were attracted to the strength of the Crown and the close relationship between the kingdom's government and the clergy. The brewers of Lanistar perfected several varieties of whiskey, beer, and mead to supplement the trade in wool and cloth.

Unfortunately, the clerics of Thor (leading the Aldrazaran pantheon) began getting uppity, and helped foment a great civil war between royalist and cleric-backed nobles. Bloodshed continued for three generations before the Royalists finally triumphed. As the fighting continued, clerics of Ra, Osiris, Isis, Daghda, Nuada, Brigit, and Ishtar appeared in the Kingdom, backing the Crown. Faced with the might of seven gawds' clergies supporting the Crown, the clergy of Thor – and the other Gawds of Twilight Last – took flight. Ecclesiastical posts were parceled out among the priesthoods who came to the Crown's assistance in the war, while ecclesiastical lands were divided among the priesthoods and nobles, adventurers, and merchants who had demonstrated their loyalty.

The Queen took the throne ten years ago, and has been working tirelessly to bring order back to her divided realm. She has yet to marry, which is causing anxiety among her councilors over the possibility of a dynastic war at her death. Currently, the nation is prospering once more, with merchant ships frequently docking to gain access to the trade goods present in the Kingdom and the trade with Hiyanar and the Skalykar Kingdoms.

Lanistar is one nation that doesn't let the wilds of the ground below deter them from meddling. While the uninhabited wilderness prevents the easy establishment of colonies and territories, the Queen has agreed to let certain Hackworthy adventurers build castles below, and trades with them almost exclusively; few others want the bother of traveling all the way down to a planetary surface. So far, most of the trade below is in wood and hides, but wood especially is a valuable commodity in space, and the prospect of developing meat ranches has the Chancellor of the Exchequer salivating – over the revenues, even if the meat isn't very good.

Ruler: Queen Angharad.

Religion: The Church of Lanistar is very unusual. Under royal guidance, the Chancellor of the Realm mediates all disputes between the clergies of the seven gawds and gawddesses that compete for Royal Favor and the hearts, minds, and souls of the people of Lanistar. All seven of these deities are present in the Kingdom of Lanistar, so are some renegades serving Thor, and a few serving Odin. Wandering clerics of Celestian also appear from time to time, but only the seven (and Thor-worshipping subversives) have much in the way of a following. Bishoprics and monasteries, parceled out among the seven, have led to a large degree of tolerance for each other, as the Crown permits none to have too much political power in Lanistar. The clergies are all mindful of the experience of the clerics of Thor and clerics are not permitted private armies in Lanistar. Most of the clergies plan to use their secure base in Lanistar to spread their message across the system.

Justice: Her Majesty's Justice is dealt out to her people through royal judges, appointed by Her Majesty. The punishments generally correspond to those of Aldrazar, although it should be noted that clergy are NOT entitled tried by ecclesiastical courts for crimes they commit.

Language: The common trade tongue is used in Lanistar.

Favored STPs: Agriculture, art appraisal (painting), culinary arts, heraldry, religion, musical instrument, brewing, interrogation, art of seduction, snappy comeback, disarm, sailor skill set.

Ships Favored: Unicorn-configuration destriers and coursers.

Favored Weapons: Rapier, cutlass, boarding pike, firearms.

Favored Armor: Any.

Allies: Knights of the Ring, Hiyanar.

Enemies: Neogi Oligarchy, Mind Flayer Protectorate, Gronnanar. The Kingdom no longer regards the Brotherhood of the Hammer as an outright enemy, but any cleric of Thor who enters the Kingdom will be closely watched by royal and ecclesiastical authorities.

Trade Goods: Cloth, wool, artwork, glasswork, whiskey, mead, beer, trade expertise.

Knights of the Ring (KotR)

Banner: Gold Ringed Planet on Red.

Location: The Rings of the Twelfth Planet.

History/Society: The Knights of the Ring are the most righteous nation in space. They're on a mission from the gawds to defend truth, justice, and good, and mercilessly wipe out evil where ever they find it. At the moment, the worst evil comes from the Neogi Oligarchy and the Mind Flayer Protectorate, so the Knights set up shop in the rings of the twelfth planet. Their ships can be found throughout HackSpace, of course, bringing goodness and hacking down evil wherever they find it.

The Knights came into being a little over a century ago. The Mind Flayer Protectorate was moving in strength towards the Inner Worlds. Dozens of out-world free holds and asteroid cities fell, and there appeared to be no stopping them. A paladin of Luvia, Lady Kyrine of Quoris, was one of the few survivors of the cities in the outer reaches. She sought out old comrades and mentors, fellow warriors. Appeals were made to all lawful and good churches, regardless of pantheon. She personally sought out Void Gut and the COSM for aid. In response to her appeal, knights came from all over the Inner system. Agents even clandestinely sought recruits on Aldrazar. The Knights' ships formed up over Aldrazar. In a titanic battle, the Knights broke the power of the Mind Flayer fleets, though many Knights died and became culinary treats.

The surviving Knights returned to their homes, holy quests, and wenching. Ten long years passed, and a new threat arose in the far reaches of the system. The Neogi Oligarchy, emboldened by the dissipation of the Knights, moved forward in space. Lady Kyrine once again rallied the warriors of good. This time the battle proved more difficult, for the Knights' numbers had not recovered and many of their allies were late in arriving. At the climactic stages of the battle, the Sacred Ring, Lady Kyrine's flagship, had been badly damaged. Lady Kyrine ordered the crew to the lifeboats and took the helm herself, though a few loyal companions refused to leave her side. Blazing from stem to stern, the rest of the fleet watched in awe as the Sacred Ring smashed headlong into the Neogi Flagspider commanding the fleet.

The battle ended quickly after the death of the Sacred Ring. The Neogi fleet broke apart with the death of the Owner, firing at each other as well as the Knights. Neogi ships began to withdraw. With the Neogi more inter-

ested in resolving their corporate dilemma, the Knights' ships regrouped and let them go.

But that was not the end of the tale. The fighters (and clerics) who had fought so hard and taken so many casualties decided that what was needed was an order of knights out here, on the fringes of civilized space, to guard against a resurgence of the evil they knew still existed in the outer reaches. They took as their name the Knights of the Ring, to forever honor the ship of Lady Kyrine.

The Knights don't just include paladins, fighters, knights errant, and cavaliers, however. Clerics of lawful and good gawds number among in their ranks, as do some monks and battle mages. The knights errant of the Knights are known for high pragmatism and creative means of information extraction.

The Knights favor two sorts of ships: small ones, with only themselves and a helmsman (or better yet, just themselves) that let them prove their individual valor, and heavily armored ramming craft that can take a pounding but deliver the Knights to their enemy in a boarding action. Everyone with sense fears a boarding action by the Knights of the Ring – they are to be the only military in space that favors plate armor and heavy melee weapons.

Ruler: Grand Master Trebor Phalanges.

Religion: Law and good are the principles of the Knights of the Ring, and they honor any gawd who upholds these traditions or is willing to let his clerics do so. Luvia, Zeus, Tyr, Bahamut, Benyar, Ameratsu Omikami, Athena, Ukko, Girru, and Osiris are popular.

Justice: The Knights preach justice, and, generally, they live up to their own propaganda. Crimes are heard by judge and jury, and punishment tends towards rehabilitation, restitution, and service. Repeat or capital offenders, however, will face the hangman, as well as a ceremony to prevent the raising of the body.

Language: The common trade tongue is used by the Knights of the Ring.

Favored STPs: Anatomy, basic, current affairs, civil administration, customs and etiquette, heraldry, leadership: basic, military: battle sense, military: small unit tactics; religion (general), mortal combat, improved charge, military history, press the attack, sailor skill set.

Ships Favored: Lancer, destrier, courser, stableship.

Favored Weapons: Broad sword, long sword, battle axe, bastard sword.

Favored Armor: Plate mail, heavier when possible.

Allies: Holy Dwarven Theocracy, Lanistar, Hiyanar.

Enemies: Gronnanar, Neogi Oligarchy, Mind flayer Protectorate, Humanoid Alliance, Halfling Pirate Kingdom, Tenth Pit, Slavers' Guild.

Trade Goods: Grain, gemstones, horses, donkeys, falcons, armor, weapons, trade.

Mages' Imperium (MI)

Banner: Gold Comet, Crescent, and Star on Purple.

Location: Tatalbor, Class D Moon of the 9th Planet, and much of its rings.

History/Society: The Mages' Imperium was founded by a group of Aldrazaran magic-user chafing in the confines of Aldrazar. When they found their way off planet, they established themselves and their servants on Tatalbor and spread out. To decide matters of import, they created the Senate of Sorcery. Citizenship requires the learning of magic – clerics, druids, bards, and even paladins and rangers are citizens alongside magic-users However, magic-users rule. Permanent seats in the Senate are available to any Arch-Mage of the Imperium, and only magic-users who reach 9th level are eligible for any seats in the Senate. Also, the Consuls of the Imperium must be magic-users –one from each school, plus a battle mage, generalist magic-user, wild, painted, and blood mage. From among their own number, they select the First Consul to speak for the Imperium.

Much of the spread of the Imperium has been to isolated Class A asteroids, as various magic-users seek solitude to conduct their experiments, although this has by no means been the exclusive choice in expansion. Imperium ships tend to be heavily magical in nature and defense.

The Imperium has sought to ensure its own self-sufficiency, so farms and plantation agriculture (of a wide variety of crops) have been established both on Tatalbor and on a number of asteroids throughout the system. Imperium magic has helped to make many areas that would otherwise be barren wastes into productive farmland, bringing water and fertilizer to widely dispersed asteroids. One of the side benefits has been the cultivation of hemp, papyrus, and flax, which have produced the only major paper industry in the system. The Imperium readily employs slaves or mindless undead as workers; though its citizens are not require to do so.

Ruler: First Consul Rebirius, Necromancer.

Religion: The Imperium recognizes and encourages the worship of any deity with a sphere of influence in magic; hence, Rad, Mystaros, Corellon Larethian, Baravar Cloakshadow, Hecate, and Yurgain have temples here. Isis has emerged as the main deity of the Imperium, however. Many of the magic-users of the Imperium are delighted by the concept of a gawddess of magic who is actually willing to help, rather than hide all her secrets, so they have built her following here into a truly mighty force. Isis may very well be the next deity with a church structure across the length and breadth of the system.

Justice: Justice in the Imperium is achieved through the use of magic. Witness testify only while under the influence of spells to detect lies and compel truth. Members of the Imperium who commit capital crimes will regret that choice. They are enslaved and sold to magic-users who find themselves in need of an experimental test subject. Many of those who die are denied final rest and simply animated as Skeletons or Zombies. Other corpses get fed to a magic-user's pet monster.

Language: Citizens of the Imperium prefers to speak the common tongue. Educated citizens of the Imperium often also speak dwarven, elven, pixie, and draconic languages.

Favored STPs: Intelligence gathering, alchemy, ancient history, appraising, astrology, sailor skill set.

Ships Favored: The Imperium has its standard warships, as do most naval powers in space. Individual magic-users often prefer the owl ship.

Favored Weapons: Any.

Favored Armor: Any.

Allies: Other warring factions frequently court the Imperium's support for their efforts. Their only formal ally, however, is the Circle of Sequestered Magicks, which wants access to the magic of the Imperium and to keep the Imperium from interfering with Aldrazar. They also maintain cordial relations with the Knights of the Ring, as the Knights are the first line of defense against another incursion by the Mind Flayers or the Neogi. Otherwise, the Imperium looks to its own interests. The Imperium is also a frequent port of call for the vessels of the Halfling Pirate Kingdom and other pirates. Few pirates are foolish enough to attack Imperium ships – none of them want a bunch of magic-users hunting them – but the magic-users are a ready market for the disposal of loot that might otherwise be traceable. Likewise, the Gnomish Syndicates supply large amounts of goods to the Imperium that might otherwise be hard to obtain.

Enemies: Holy Dwarven Theocracy, Gronnanar, Neogi Oligarchy, Mind Flayer Protectorate.

Trade Goods: Magical items, scrolls, helms, crystals, scholars, magic-users, scales, vials, bottles, paper, ink.

Mind Flayer Protectorate (IP)

Banner: Purple Spiral on Gray.

Location: The 16th Planet.

History/Society: The Mind Flayers came to HackSpace long ago, and established themselves on the 16th planet of the system. They also took over a number of asteroids and ring-bases deeper in the system. The Mind Flayers made a move a little over a century ago to conquer HackSpace. Things were going very well as entire asteroid populations fell under the control of the Mind Flayers. They were countered by Lady Kyrine of Quoris, who led a massive fleet against them.

The Mind Flayers don't talk to lesser beings about how or when they came to HackSpace, and rumors exist of bizarre domed structures in the far reaches of the system controlled by the Mind Flayers. Many scholars believe pieced together is that the Mind Flayer presence may actually predate the creation of HackSpace. Presumably they used magical or psionic powers to create secure shelters for themselves, as their preferred subterranean realms on Aldrazar are subject to attack by drow, Duergar, Derro, Kuo-toa, and other nasty customers of the NetherDeep. Those scholars who hold to this view say the domes are to keep out even the dim sun light that reaches so far out. What reputable scholars exist, however, always put in the caveat that this is almost pure speculation. Another theory is that the out-system settlements are about as old as the oldest Mind Flayer cities on Aldrazar, having been built by plane walking Mind Flayers at about the same time. Some of the wilder theories put forth include one that the Mind Flayers may have the ability to build ships which have no need of HackJammer magic and can ply between the stars on their own power, and that the Mind Flayers space colonies are actually older than the Illithid cities on Aldrazar, and that the domes, far from obscuring the light, are designed to hold atmosphere in. A frightening thought, most enemies of the Mind Flayers agree. However, no non-Mind Flayer knows the truth about the age of the Mind Flayer settlements in space.

The Mind Flayers are almost universally despised and feared in HackSpace, which they regard as their inevitable conquest. Although they do have business relations with the Slavers' Guild, they have also been known to simply take Chainmen ships if negotiations are not proceeding well. Their alliance with the Neogi is a matter of convenience. Most captains will open fire without provocation on Mind Flayer designed vessels.

No one with a brain trusts the Mind Flayers, but they have some valuable trade goods that they bring to the inner system to exchange for slaves. As such, they are sometimes tolerated in port cities, whereas no one permits the Neogi entry. Nevertheless, most are certain that the Mind Flayers intend to try again to conquer the inner system. It isn't in their nature to give up on that, and most Mind Flayers presume that the bawling masses of other races are simply wild cattle not yet brought into proper subjugation, and they relish the feast to come. Unfortunately, many merchants, who deal in Mind Flayer trade goods have, for no good reason, convinced themselves that the Mind Flayers would never do something that would interfere with trade.

Ruler: Unknown. Mind Flayer diplomats frequently demand various noble or royal titles for themselves, but it is unknown if these are simply adopted to impress the lesser beings with which they must deal.

Religion: Koochooloo is believed to be the favored deity of the Mind Flayers. Others theorize that the Mind Flayers have no deity.

Justice: Whatever they do amongst themselves, the Mind Flayers have but two sentences for non-Mind Flayers: slavery or snack. Which is the more horrid fate has never been decided, for many, if not all, slaves ultimately become meals for their Mind Flayer masters.

Language: The Mind Flayers communicate telepathically. If they have a spoken language, they don't use it around lesser beings.

Favored STPs: No PCs come from the Mind Flayer Protectorate. No researches sent to gather this sort of information returned in any useful way.

Ships Favored: Mind Flayer vessels are closed over.

Favored Weapons: Any.

Favored Armor: Any.

Allies: Neogi Oligarchy.

Enemies: Everybody else.

Trade Goods: Ice, poisons, drugs, slaves, stone, medicines, knowledge, tin, gold, gemstones, potions, magical devices.

Neogi Oligarchy (NO)

Banner: Black Spider on Red.

Location: Rings of the 15th Planet.

History/Society: The slaving, alien Neogi have been in HackSpace for a long time now. It is believed they first entered HackSpace with the Great Jammer itself, and for a while Neogi vessels were widely scattered throughout the system. Their slaving habits led to almost universal hostility towards the Neogi. Despite this, Neogi power was almost unmatched in HackSpace; only their constant bickering over ownership seems to have kept them from imposing their will over most spacefarers. Neogi raids and attacks were one of the primary forces that eventually drove the drow and grel into the Pan-Elf Union, and it was the Union Navy that eventually drove the Neogi back to the outer system, though they needed a number of years to rebuild their own forces before they could finish the job.

Left to their own devices in most ways by the rebuilding Union Navy, the Neogi turned on each other. They still hadn't decided who owned whom, but now they were living in closer quarters. The Mind Flayers made it clear that the Neogi were unwelcome at the sixteenth planet unless they came to trade. Asteroid cities had been established around most of the other planets, so the Neogi were left alone in the rings of the fifteenth. Numerous battles eventually resulted in the ascendancy of Kreth Xucin as the sole Owner of the Neogi.

While Kreth Xucin was consolidating his hold on power, the Mind Flayers made a move to conquer the rest of the system. This attack was repulsed by Lady Kyrine and vessels from most of the rest of the system. As the Neogi were fortuitously on the far side of the sun at the time, the Mind Flayers didn't attack them. But the Neogi noted that the alliance against the Mind Flayers fell apart almost immediately after the battle. Ten years later, the Neogi launched their own bid for supremacy in the inner system. They were met by Lady Kyrine's hastily reassembled fleet, and Lady Kyrine took her burning flagship on a deathride into the Flagspider of Kreth Xucin. This shattered Neogi unity; many other Neogi vessels were picked off as their formations fell apart. Individual Neogi captains withdrew from the battle, while others moved to settle old scores with each other even in the face of the enemy.

The Neogi have been steadily rebuilding their power for about forty years. In the wake of the Battle of the Ring, the Neogi fought a vicious civil war for almost forty years, and wasted even more time setting up the Oligarchy Council as a means for non-owned Neogi to live in (relative) peace. Neogi Slaverspider and Wolfspider vessels frequently raided the inner worlds in search of fresh slaves to serve as labor or meat.

The Neogi have a culture based upon ownership, but there are about thirty Neogi (the number frequently changes)who aren't owned by anyone. With the navies of almost the entire rest of the system against them, these Neogi have, out of necessity, formed a sort of government for their kind. They favor spider-shaped ships, a fact that has only increased the hostility levels between them and the drow and grel of the Pan-Elf Union. They treat with the Slavers' Guild, naturally, but have been known to consider the transaction a purchase of the entire SG ship, lock, stock, and crew.

Ruler: The Council of the Oligarchy consists of those Neogi who have no discernible owner.

Religion: What gawds, if any, the Neogi worship is hard to determine, not in the least because of the way the things mangle any grammar they come across. Gawds of wealth and power seem to have the most sway, and a number of nefarians seem to have developed an interest in the Neogi. Decent folk should take note.

Justice: Neogi recognize no principle of justice that can be determined. Any captured being is either slain for food or enslaved, to be slain for food later. Owners may do as they wish with their property, so there is no overarching justice system. Conflicts between members of the Oligarchy are dealt with by alignments on the Council that seem to be purely about power and influence.

Language: Neogi, umber hulk.

Favored STPs: No PCs hail from the Oligarchy.

Ships Favored: The Neogi favor spider-shaped ships. This draws the ire of devout drow, who consider the monsters who fly them to be blasphemous in the eyes of Zyandal. Notable Neogi vessels include the Flagspider, the Wolfspider, and the Slaverspider.

Favored Weapons: Any.

Favored Armor: Any.

Allies: Mind Flayer Protectorate.

Enemies: Everybody else.

Trade Goods: Slaves, drugs, dyes, chemicals.

Pan-Elf Union (PEU)

Banner: Five Gold Stars on Green.

Location: Yanador, Class D earth moon.

History/Society: The single most powerful nation in HackSpace was founded as the result of a drinking contest. The initial years of the elven presence in space were marked by slave raids, a continuation of grel/drow and drow/surface elf warfare, and a general diminution of elvish influence. In plainer terms, all the elven races were being battered bloody by constant warfare with each other, the humanoids, the Mind Flayers, the Neogi, the dwarves, the humans, the halflings, the Lizard Men, wandering Space Whales, the giff, etc. The drow and grel, especially, were suffering in constant fighting with the Neogi and the Mind Flayers. The high elf cavalier Lord Rurrisen invited the grel fighter/magic-user Commander Noxitor and the drow sorceress Qui'Lara to meet him on the forest moon Yanador. As leaders of the most powerful factions of the grel, drow, and surface elves, they worked on an agreement to bind their peoples together in space. Neither Noxitor nor Qui'Lara were enthusiastic, but agreed to sign on if Rurrisen could beat them in a contest. He agreed, and brought out the mead. On his suggestion, the winner of the contest would be the head of the Supreme Council of the Elves. The others should have been more careful, for Rurrisen's ability to hold his mead was legendary among his own people.

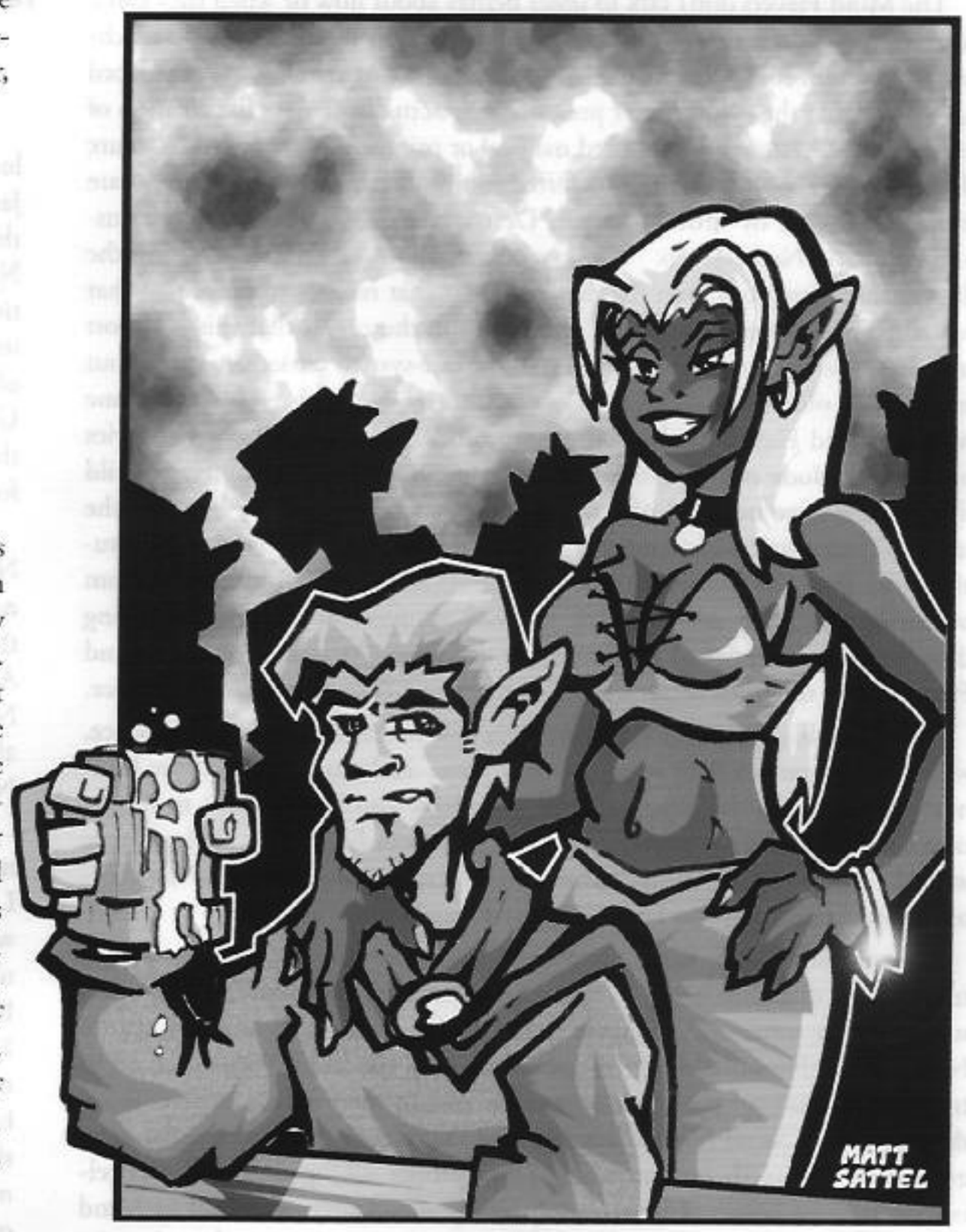
The grel and drow of the Union are for the most part still the nasty, suspicious, and evil elves known and loved by groundling nations. However, the influence of Lord Rurrisen and the experience of working with other elves has shifted the natures of a number of them towards neutrality or good – and has also shifted the natures of gray, high, and wood elves towards the evil of the grel and the drow. What one will find on board a PEU ship will vary greatly, so all who have had encounters with the Union urge caution, especially to those who were recently groundlings.

The Pan-Elf Union is based on the small class D moon Yanador and several large asteroids. The winds of Yanador are strong, so the PEU favors broad-winged vessels with narrow bodies. Most PEU ships smaller than a dreadnought are still crewed by only one sort of elf, be that high, gray, wood, grel, or drow.

Ruler: Consul Lord Rurrisen heads the Supreme Council, drawn from all the elven races.

Religion: All elven deities, regardless of pantheon, are worshipped in the PEU. The elves of the Union do not wish to exclude any elf willing to toe the all-elf unity line of the PEU's Supreme Council. As a practical matter, this means that the PEU is split along religious lines in many respects, but the Pan-Elf Union is and has always been a secular organization, not a religious one. The citizens of the Union are expected to keep their religious feelings to themselves; any elf who has an interest in the worship of another deity is officially permitted to seek out the clerics of that deity (though some of the clergies try to discourage pansy-eating surface elves from defiling their sanctuaries). Most of the evil deities have not had much success in the PEU, since the secular arm of the government is more than willing to intervene against those who seek to sacrifice a sentient being, especially an elf.

Justice: Elven justice takes a long time. It also tends to be harsh towards non-elves who act against elves, so outsiders should beware. The Union does its best to provide impartial justice, but the pro-elven streak is very pronounced. Union executions are performed by clerics of gawds who demand



living sacrifices (Zyandal, Gronfyr, Ghaunadaur, Kiaranselee, Krowlzeldin) so the deaths can range from quick to excruciating.

Language: Elven.

Favored STPs: Diplomacy, culture, bow bonus, bowyer/fletcher, interrogation, torture, reading/writing, animal training, sailor skill set, camouflage.

Ships Favored: Cricket, killer hornet, motharaa monarchship.

Favored Weapons: Long sword, short sword, long bow, short bow. The drow members of the union favor hand crossbows.

Favored Armor: Any. Most elves prefer to wear chain mail, but marines often wear heavier plate armor for boarding actions.

Allies: Celestial Empire, Knights of the Ring.

Enemies: Mind Flayer Protectorate, Neogi Oligarchy, Humanoid Alliance, Gronnanar, Slavers' Guild, The Tenth Pit.

Trade Goods: Wood, musical instruments, bows, wine, cloth, magic.

Skalykar Kingdoms (SKs)

Banner: Green trident on White on Brown.

Location: Illuphshish, Class C swampy moon orbiting the second planet. The Kingdoms have been considering planting some colonies on the planetary surface, but so far no agreements have been reached on that subject.

History/Society: The Skalykar Kingdoms are each ruled by a Lizard King; the numbers of Kingdoms changes constantly as the number of kings increase or they die off. When the Lizard Men entered space, they found that having their eggs closer to the sun increased their general intelligence, so large numbers settled on the hot, swampy moon of the second planet. For a century, the Lizard Kings warred amongst themselves, even as the general intelligence of the population grew. Lizard Man ships were notoriously absent in the war with the Mind Flayers. It wasn't until Neogi and Chainmen slave ships began raiding Illuphshish that the Kings came together to mount a common

response –and that didn't even happen until the Sultan of Hiyanar sent emissaries to his reptilian neighbors requesting an alliance. With the prodding of the great diplomat Ibn Nasar, the Lizard Kings cautiously set aside their mutual suspicion and formed a league that would allow them work together. When the Council was formed, they agreed that no one of them would have supremacy unless all the others agreed. This, naturally, has never happened. To this day, a statue in honor of Ibn Nasar stands in the chamber of the Council of Kings.

The Lizard Men of the Skalykar Kingdoms are far removed from their barbaric and rather stupid cousins on Aldrazar. The lizards are intelligent and capable, in some cases frighteningly so. Where the Lizard Men of Aldrazar can barely reach 7th level as clerics or 8th as magic-users, those limits do not apply to the natives of the Skalykar Kingdoms. Potent reptilian magic-users exist on Illuphshish, as well as powerful Lizard Man clerics and shamans.

Each Kingdom is subject to the Council of Kings, but the quarrelsome Kings generally let each King run his own realm as he sees fit. Some of them are enlightened rulers who seek better lives for their people. They promote trade and establish legal codes, even deal with other nations; King Sthorass is a devout follower of Bahamut, and maintains excellent relations with the Knights of the Ring, even sending a couple of ships to help patrol against the Neogi and Mind Flayers. These Kings have established towns and ports. Others are very traditional, keeping to ancient patterns and having very little to do with outsiders. These Lizard Men tend to worship Semuanya, for whom the traditional ways are the be-all and end-all of existence (even where those ways become impractical). Still others have become even more debased than their barbarian cousins on Aldrazar. They have no problem with visitors – visitors are a new and different sort of meat for them to devour. These Lizard Men worship Laogzed and some of the nefarian lords and princes. Unfortunately, it is very difficult to tell which is which, for policies change as Kings die.

As a result of the chaos, relatively few merchants of other races actually make port in the Skalykar Kingdoms. Lizard Man ships travel to Hiyanar or Lanistar with their trade goods.

Ruler: Council of Kings.

Religion: The Kingdoms favor reptilian gawds and nature gawds. Nefarian lords with a reptilian side also draw some worship. Bahamut, Tiamat, Semuanya, Laogzed, Snake-Man, Set, and Quetzalcoatl all have strong followings in the Skalykar Kingdoms. Semuanya is worshipped by the traditionalists, Laogzed by the debased, and the others by those who seek a better path for their people

Justice: Justice is a matter for each of the Kings to set in his own realm, and each of them handles things differently. Most of them prefer to rule by decree, with justice meaning swift death, but some have set up bureaucracies and sets of laws of varying complexity and with varying punishments for different crimes. These have noted that their towns are more likely to draw the traders of other races and nations, and so tend to be more prosperous.

Language: Lizard man.

Favored STPs: Slaughter livestock, slaughter game animal, swimming, torture, looting: basic, fire building, bartering, camouflage, sailor skill set.

Ships Favored: The Skalykar prefer vessels with large internal water tanks.

Favored Weapons: Any.

Favored Armor: Any.

Allies: Hiyanar, Caliphate of Gronnanar.

Enemies: Neogi Oligarchy, Slaver's Guild.

Trade Goods: Dyes, feathers, leather, spices, mercenaries, colored pearls, shells, luminous moss.

Sultanate of Hiyanar (SoH)

Banner: Two Gold Lightning Bolts and a Gold Mountain on Purple.

Location: Hiyanar, Class D desert moon of the second planet.

History/Society: Desert dwellers from Aldrazar found the climate of Hiyanar refreshingly familiar, and so settled down. The initial Hiyanarans and a number of adventurers who settled down established themselves as nobles, and others became merchants. Farmers were recruited or captured, for Hiyanar is a slave-holding nation.

Clerics play an important role in Hiyanar, more so than in most kingdoms. Sultan Achmed is himself believed to be a cleric, most likely serving Zeus, whose status has never been higher than on Hiyanar. Zeus's clerics are the most common on Hiyanar, but the other deities of the Olympian pantheon are also honored and respected, in particular Hera, Athena, and Prometheus. Children are taught the gawds and heroes of the Olympian pantheon from an early age.

Hiyanar openly does business with the Slaver's Guild. In Hiyanar, slaves are considered simply to be one more trade good. Masters are supposed to treat slaves well, and to convert their slaves to the Church of Olympus, but the slaves remain their master's property. A master who ignores the conversion of his slaves may have them taken away from him. The Sultan has a corps of mameluk slave-soldiers.

A few citizens of Hiyanar have taken to wandering the deserts, but most live in the cities. Intrigue tends to abound in the cities, as various merchant houses vie for royal or noble favor. Yes, cities, for there are four cities scattered around Hiyanar. Fulsana is the capital of Hiyanar, ruled directly by the Sultan. Olfyntia is the religious capital of the Sultanate, ruled by Caliph Yassuf. Kamerdan is the traditional city of the Crown Prince. Finally, Ascartif is a recently established mountain city exploiting marble quarries. Emir Umar runs Ascartif for the Sultan. Several other minor nobles run small villages and towns, and nomad sheiks in the desert control oases. Camels, goats, and sheep are herded in Hiyanar, but the amount of wool, milk, cheese, and meat produced by the animals isn't adequate to meet Hiyanar's own needs. Export cloth is produced from cotton, not wool.

Trade is a matter of prime importance for the Sultanate. Many captains won't go to the Skalykar Kingdoms, and that doesn't count the profits to be made from the spices and resins of Hiyanar itself. Sultanate merchants travel throughout the system with local wares, as well as the wares the Skalykar bring from their own realms. The bazaars of Hiyanar are reputed to be second to none – even the infamous Rock of Brawl – as places where anything can be purchased.

Ruler: Sultan Achmed II.

Religion: Hiyanar is devoted to the Greek pantheon. Most quadis are clerics of one deity or another; Zeus for the most part, but also Athena and Hades. As noted on the subject of the church, Hiyanar holds a very traditional view of the pantheon and does not accept the statements of Aldrazarans who claim that Zeus is diminished. Those attempting to spread this belief are hauled before the quadis and sentenced to death for blaspheming the Supreme God of Olympus, usually after an appropriate show trial.

Justice: Justice in Hiyanar is handled primarily by the quadis, wise judges elected in each municipality, although subject to the approval of the Sultan and his court. Enslavement is a common punishment, as are mutilation, death, and imprisonment. Many outsiders believe that justice in Hiyanar depends on who one knows or how much money one has. However, religion also plays a role; fellow devotees of the Hiyanaran church are never enslaved, but infidels are. "Infidels" in this case includes anyone fails to acknowledge the supremacy of Zeus, even those who otherwise honor the Greek pantheon.

Language: Hiyanaran.

Favored STPs: Administration, appraising, haggle, customs and etiquette, religion, shaving/grooming, bartering, intelligence gathering, interrogation, sailor skill set.

Ships Favored: Destrier, courser.

Favored Weapons: Scimitar, composite bow, fire oil.

Favored Armor: Scale mail.

Allies: Skalykar Kingdoms, Knights of the Ring.

Enemies: Neogi Oligarchy, Mind Flayer Protectorate.

Trade Goods: Dyes, incense, gold, paper, cloth, gems, olive oil, marble statuary, dates, date wine.

GUILDS AND CHURCHES IN HACKSPACE

Certain groundling organizations have developed an extensive presence in HackSpace. Of course, sometimes the focus, influence, and direction of the group changes as it adapts to its new environment. There are also several groups unique to the concerns of spacefarers.

Aldrazar Explorers' Guild (AEG)

Name of Members: Explorers.

Location: Asteroid (Class A) city of Sarida, Outer Belt; on Aldrazar: Torchgal.

History: A HackJammer crash was recovered by the Explorers' Guild before the COSM could sanitize the site. The then-ruling council of the Explorers decided to send a group off to investigate the claims in the ship's log and report back, with the intent of establishing a space-going branch (still based in Torchgal). Things didn't work out quite that way.

The team was led by one of the Masters, Eshandoris Ki'lillis, a noted gray elf fighter/magic-user; somewhere in the group's dirtside archives there's a record of the trip, and for that matter a record of Lord Eshandoris as a Master. Unfortunately, Lord Mage Eshandoris is both somewhat absentminded and afflicted with the elven sense of time, so he's only reported in once – over two centuries ago. A space native of the Explorers might have a great deal of difficulty convincing the groundling organization that he's a member.

Currently, the AEG still is engaged in exploring as much of the system as they can. They have made contact with most of the other power groups and nations, and have chapter houses in most nations. Many of the explorers find the explorations of the worlds below fascinating.

The AEG lost many members in the Neogi and Mind Flayer incursions, and their far-ranging exploration is placed in jeopardy by both the Protectorate and the Oligarchy. As a result, some Explorers are assigned the task of watching the Neogi and the Mind Flayers, infiltrating their settlements and bringing back information. This has not gone entirely unnoticed by either the Neogi or the Mind Flayers, but so far they don't seem to have done anything obvious about it.

Purpose: To gain wealth by exploring, mapping, and adventuring. To explore the strange worlds of the system and possibly beyond. To scout the worlds of the Mind Flayers and the Neogi and warn the rest of the system of the danger of attack if they must.

Master: Eshandoris Ki'lillis, Gray Elf Fighter/Magic-user. He's a conscientious compiler of new information. He just has difficulty with sending it on, and has been distracted for a century or so by the Mind Flayer and Neogi problems. So, you see, it isn't really his fault.

Alignment: Any except chaotic evil or chaotic neutral.

Symbol: A lit torch on a black background.

Raiment: Brooch or medal with society's emblem.

Advancement: Provide 100 gp/level for higher position. Positions granted by appointment.

Members: Dedicated to the professional practice of the craft.

Favored STPs: (Coin pile numerical approximation as a bonus), map sense, mapless travel. Learn any cartography or survival skill, weather sense, or first aid skill at half price.

Ships Favored: Those capable of making planetfall on either water or land, preferably both.

Weapons Favored/Permitted: Any.

Armor Favored/Permitted: Any non or fairly bulky.

Ability Restrictions: Dex 9, Int 9, Wis 9.

Powers: See Combatant's Guide.

Friends/Allies: The Explorers often use the Hammer Brothers as cheap helmsman labor, but their closest allies among the power groups are the Celestians, who share their desire to explore new worlds and new frontiers. The Explorers also have a number of close contacts with the Knights of the Ring, but these are limited to determining what the Mind Flayers and the Neogi are up to, so they don't really qualify as allies in the normal sense.

Foes/Enemies: The Mind Flayer Protectorate and the Neogi Oligarchy make the enemies list, just because they regard Explorer ships in the outer reaches as convenient sources of new slaves. Though nothing has happened yet, both the Dragon Committee and the Circle of Sequestered Magicks are watching the Explorers carefully, for the information gathered could easily unbalance everything they've been working for on Aldrazar.

Sayings: *"We won't know if these ruins have anything of value until we look!"*

Brotherhood of the Hammer (Brotherhood)

Name of Members: Hammer Brothers/Sisters.

Location: Asteroid (Class A) monastery of Jaarlang, Inner Belt.

History: The faith of Thor was brought to space by one Bishop Edumond, a member of the adventuring party that founded Lanistar. As the kingdom prospered, so did Thor's followers, spreading to many nations, not just their home base. Then they started overstepping their bounds within Lanistar, trying to compel the King to marry as they dictated and enter into pointless wars for the glory of Thor. When the King refused, the clerics declared him deposed and offered the crown to whichever noble proved himself worthy. The King fought back, and was backed by clerics serving the Celtic and Egyptian gawds. He eventually stripped the Church of its lands and titles within the Kingdom. The surviving clerics of Thor banded together at Jaarlang and tried to sort out what to do next. The Lord Abbot of Jaarlang took charge, berating the clerics of Thor for their pride and meddling. The old ecclesiastical titles were abandoned for simpler ones.

The Brotherhood then went out into space, spreading the word of Thor and working their passage. They worked, in whatever capacity they were required, from scrubbing the deck to manning the helm. As they preached and worked, more people came to them and swelled their ranks. Now the Hammer Brothers have become ubiquitous in known space, with many monasteries and nunneries scattered among the asteroids.

Purpose: To spread the Word of Thor. To atone for the sins of pride that resulted in their expulsion from Lanistar.

Master: Lord Abbot Magnar.

Alignment: Any.

Symbol: Thor's Hammer.

Days of Import: The second day of the week, called Thorsday by the Brotherhood, is observed as a holy day. For further details, see page 43 of the Zealot's Guide to Wurld Conversion.

Raiment: Simple gray robe with holy symbol around the neck and a hammer at the belt.

Advancement: The Brotherhood maintains only four ranks – Novice, Brother, Abbot, and Lord Abbot. Abbots run monasteries and nunneries devoted to Thor. Outside these safe havens, the Brotherhood does not maintain churches or temples, only small shrines looked after by a Brother. Once a Novice takes formal vows as a Brother, he remains at that rank until he dies or he establishes a monastery, at which point he can be elected Abbot. The Lord Abbot is the head of the Brotherhood, elected from its ranks upon his death.

Members: Members bring the Word of Thor to the streets of the asteroid settlements, helm ships of war, and even work their passage, in whatever capacity they are needed, on merchantmen. Not all Hammer Brothers are clerics. Many fighters who choose to take holy orders on their retirement favor the Hammer Brothers. Reforming thieves and assassins usually don't, but there are a few of these less trustworthy types who have taken the necessary gawd oath to Thor. No cleric of Thor may retire to a monastery or a nunnery until he has worked and preached in the wider world for some time.

Favored STPs: Armorer, armor repair, blacksmithing, carpentry, brewing, cobbling, forage for food, glean information, healing, general laborer, metalworking, pottery, reading/writing, rope use, sailor skill set, weaponsmithing, weaving, oration, rousing speech, shaving/grooming, administration, ancient history, divine lore, spellcraft, religion, musical instrument, singing, brawler.

Ships Favored: The Brotherhood has only small, lightly armed courier ships of their own. These ships are exclusively for the purpose of sending messages between monasteries and nunneries. Individual Hammer Brothers must work their passages on the ships of others, in expiation of the sin of pride.

Weapons Favored/Permitted: Hammers.

Armor Favored/Permitted: Any.

Ability Restrictions: None. The Hammer Brothers are willing to let just about anyone with the proper motivation join.

Powers: None.

Friends/Allies: The Church of Odin remains a steadfast ally. Hammer Brothers often work with the Aldrazar Explorers' Guild, although this tends to involve a single Brother rather than any large scale coordinated effort.

Foes/Enemies: The Kingdom of Lanistar still has not forgiven the faithful of Thor for the bloody civil war that ended up spawning the Hammer Brothers. The Church of Gronnanar opposes the Brotherhood for "deceiving" Apes into worshipping Thor instead of the Ape Gawd.

Sayings: *"I will hammer for my breakfast. I will hammer for my supper. I will hammer across space, until our sins have been hammered away."*

Church of Celestian

Name of Members: Celestians.

Location: Class B Asteroid of Starenfall, ring of the 14th Planet.

History: The Celestians apparently came with the Great Jammer; there is no real sense of them being from Aldrazar. From a small group, they have expanded far. The Celestians eagerly seek funding for expeditions beyond HackSpace, in the name of greater glory for their gawd. Starenfall is one of the most active nexuses in all HackSpace, with portals to the Astral and Ethereal Planes, in addition to being the farthest civilized port of call.

Starenfall itself is a place worthy of exploration. During the Mind Flayer Incursion, the Mind Flayers captured it with surprising swiftness. When the Mind Flayers retreated to their distant home, the Celestians came back to Starenfall and found it strangely changed. They had barely begun their examinations when the Neogi launched their invasion. Starenfall was lost again. Once again, the Celestians returned to Starenfall after the Neogi had been broken, and resumed exploring what changes had been wrought in their absence.

While those outside the faith questioned this continual return to Starenfall, the Celestians noted that in no other single spot could they dispatch missions to as many places. While this is true, it is also true that the Celestians have yet to fully digest what the Mind Flayers and the Neogi did to their home base. They don't seem particularly concerned, but others have noticed that the asteroid sports many more weapon emplacements – facing space as well as the portals to other planes. Some crude types have even remarked on the ballista bolts with silver or iron heads and the jettison loads of silver and iron caltrops.

Purpose: To explore all space and the TeraVerse, to the greater glory of Celestian. To spread the word of Celestian to all peoples. To boldly go where no human, demi-human, or humanoid has gone before. To seek out new worlds and strange new people.

Master: Patriarch Jeanro Denberry.

Alignment: Neutral good.

Symbol: Holy symbol of Celestian.

Days of Import: The Celestians do not have high holy days as other faiths do. Rather, the Celestians celebrate the embarkation of a new voyage of discovery, whether that voyage is to another world or another plane, and the safe return of an exploration mission.

Raiment: Black, with white stars.

Advancement: Contrary to the claims of some theologians in the church, advancement is not directly related to the number of worlds visited. Advancement, as with most religious organizations, depends on a mix of clerical power, theological knowledge and soundness, and bureaucratic skill.

Members: Members of the Church of Celestian occupy their time with exploring, preparing for expeditions, and writing up their experiences so that others can be warned or otherwise aided by those who have gone before. There is no particular requirement to becoming a Celestian beyond faith.

Favored STPs: Social etiquette, rousing speech, oration, parley, diplomacy, survival, reading/writing, navigation: space, navigation: Phlogiston, map sense, mapless travel, mimic dialect, bartering, cartography: overland, cartography: space, clever packer, coin pile approximation, hunting, shaving/grooming, administration, ancient history, divine lore, spellcraft, religion, musical instrument, singing, astrology, plant identification.

Ships Favored: Any. As a practical matter, the Celestians will travel in any ship. The ones they buy and crew themselves, however, tend to be strongly armed and with enough cargo space to supply themselves for long voyages. Unlike the Explorers' Guild, the Celestians are not as concerned with ensuring that their vessels can make planetfall.

Weapons Favored/Permitted: Celestian clerics naturally prefer bludgeoning weapons. Otherwise, there are none favored.

Armor Favored/Permitted: Any.

Ability Restrictions: As required by class.

Powers: None.

Friends/Allies: The Aldrazar Explorers' Guild meshes very nicely with the doctrines of the Church of Celestian, and the two are close allies.

Foes/Enemies: The Celestians find their work opposed by the Church of Gronnanar (naturally). Otherwise, they tend to avoid giving offense, though they do regard the Neogi and Mind Flayers as the biggest obstacles to safe and easy travel to other stars.

Sayings: *"We wish to explore the stars, to encounter strange new peoples and civilizations, and to bring them to the worship of Celestian."*

Church of Ptah

Name of Members: Ptahites.

Location: Petrika's Charm Shop, Brawl.

History: The Church of Ptah makes the claim that their gawd created the universe. This is laughed at by the churches of other gawds. While shrines and temples to Ptah are commonplace, his clerics are rarer than paladins in the assassins' guild. Most of his shrines are staffed by local artisans, if by anybody. Members of the church struggle to expand their influence while maintaining what little influence they do have.

Purpose: To spread the worship of Ptah.

Master: Curate Petrika.

Alignment: Neutral.

Symbol: Mummified Hand.

Days of Import: First of the Year.

Raiment: Scarlet robes trimmed in gray

Advancement: Curate Petrika would love to have someone more powerful and holy in Ptah's eyes take the headache of running the church off her hands.

Members: Members do their best to spread Ptah's worship, make prayers to Ptah when they make something, and try to avoid being laughed at.

Favored STPs: As needed.

Ships Favored: Whatever they can find.

Weapons Favored/Permitted: As needed.

Armor Favored/Permitted: As needed.

Ability Restrictions: None.

Powers: No special powers.

Friends/Allies: None. The Church of Ptah is too arrogant even for the churches of other gawds of the Egyptian pantheon.

Foes/Enemies: The Church of Ptah is too insignificant to have any real enemies. The closest would be the Church of Gronnanar.

Sayings: *"Hear the word of Ptah, Creator of the Universe. He...I heard that! Who's snickering?"*

Circle of Sequestered Magicks (COSM)

Name of Members: Mages of the Circle.

Location: Shadara, 3rd Moon of Aldrazar, 5th Planet.

History: The COSM was the first groundling organization to enter space. As others entered, the COSM realized it couldn't stop the expansion into space. It could, and did, act to prevent HackJamming from having much impact on the face of Aldrazar – with a lot of magical power. The COSM has acted to prevent two major HackJammer discoveries from entering Aldrazar: HackJammer helms and explosive Smoke Powder weaponry.

Rumor has it that a senior clerk of the Explorers is, in fact, a powerful magic-user of the COSM who has been exacerbating Lord Eshandoris' forgetfulness about sending his information on to Aldrazar.

The history of the COSM on Aldrazar can be found on page 67 of the Spellslinger's Guide to Wurld Domination.

Purpose: To keep HackJamming from interfering with the natural ebb and flow of magic on Aldrazar.

Master: Space Mage Arandis heads the COSM activities in space. He is reputed to be a member of the Inner Circle of the COSM.

Alignment: Neutral. All alignments are represented.

Symbol: A large eye. In the pupil of the eye is a gold pyramid with a balanced scale set upon it.

Days of Import: Days of Reckoning, the Day of Charter, Week of Long Shadows. For further details see page 68 of the Spellslinger's Guide.

Raiment: Mages of the Circle are rich, and dress appropriately. Gold is the color of the Circle, so they wear as much gold as possible, often well beyond the point of good taste.

Advancement: Political, based on personal relationships and service to the organization.

Members: Only the most skillful of magic-users are ever admitted to the COSM. For full particulars, see page 68 of the Spellslinger's Guide. As a note, the COSM has yet to admit a magic-user born in space.

Favored STPs: Spellcraft, ancient history, civil administration, current affairs, basic leadership, committee leadership, ancient languages, glean information, intelligence gathering, diplomacy.

Ships Favored: As needed.

Weapons Favored/Permitted: Any

Armor Favored/Permitted: Any, and shield.

Ability Restrictions: Int 16, Wis 13, Cha 12, average Honor.

Powers: See Spellslinger's Guide.

Friends/Allies: Academy of the Flaming Sword, Dragon Committee, Mages' Imperium. Alliance of convenience with Joint Chiefs of the Giff.

Foes/Enemies: Black Hands. Suspicion directed at the AEG.

Sayings: *"We cannot permit you to come to our world."*

Dragon Committee (DC)

Name of Members: Dragon Lords of Space.

Location: Arlora, 1st Moon of Aldrazar, 5th Planet, is the headquarters of Dragon Committee activity in HackSpace. Broken Henge, on Aldrazar, is the main meeting place.

History: When HackJamming first appeared on the scene, the Dragon Committee barely realized it; the DC had other concerns than humans flying around in crates. However, soon they realized that HackJammers were a potential threat to dragonkind. Flying ships loaded with heavy artillery would be capable of challenging the dragons in the sky, and they couldn't overlook the rams of the ships or the potential for human and demi-human magic on a stable platform in aerial battles. The DC agreed with the COSM to keep HackJamming from the surface of Aldrazar. This agreement was reinforced when the Dragon Committee learned of the existence of Smoke Powder weapons and their potentially devastating usage.

The DC established the position of Void Gut to oversee all HackJamming in and near Aldrazar, and to destroy as much of that traffic as possible. Although a number of Radiant Dragons have been nominated for the position, only those with Polymorphing magics have been considered due to the need to occasionally make planetfall and confer with the rest of the Committee.

Purpose: To keep HackJamming from Aldrazar.

Master: Void Gut is an ancient Radiant Dragon who enjoys sunning himself in orbit over Aldrazar or Arlora. He prefers to take the form of a Red Dragon when he must make planetfall to confer with the rest of the Committee.

Alignment: Neutral.

Symbol: The dragon talking to you.

Days of Import: Yearly meeting.

Raiment: None.

Advancement: By appointment.

Members: Dragons.

Favored STPs: N/A.

Ships Favored: Whatever is needed for a particular undercover task.

Weapons Favored/Permitted: Natural.

Armor Favored/Permitted: Natural.

Ability Restrictions: Per dragon race.

Powers: Per dragon race.

Friends/Allies: The Circle of Sequestered Magicks is an old ally of the Dragon Committee, and cooperates with the dragons to keep HackJammers from the face of Aldrazar. The Halfling Pirates often sell contraband to the dragons, who enjoy the ease of increasing their hoards.

Foes/Enemies: The Committee does not have specific enemies in space, although it finds the attitudes of the hostile Mind Flayer Protectorate and the Neogi Oligarchy threatening. They find the Explorers and Celestians to be potential troublemakers. The Gnomish Syndicates' desire to expand their markets to Aldrazar brings the constant suspicion of the DC. So far they haven't succeeded in delivering more than a few cargoes.

Sayings: *"Is being burned out of the sky truly worth trying to land on our world?"*

Gronnanar Church of the Ape Gawd (GCAG)

Name of Members: Chosen of the Ape Gawd.

Location: Gronnanar.

History: Much of the history of the Gronnanar Church of the Ape Gawd is the same as the history of the Caliphate of Gronnanar.

Currently, there are two major factions within the Church. The Groomers seek to evangelize, to win as many converts to the Ape Gawd as possible through persuasion and works. They point out that many of the Declared Apes are far more powerful in magic than are the Chosen of the Ape Gawd. The Shriekers decry this position as cowardice when the Ape Gawd needs their strength. The superiority of the faith is self-evident. The Chosen of the Ape Gawd should go forth in mighty fleets and impose the worship of the Ape Gawd by force upon the ungrateful infidel wretches. Unfortunately for the Shriekers, their primary influence is among the Pantrogs and some frustrated blackback Rillans. The Orutans and Pithengi, along with most of the Rillans, prefer the Groomer philosophy. Yes, war might be needed eventually, but for now, better to bring as many of the Apes as possible to the proper worship of their gawd.

Unfortunately, the Shrieker faction has been getting steadily more strident, and has begun to take some independent actions. One reason Roderick won the Caliph's throne was as a political compromise with the Shriekers.

Purpose: To convert all Apes to the worship of the Ape Gawd.

Master: Caliph Roderick, son of Dowell. Although he himself is not a Shrieker, he is a Pantrog, and sympathizes with the aims of the Shriekers and their frustration at the Groomers. So it is believed that he looks the other way

when Shrieker-crewed ships leave Gronnanar and return with human, demi-human, and humanoid slaves to work the plantations and serve as pets.

Alignment: Neutral.

Symbol: An ape's head in a halo.

Days of Import: The Coming of Gronnan, the 275th day of the Gronnanar year, is the most important observed holy day.

Raiment: White and Brown robes.

Advancement: Advancement is by tests of correct doctrine and knowledge of the Way of St. Gronnan. Note that these tests do not distinguish between the Shrieker and the Groomer sects.

Members: The Church accepts any and all Apes into its hierarchy. Humans and demi-humans are unlikely to advance very high, but all are officially welcomed as long as they acknowledge that they are Apes, they were made by the Ape Gawd, and that He is the One True God of All Apes. Members are expected to spread the word of the Ape Gawd and bring as many Apes as possible to the worship of the Ape Gawd.

Favored STPs: Animal handling, animal training, haggle, healing, jumping, orchestrate task, reading/writing, rope use, survival (jungle), berate, diplomacy, flex muscle, intimidation, oration, parley, taunting, shaving/grooming, administration, ancient history, divine lore, spellcraft, religion, musical instrument, singing, civil administration, campaign logistics, history, world.

Ships Favored: Shriekers favor armed craft that let them take the Word of the Apes to the other worlds by the ballista and the catapult. Gronnanar missionary ships tend to be groundling vessels with a lot of extra rigging.

Weapons Favored/Permitted: Any.

Armor Favored/Permitted: Any.

Ability Restrictions: None.

Powers: None.

Friends/Allies: The Caliphate of Gronnanar sponsors the Church, so naturally it is an ally. The Church is on reasonably good terms with the Skalykar Kingdoms, as the reptiles aren't considered to be Apes and therefore don't need converting.

Foes/Enemies: The Brotherhood of the Hammer, the Church of Odin, the Church of Olympus, the Church of Celestian, the Church of Ptah, and most other churches that primarily attract those who are deemed Apes by the Church of Gronnanar are considered enemies. The Church also regards any non-Ape who seeks dominion over Apes or who seeks to enslave or eat Apes as enemies, so the vessels of the Church will fire on Neogi and Mind Flayer hulls as quickly as anyone else will.

Sayings: *"You are an Ape. All the petty gawdlings who have deceived you do not want you to acknowledge your true nature, your true origin, your true self. They deceive you. Come, my brother. Come back to He-Who-Created-You, and rule the TeraVerse at our side. It is your destiny, brother."*

Hiyanar Church of Olympus

Name of Members: Olympites.

Location: City of Olfyntia, Hiyanar.

History: The Hiyanar Church is very traditionalist. It names Zeus the supreme gawd, and deems any statement contradicting that fact to be blasphemy. Some of the most powerful clerics know the truth about Zeus's power, but, as their loyalty is to the pantheon and church, they see their job as that of making Zeus's power match their Holy Truth, not the reverse. So they vigorously promote Zeus and the other gawds of the pantheon to non-believers.

The Hiyanar Church is an outgrowth of the Sultanate of Hiyanar. When the Sultanate was founded, the Church was founded right along with it. At first, the Church was exclusively concerned with the spiritual well being of the people of Hiyanar. That changed approximately one hundred and fifty years ago with the ascension of the Caliph Allesander. A devout cleric of Zeus, Allesander had been an adventurer in his youth, traveling HackSpace and even the planes. He was perhaps the first Caliph to know the truth about the power of Zeus. When he came to power, he began dispatching missions to other worlds to spread the faith. So far, the Caliphs haven't been able to persuade the Sultans to launch holy war for the faith, however.

Purpose: To spread the Holy Truth about the Olympian pantheon. To convert as many as possible to the worship of the True Gawds. To make reality match their theology.

Master: Caliph Yussuf.

Alignment: Neutral. All alignments are welcome.

Symbol: Laurel Wreath, transfixed by a lightning bolt.

Days of Import: The Games. The Games is a month long festival in honor of the gawds. It occurs every year, rotating the place among the cities. All feuds and rivalries are set aside for thirty days of athletic, magical, and philosophical competition. Clerics invoke rituals and burn incense to determine the will of the gawds. Everyone participates, either by actually competing or by cheering for a particular home town favorite. The Games involve foot races, jumps, chariot racing, horse racing, camel racing, archery, jousting, gladiatorial combat (to first blood), javelin throwing, decathlon, wrestling, boxing, and many other forms of competition. Foreigners are only permitted at the capital games.

Raiment: White robes, embroidered in purple.

Advancement: The Hiyanar Church requires skill in bureaucracy and theology for advancement. Advancement to the highest ranks of the Church is very limited. Only those who are deemed devout enough, flexible enough, and trustworthy enough are informed of the reality of Zeus' power, as the final test for advancement to the highest ranks of the church. Anyone who seems to have a problem with this has his memory of the event erased and is sent into hermitage.

Members: Most members of the Church are simple lay people who don't advance. Missionaries are out in force to spread the Holy Truth of the faith. They denigrate other deities and preach throughout HackSpace.

A somewhat more sinister branch is the Divine Thunderbolt, fundamentalist clerics and assassins devoted to keeping the Holy Truth pure. Divine Thunderbolt assassins slay those who claim Zeus has been somehow diminished in his power. The Thunderbolt may or may not answer to the Caliph or the Sultan, but it is not considered by most to be a power group in its own right.

Favored STPs: Parley, oration, mingling, knowledge of courtly affairs, diplomacy, charioteering, gaming, healing, intelligence gathering, reading/writing, art of seduction, shaving/grooming, administration, ancient history, divine lore, spellcraft, religion, musical instrument, singing, civil administration, astrology,.

Ships Favored: Greathawk dreadnaught, hawkship, moray galley.

Weapons Favored/Permitted: Scimitar, javelin, club, spear, short sword.

Armor Favored/Permitted: Any.

Ability Restrictions: None.

Powers: None.

Friends/Allies: The Sultanate of Hiyanar.

Foes/Enemies: Those who claim Zeus to be diminished. Gronnanar; the Church of Gronnanar. The Star Church of Odin.

Sayings: *"We come in the name of the All-Mighty Zeus and the Gawds of Olympus."*

Slavers' Guild (SG)

Name of Members: Chainmen.

Location: Asteroid City of Cyndai.

History: The most powerful mercantile organization in space got its start in a modest way. The initial Chainmen were a group of rather unscrupulous human adventurers indulging in a life of piracy. Their ship became known, and crews started simply surrendering. So the Chainmen decided to sell ship, cargo, and crew to make themselves a little more gold. They soon found that slaving made for big profits. Willing to deal with anyone, they began raiding

for slaves and muscling in on other slaving businesses. The Chainmen specialized in quantity of slaves rather than quality of slaves.

Eventually, the other slaving organizations sought to make deals with the Chainmen, who were perfectly willing to pirate rivals' ships. In exchange for a cut of the profits, the Chainmen left the others alone and offered the protection only powerful adventurers could provide. Eventually, all the slaving organizations were operating under the Chainmen umbrella. To prevent new rivals from popping up, the original Chainmen set up the Slavers' Guild to perpetuate and regulate the trade of slaving. And it has prospered ever since.

Purpose: To gain wealth through the breeding, raising, capturing, and selling of sentient humans, demi-humans, and humanoids as slaves. The Chainmen are businessmen. They buy and sell sentient beings. Many of the Chainmen deal with the bulk long distance trade, taking large groups of slaves to entirely different regions, so that they are unlikely to escape. These often swoop down on unsuspecting villages, capturing the entire population, and selling them. Other Chainmen are more particular, seeking out slaves of unusual talents or beauty, for special requirements or pleasure. These tend to command higher prices.

The Chainmen eagerly purchase defeated enemies. Within a month, the unfortunates are on a different world or working for a foreign master.

The Chainmen don't (normally) take slaves where they dock, although they may purchase them for resale. Openly antagonizing the local authorities is bad for business. If they're in an unfriendly port, they leave the cargo on the ship to avoid confiscation. They prefer to refresh their atmosphere prior to docking, to avoid paying air taxes.

Master: Guildmistress Alliana Watersleigh.

Alignment: Neutral evil.

Symbol: Seven links of chain in a circle.

Days of Import: Yearly meeting.

Raiment: As desired.

Advancement: Advancement in the Chainmen is slow. Until you have enough to purchase your own ship, you'll never make Captain.

Members: Joining is very simple and easy, the pay is fair, and they don't ask too many questions. Strong, not-so-bright crewmen are especially desired. While most are human, there are a good smattering of other races represented. Recruits should be careful, however, to remain industrious and useful, or they may get thrown in with the rest of the cargo. All members pay a guild tithe of 30% of their profits.

Favored STPs: Animal handling, bargain sense, bartering, carpentry, clever packer, coin pile numerical approximation, dig hasty grave, fondling, forgery, glean information, haggle, healing, hunting, intelligence gathering, interrogation, skilled liar, looting, reading lips, rope use, set snares, diplomacy, intimidation, mingling, parley, social etiquette, ulterior motive, appraising, campaign logistics, military small unit tactics, art of beating, attitude adjustment, dirty fighting, wuss slap.

Ships Favored: The Slavers' Guild favors large ships with similarly large air capacities, as well as small, fast ships that can slip by anti-piracy patrols.

Weapons Favored/Permitted: Whip, scourge, club; any possible.

Armor Favored/Permitted: Any.

Ability Restrictions: None.

Powers: None.

Friends/Allies: The Tenth Pit and the Guild have an alliance of convenience, with both sides availing themselves of the other's services. They aren't particularly close, however; each of them thinks they're being cheated by the other. The Sultanate of Hiyanar is a frequent market. Other markets exist, but simply as business arrangements rather than as part of some traditional alliance.

Foes/Enemies: The Knights of the Ring, the Pan-Elf Union, the Brotherhood of the Hammer, the Skalykar Kingdoms, and the Celestial Empire all oppose the Slavers' Guild violently. The Knights, Skalykar, Union, and Empire have all issued letters of marque against the Slaver's guild. The Guild has also attracted the enmity of the Circle of Sequestered Magicks and the Dragon Committee for conducting slaving raids on Aldrazar and attempting to make alliances with various evil organizations on the surface of Aldrazar.

Sayings: "Nice iron bracelets, 'Your Highness'."

Star Church of Odin (CO)

Name of Members: Odinites.

Location: Asteroid City of Mjornar.

History: The Star Church of Odin is an off-shoot of the surface faith on Aldrazar, not the Norse church. Some of the first clerics to enter space were Odin's, and they founded the holy city of Mjornar as a base from which to spread Odin's message through the heavens. They have been quite successful, but Mjornar is unfortunately close to Gronnanar, and there have been a number of battles between Odinite ships and Gronnanaran.

The Star Church of Odin in space has a very long history, marked by waxing and waning of the church's influence. The church is just now recovering from a period of decline dating back to the Neogi Incursion; prominent churchmen had claimed that there was no real threat from the Neogi.

The choice of Mjornar was not marked by any sort of grand spiritual activity. It just happened to be the stronghold of the first name level cleric of Odin who founded one.

Purpose: To spread the Word of Odin among the benighted heathens who have never encountered the greatest gawd in HackSpace.

Master: The High Priest of Odin has recently died, and there's currently a competition to succeed him. The Chaplain of the Mjornar Temple is currently tending to the bureaucratic duties of the High Priest until a new one has brought back enough battle honors to be anointed.

Alignment: Chaotic good.

Symbol: The Eye of Odin.

Days of Import: Founding Day, the Solstices.

Raiment: War helmet and ring mail armor under sapphire blue robes.

Advancement: Advancement in the church is dependent on mastery of theology and upon skill in battle. No one may advance far in the Church without facing the enemies of the church in battle. Moreover, to claim a new position, the claimant must stand before his superiors (or the congregation) and recite the battle honors he has won. If they are sufficiently impressive (and true), then the claimant must ask if there is any who would challenge his right to the position. If someone does challenge, the two must be prepared to fight it out on the spot, to the surrender or defeat of one of the two. The challenger must be able, by deed, to claim the position himself.

If the claimant lied about the battle honors and someone challenges him on it, however, he must repeat the claim as a sworn Gawd Oath to Odin – and, incidentally, under a Detect Lie spell. Such false claims, in addition to the normal penalties for breaking a Gawd Oath, result in the excommunication of the liar. Odin doesn't like people who lie to him.

If there are a number of valid claimants (such as for the High Priest's chair), a competition is held. The claimants must go out to battle enemies of the faith and bring back trophies of the fighting. The claimant with the most new battle honors wins the competition.

Members: Members of the Star Church of Odin prepare for battle.

Favored STPs: Animal handling, armor repair, brewing, hunting, looting, reading/writing, recruit army, taunting, oration, rousing speech, weaponsmithing, calling dibs, shaving/grooming, administration, ancient history, divine lore, spellcraft, religion, musical instrument, singing, leadership: basic, military battle sense, military leadership, weapon maintenance.

Ships Favored: Huntership.

Weapons Favored/Permitted: As per class.

Armor Favored/Permitted: Any.

Ability Restrictions: None.

Powers: None.

Friends/Allies: The Brotherhood of the Hammer, devoted to Thor, is a close ally of the Star Church of Odin. The Odinites are unable to claim close

allies among the nations of HackSpace, however. They do have a cordial relationship with the Knights of the Ring, but the Knights are too organized and "stuffy" for a proper alliance.

Foes/Enemies: The Hiyanar Church of Olympus and the Gronnanar Church of the Ape Gawd are both enemies of the Star Church. The Hiyanarans resent the claims of the Odinites for the power and importance of their deity. Other enemies include the Humanoid Alliance, the Neogi, and the Mind Flayers. Periodically, the High Priest proclaims a holy crusade against the enemies of the faith. This happens whenever he feels that the fighters and clerics of the church are getting restless enough to start seriously beating up each other instead of the enemies of the church.

Sayings: "Hear the words of the All-Wise All-Father, Odin, Supreme Gawd of all Gawds."

Tenth Pit (TP)

Name of Members: Pits, Pitters.

Location: Unknown.

History: The Tenth Pit is believed to take its name from the Pits of Hell. Devil worship is common among members of the Tenth Pit, though they freely worship any evil deity who might be willing to show them his favor. The Tenth Pit is believed to have arisen from a group of evil adventurers who ventured early into space, and was the personal creation of the Dark Knight Lyrana d'Amor as her vehicle to conquer all of space and the planets, too. Whether or not she would have actually succeeded is still open to question. She eventually perished in open battle with the fleet of the nascent Pan-Elf Union. Since then, the Tenth Pit went underground (no one knows precisely which rock they happen to have crawled under) and re-emerged as a benevolent political association trying to provide stability to the space lanes. A number of ships of the Tenth Pit have been lost battling those known enemies of all in the system, the Neogi and Mind Flayers.

Persistent rumor claims that such ships are punishment assignments for those who have embarrassed or otherwise irritated the secretive leaders of the organization. The Knights of the Ring, for one, claim that they have actual testimony that this is the case.

Purpose: To take over the worlds of the system and establish themselves as the ultimate masters (usually euphemized as "Provide the blessings of Law, Order, and Guaranteed Security and Safety to all within the Caz-Adar star system.") Also dedicated to the collective and individual desires of its mysterious leadership.

Master: Unknown.

Alignment: Lawful evil, neutral evil.

Symbol: A large stylized "X".

Days of Import: Unknown.

Raiment: The Tenth Pit favors black armor and black robes.

Advancement: Merit and ideological tests, it is believe that these can sometimes be deadly. Members of the Pit strictly adhere to these rules, and thus the higher ranks are almost always considerably more dangerous than their underlings.

Members: Joining the Tenth Pit isn't easy. First, you must have demonstrated that you can take care of yourself. Wet behind the ears wusses who might not have the stomach for Pit activities can't be permitted to join and blow the cover for everyone else. So no one below 5th level need even apply (unless you can deliver something of real value … say, a city? No? Forget it, then.). Then you have to be nominated by someone already in the organization who is in good standing.

Favored STPs: Bartering, glean information, intelligence gathering, Interrogation, skilled liar, looting, maintain self discipline, torture, tracking, vandalism/desecration, diplomacy, feign toughness, intimidation, parley, poker face, ulterior motive, campaign logistics, heraldry, leadership, dirty fighting, Manu weasel dance, mocking jig.

Ships Favored: The Tenth Pit favors strong ships with strong captains and obedient crews. Merchant hulls are of course often necessary; transporting the loot to somewhere she won't be recognized, for example. But most Pitters would rather travel in a warship of some sort.

Weapons Favored/Permitted: As appropriate.

Armor Favored/Permitted: As Appropriate.

Ability Restrictions: None.

Powers: None.

Friends/Allies: The Tenth Pit is believed to be in clandestine contact with the Shadow Heart Battalion. It may have alliances with other evil beings and organizations, but it mostly keeps its alliances hidden. The other main ally of the Tenth Pit is believed to be the Slavers' Guild. PEU and Giff Intelligence both claim that the two organizations have a number of members in common, including leadership. To date, no other organization or nation has been definitively linked to the Tenth Pit, despite allegations by adventurers and intelligence agencies.

Foes/Enemies: Knights of the Ring, Mages' Imperium, Gronnanar, Dragon Committee, Circle of Sequestered Magicks, Lanistar, Brotherhood of the Hammer, Church of Odin, Celestial Empire, Holy Dwarven Theocracy, Pan-Elf Union, Mind Flayer Protectorate, Neogi Oligarchy, the Joint Chiefdoms, Skalykar, Hiyanar, Church of Olympus.

Sayings: *"If we were in charge, you would be safe from those vile monstrosities in the outer worlds."*

Chapter 8

Adventures in HackSpace

Scenario 1: A Ship of Our Own

GM's Background

Captain Arype Quince of the Halfling Pirate Kingdom has a problem. His son, Jamis Quince, has earned himself a master's license and gathered a rough and ready crew – but the ship he was to take out a-roving was destroyed in a Syndicate raid two months ago (demons take the gnomish space marines!), and then the boy lost the ship he was on in some dice game. So the boy and his crew are stranded at the Bouncing Buccaneer asteroid tavern, with their Honor gutted by that loss and the shame of it spilling over onto Captain Arype Quince!

Well, if they can't have a new ship, they can sail the dilapidated old Kestral. It's at Brawl, where the last crew signed on to bigger and better ships. Sure, it needs a refit. New sails, new weapon, repaired decks. In fact, Arype was planning on selling the old ship.

So new orders have gone to his agent on Brawl. Find a crew for the Kestral. Give them an ostensibly valid mission to the Bouncing Buccaneer. There Jamis Quince and his crew will take the Kestral. The dupes who brought the Kestral will be given the option of signing on with the crew or being sold to the Slaver's Guild.

The Offer

Darius Starling is a 4th level human pirate (see the HackMaster Combatant's Guide). He wears an eye patch and suffers from male pattern baldness. He also has two sets of Studs of Communication, one set keyed to Arype Quince and one to Jamis Quince.

If the PCs already have a ship, he comes right up to them to discuss a well-paying job carrying cargo for him. If they don't own a ship, he enters the tavern they're currently in and announces that he's looking for crewmen for a Falcon-class trader.

He offers PCs with their own ship 300 gp to transport 2 tons of Lanistaran mead to the Bouncing Buccaneer asteroid tavern, but will go as high as 2,500 if they bargain well. He will provide a chart to the tavern.

PCs being hired as crew are offered standard wages for an average crew, although he will go as high as 25 gp per person. If they don't think to negotiate for it, he won't provision the ship, but he is willing to cover those expenses. He appoints one PC ship's master; preferably one who says he's got the skills, but otherwise the most charismatic one. Their mission is the same as above.

Smart PCs will inquire around about Darius Starling and the Bouncing Buccaneer. They have a 60% chance of learning Darius is a merchant of good reputation who often hires new crews for simple runs. They have a 40% chance of learning that Darius sometimes deals in pirate loot. They have a 35% chance of learning that Darius started as a sailor. They have a 15% chance of hearing about the Bouncing Buccaneer being built by a rough and ready former adventurer who likes dealing with "independents". They have a 5% chance of learning that Darius is a former pirate.

Troubleshooting:

- Refusing the offer. Well, players aren't exactly the sharpest knives in the drawer. Darius isn't going to force them. You'll have to find them something else to do.
- Stealing the Mead. Well, Darius Starling will certainly accuse the PCs of the crime. He will inform the royal authority on Brawl. The PCs will take appropriate Honor hits and be subject to arrest on Brawl. Other NPCs are unlikely to approach the PCs in the future with contracts for moving cargo. On the other hand, it's worth 3,000 gp per ton. Then there's the little detail that Arype Quince will ALSO be informed; the PCs will have pirates out looking for them.
- Stealing the Kestral. Ok, boys and girls, this is called piracy. Darius Starling and his associates will certainly alert the relevant authorities that their ship has been stolen, so the PCs will take an Honor hit, and the pirates will be looking for them.

The Kestral

The ship to be used by the PCs is an old, small, beat up freighter. It mounts a single light ballista – which needs a new rope and has some dry rot. Over the course of the voyage, 5 boards in the deck will break. The rigging is in such bad condition that it effectively reduces Maneuverability Class to D. Finally, the PCs get the fun of hunting down the 14 common rats living in the holds. If not killed, they will eat and/or ruin 1 day's supply of food per day.

The Voyage

The trip from Brawl will only take fifteen days. Six days out, they will encounter the Purple Flyer, a great white galleon. The Purple Flyer is outbound from the Skalykar Kingdoms with a cargo of hides, feathers, and various miscellaneous substances for the Mages' Imperium. It isn't interested in attacking the PCs, but will approach and hail them. They are interested in whatever news the PCs may have as to what is occurring on Brawl or further

on in HackSpace. They might even pay, although they're expecting a free exchange. They don't know anything about the Bouncing Buccaneer or Darius Starling. This is an excellent opportunity for the GM to throw in his own adventure hooks, so make the most of it.

The GM should feel free to add in his own encounters. If he doesn't want to, the trip is otherwise uneventful.

The Bouncing Buccaneer

The asteroid the tavern sits on is approximately one mile in diameter and varies between 45 and 100 feet thick. A large lake occupies most of the flip-side, while vines curl over the sides, and a variety of crops and livestock fill most of the tavern side. The tavern has four 200-foot piers extending out into space for ships to dock at, and there is a 300-foot diameter landing circle near the tavern.

The tavern itself occupies two stories. It is a square, 200 feet by 200 feet, and made of a mixture of brick and native dark brown asteroid stone. Again, vines curl up the sides of the tavern and a layer of sod covers the slate roof. The common room of the tavern measures 150 feet by 170 feet. Stone pillars are placed every twenty feet to hold up the ceiling, which rises 12 feet high. Tables are made of wood. The bar extends from the back area 20 feet wide, 70 feet long, to a round area approximately forty feet in diameter. The tavern is roughly divided into three sections. From the round bar, the forward section is a rough and tumble spaceman's tavern, as might be found anywhere. The upper left is an area of draperies and wood panel separations, with low tables and cushions for sitting on, a melange of styles from the Mage's Imperium, Sultanate of Hiyanar, and the Celestial Empire. The upper right has a number of humidifiers and large plants, plus a few pools. The furnishings are similar to those found in the Skalykar Kingdoms or the Caliphate of Gronnanar. A staircase lies to the right of the entrance.

The back rooms on the first floor contain kitchens, a small storage room, and stairs up and down. The stairs down lead to store rooms. The stairs up lead to the living quarters of the owners and the staff of the tavern. The kitchen staff varies in size depending on the number of guests.

The forward section of the upper floor of the tavern (120 feet by 200 feet) is comprised of 10-foot wide corridors, 20-foot by 20-foot rooms, and eight large closets (10 feet by 20 feet).

The rear contains living quarters for the proprietor, his large family (wife, 4 daughters, 3 sons), and hired help (5 barmaids, 4 bartenders, 4 field hands). Although the tavern is relatively deserted at the moment, it was built to handle entire ships' crews. The staff will not become involved in disputes between crews, so long as they pay for any damages. If necessary, however, all of them know how to wield crossbows.

The Ambush

The halfling crew consists of Jamis Quince (3rd level pirate), Grayp Gellie (2nd level cleric), Teef the Jerk (1st level pirate), Marma Urang-lad (1st level cleric), and eight 0-level halfling thugs. When the PCs arrive, only Jamis and two of the thugs are present in the tavern common room (the thugs are enjoying quarts of ale up front while Jamis relaxes in the warm pools). The rest are in varying stages of wakefulness upstairs. When the PCs announce themselves and their cargo, the thugs attack. Jamis grabs up his weaponry and moves to join in; the others come as the GM desires to keep the fight moving.

They're expecting normal sailors, not adventurers, so they think they'll easily have the upper hand. The proprietor simply sends some of his helpers to unload the mead. If asked, he does tell them that there are more of Jamis' crew upstairs. He'll also inform them that they lost a ship in a dice game (he won't speculate as to whether it was a crooked game or not) a month and a half ago and have been there ever since, but that they had been anticipating the PCs' arrival.

Payback

The PCs will probably realize that they were set up. If they're worth their dice, they'll be looking for some payback. Alas for them, Darius has already skipped town on one of Captain Quince's ships. He'll be back, as they say.

He did leave his 50-foot by 60-foot warehouse, however. The front door is locked and trapped with an ink bladder that will coat the one who failed to open it in luminous green ink (which cannot be washed off entirely for 1d6 standard days). The main doors (opening into the storage area) are locked, but not trapped. Inside is a 10-foot by 10-foot office, in which the desk has been left; it is locked and trapped with a poison needle, save versus poison at -3 or take 10 points of damage and have your hand swell up to uselessness in 1 turn for three days). The desk contains nothing, and is worth 15 gp. The warehouse itself is completely empty. They can find a loft in which Darius slept; the bed is worth 10 gp, but there's nothing else of interest anywhere in the building. The loft measures 20 feet by 10 feet.

The PCs now have a ship of their own, so if they start whining about lack of loot, point this out to them.

Important NPCs

The Offer

Darius Starling: HF 4, EP 325, AL CE, AC 8 (leather under clothing), MV 12", Pirate 4, hp 47, SZ M, #AT 1, D 1d6+1 (rapier), SA nil, SD nil, ML 13, Hon 25, TOP 23, Crit BSL: Def AC -2, FF 12.

S 11/90, D 15/53, C 10/55, I 12/70, W 14/97, Ch 13/86, Com 13/52

Relevant skills: Haggle 25%

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Leather Armor AC: 8 ❑❑ 9 ❑

The Kestral

Rats: HF 0, EP 5 each, Int 1, AL N, AC 7; MV 15"; HD 1d4+3 hp; hp 7 x3, 6 x5, 5 x2, 4 x4; SZ T; #AT 1; D1, SA disease; SD Nil, Lang: Rat; Hon Ave, ML 15, TOP: 3 x8, 2 x6, Crit BSL: Def AC -4, FF: 15

1). HPs: ❑❑❑❑❑ ❑❑
2). HPs: ❑❑❑❑❑ ❑❑
3). HPs: ❑❑❑❑❑ ❑❑
4). HPs: ❑❑❑❑❑ ❑
5). HPs: ❑❑❑❑❑ ❑
6). HPs: ❑❑❑❑❑ ❑
7). HPs: ❑❑❑❑❑ ❑
8). HPs: ❑❑❑❑❑ ❑
9). HPs: ❑❑❑❑❑
10). HPs: ❑❑❑❑❑
11). HPs: ❑❑❑❑
12). HPs: ❑❑❑❑
13). HPs: ❑❑❑❑
14). HPs: ❑❑❑❑

The Ambush

Jamis Quince, 3rd level halfling thug pirate: HF 3, EP 277, AL NE, AC 9 (Dex), MV 6", Pirate 3, hp 38, SZ S, #AT 1, D 1d8 (light crossbow) or 1d6 (cutlass) or 1d6-1 (dagger), SA nil, SD nil, Hon 24, ML 14, TOP 19, Crit BSL: Def AC -2, +1 w/ missiles, FF 5.

S 12/82, D 14/11, C 10/32, I 10/30, W 11/86, Ch 14/68, Com 11/94

Light crossbow, 8 bolts, cutlass, 4 daggers, Tongue and Ear Stud of Communication

He has 44 sp, 2 gp, 6 ep, 33 cp.

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Grayp Gellie: 2nd level halfling thug cleric: HF 3, EP 143, AL CE, AC 4 (ring mail, med. metal shield), MV 4 1/2", Cleric 2, hp 31, SZ S, #AT 1, D 1d6+1 (footman's mace), SA nil, SD nil, Hon 20, ML 12, TOP 15, Crit BSL: Def AC -3, FF 6.

S 13/95, D 10/50, C 10/65, I 11/73, W 13/89, Ch 7/30, Com 14/34

Spells Prepared: Create Water, Cure Light Wounds, Detect Magic, Magic Pebble, Purify Food and Drink

He carries 26 sp, 3 cp, and 19 cp.

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Shield +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1❑❑❑ +0❑❑

Ring mail AC: 7 ❑❑❑❑❑❑ 8 ❑❑ 9 ❑

Teef the Jerk, 1st level halfling thug pirate: HF 1, EP 62, AL NE, AC 3 (ring mail, med. metal shield, Dex), MV 4 1/2", Pirate 1, hp 23, SZ S, #AT 1, D 1d6 (sling bullet) or 1d6 (short sword) or 1d6-1 (dagger) or 1d8 (light crossbow), SA nil, SD nil, Hon 12, ML 12, TOP 31, Crit BSL: Def AC -3, 0 w/ missiles, FF 4.

S 16/14, D 14/64, C 9/25, I 14/59, W 6/46, Ch 13/57, Com 7/20

Short sword, sling, 19 bullets, 5 daggers, light crossbow, 7 bolts

He carries 21 sp.

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Shield +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1❑❑❑ +0❑❑

Ring mail AC: 7 ❑❑❑❑❑❑ 8 ❑❑ 9 ❑

Marma Urang-lad, 1st level halfling thug cleric: HF 1, EP 80, AL CE, AC 6 (studded leather, Dex), MV 4 1/2", Cleric 1, hp 26, SZ S, #AT 1, D 1d6 (warhammer), SA nil, SD nil, Hon 8, ML 12, TOP 13, Crit BSL: Def AC -4, FF 7.

S 7/46, D 14/61, C 14/54, I 7/71, W 15/99, Ch 16/77, Com 14/89

Spells Prepared: Cure Light Wounds (x2), Purify Food and Drink, Magic Pebble, Protection from Evil.

He carries 22 sp.

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Studded Leather AC: 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Halfing Thugs: HF 1, EP 35 each, Int 12 (Very), AL CE, AC 10, MV 6", HD 1, hp 28, 27, 26 x2, 24 x3, 23 x2, SZ S, #AT 1, D 1d6 (sling bullet) or 1d6 (short sword), SA nil, SD nil, ML 12, TOP 14, 13x3, 12x3, 11x2, Crit BSL: Def AC -2, -1 w/ missiles FF 5.

8 sp, 5 sp, 12 sp, 4 sp, 7 sp, 7 sp, Hon: Ave. Each carries only his weapons (short sword, sling, and 5 bullets).

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

SCENARIO 2: SMOKEPOWDER SMUGGLERS

GM's Background

The smokepowder trade is big business in Hackspace, but has been outlawed on Aldrazar by the Circle of Sequestered Mages (COSM) and the Dragon Committee. They have all but banned HackJammers from making planetfall on Aldrazar. Of course, this has created a thriving black market of smuggling merchandise from other worlds, especially smokepowder. The COSM fervently shut down every black market operation they can find. This brings them into conflict with the Gnome Syndicates.

The Gnome Syndicates have been running a smuggling ring to bring smokepowder to Aldrazar for the last few months. The ring is run by Holo, a ruthless gnome titan with many battle scars and a peg leg. The COSM seeks to bring this smuggler to justice and shut down his operation for good.

Holo uses the Night Barnacle, a Groundling Merchant Ship (a Coaster, to be precise), to transport smokepowder to Aldrazar. Legitimate cargo, usually tools, produce, and clothing, are used to hide barrels of smokepowder and wheel lock pistols. The adventure begins with the Night Barnacle in port looking to hire replacement crew.

Start

The characters can begin the adventure in a number of ways. They might owe the Circle of Sequestered Mages a favor, such as a member bailed them out during a previous adventure. Or perhaps a magic user requires training or is seeking to enter the Circle, and the character must undertake this mission before the COSM will give him the time of day. Finally, the COSM could simply learn that the characters have been recently hired onto the crew of the Night Barnacle, and have Starluck approach the characters with the prospect of apprehending the wanted smuggler Holo, who has a bounty of 5,000 gp on his head.

Any way the adventure begins, the characters are assumed to be hired to work as crewmen aboard the Night Barnacle. The pay is pretty good, 4 gp per month for each man. They are hired by the captain, a large man by the name of Dirk Wildsail. He is a flamboyant swashbuckler with a flare for the dramatic. If there is a female in the party with a comeliness score greater than 15, he will pester her on the trip, give them "light" duties, and otherwise try to swoon her. Male characters will be assigned the least desirable duties and other duties "beneath his station." The other NPC of note is Hotepth, a cleric of Ptah. A quite, reserved individual, Hotepth would be quite friendly but his "association" to the Gnome Syndicates has left him constantly looking over his shoulder.

The Night Barnacle

The Night Barnacle is a small coaster, about 20 tons in size. A minimum crew of six is needed to properly fly the ship. The current crew includes ten scoundrels and scalawags, who are 0-level characters (hp 24, 23x3, 22x4, 21x2). The captain is Dirk Wildsail and the helmsman is Hotepth, a cleric of Ptah. The ship is equipped with a Type I minor helm and a planetary locator.

Night Barnacle (Groundling Merchant Ship, Coaster): Ton 20, Hull Pts 30, MC E, AW 35%, SW 40%, Land water only, Save as Thick Wood, SA 1 med ballista (F), 1 med catapult (A), Cargo 10 tons, keel 60 ft., beam 20 ft.

Perks: Barnacle proof, low maintenance.

Quirks: Drifts, pest problem.

The Night Barnacle will depart in the early morning, and sail out to sea for about four hours before lifting off into space. The trip into space is uneventful and takes 4 turns. The ship then sets course for an asteroid in the Inner Belt, a journey that will take one week. This time is an excellent opportunity for characters to "learn the ropes" about hackjamming, from the physics to how a hackjamming helm works.

Random Encounters

There is a 1-3 chance on a roll of a 1d6 for a random encounter for the trip. The GM can choose one of the following encounters, or roll randomly to determine which encounter to use.

Apes on a Mission. The ship has run across a group of Gronnanarian Apes in a creaky tradesman. There are 8 orutans (hp 40, 34, 33, 32x2, 30, 27, 26), 15 pantrogs (hp 35x2, 34, 33, 32x2, 29x4, 28, 24x3, 23), and a rillan (hp 37) in the crew, who are lead by an orutan cleric named Chocho. They are on a quest to discover a lost race of apes called the gromman. They will request to pull along side the Night Barnacle and exchange news. Chocho seeks two things: clues about the whereabouts of the gromman, and converts to the Ape Gawd. While conversing with the crew, he will preach about the virtues of the Ape Gawd and his vision of bringing all "apes" (including humans and demi-humans!) under his benign care. If Chocho cannot win any converts or learn any news that will help his quest, the apes will politely bid farewell and depart.

Scavvar Attack! A pack of 1-6 night scavvers have decided to make a meal of the crew. They will attempt to attack a lone watchman and overwhelm him with numbers, swallowing him whole if they can. They will continue to attack, attempting to isolate individual crewmen and swallow them whole until they are driven off or each scavver has devoured at least one human-sized prey.

Pishing. A greater pish (hp 26) comes near the ship. If there is a pixie-faerie aboard, it will attack and attempt to make a meal of it. If not, it will swim around the ship curiously for a few turns and then head back into deep space. Witty characters may attempt to "go pishing" and try to catch the creature. The pish would make a nice, tasty meal after it is properly gutted and cooked.

Kindori Sighting. A pod of 2-8 Kindori (Space Whales) is sighted in the distance. These majestic whales will pass by the ship but will not attack unless provoked. If attacked, two whales will pound the Fair Wind into splinters with their tail slap attacks while the rest of the pod escapes, then flee themselves.

Holo's Hideout

Holo's smuggling operation is surprisingly unimpressive. It is a small cave along the gravity plane of the asteroid. Actually, cave is a bit of a strong term, as it is really a depression into the cliff-face that is about 100 feet long and 30 feet deep. One end, about half of the cave, is a corral for four giant space hamsters (hp 49, 39, 36, 35). These giant rodents normally are used aboard Gnome Syndicate ships, but on the last trip, these amorous creatures bred and quickly overcrowded the ship. The ship dumped them off here until another ship could arrive and take them off Holo's hands.

There is a small, one room wooden structure built into the back of the cave. This is where Holo and his servants dwell. The building is one story high and is 20 feet by 30 feet. There are bunks for six gnomes, a stove, and several crates of food and supplies (enough to feed five gnomes for about two months) inside the building. The building has the feeling of a military barracks. Amongst the belongings of the crew are 125 gp worth of coins, mainly in silver and copper denominations. The gnomes use them to gamble in card and dice games.

Behind a pile of crates at the back of the building is a hidden door (normal chances to uncover it) which hides the stash of smokepowder and guns. There are 5 barrels of smokepowder (20 charges each), 10 wheel lock pistols, and Holo's stash inside a locked chest (Holo has the key). The stash includes 517 cp, 282 pp, 2 gemstones worth 100 gp and 1,000 gp, and a shockcube (see below).

There are currently 4 gnome titans working for Holo. They are all old war buddies who fell in with the Gnome Syndicates after their tour-of-duty was up. They have the abilities of 2nd level fighters (hp 26, 25x2, 23).

Holo has been successful in his operations, and the Gnome Syndicates have recently sent a gnomicon, Starscreech, to investigate the possibilities in expansion. Starscreech is a cowardly cur who excels at trickery and deception, but will flee if seriously threatened. His duty is to look into new ways of smuggling smokepowder down to Aldrazar without being detected by the COSM.

Apprehending Holo

The PCs can attempt to apprehend Holo during the Night Barnacle's stay at the hideout. The ship will only remain docked for two hours as the smokepowder is loaded aboard and Holo gives Dirk instructions for his next drop-off point, so the PCs must act quickly.

If a fight breaks out, Captain Dirk will lead the crew of the Night Barnacle against the PCs while the gnome titans "saddle up" on the giant space hamsters, which they will attempt to use as steeds. Of course, giant space hamsters are not always reliable in combat, and there is a 50% chance every time one is injured, it will attempt to flee, taking the rider with it. Hotepth will not engage in combat unless threatened, and is willing to bargain for his freedom rather than risk his neck for a band of smugglers.

If the battle goes against them, the main NPCs will react as follows: Dirk will have Hotepth take the helm of the Night Barnacle if he can and escape into space; Starscreech will transform into his hawk-form and flee; Holo will make for the smokepowder cache, attempting to blow it up and cause a huge fireball. If he is successful in detonating the smokepowder, it explodes in a 30'-radius fireball that causes 15d6 points of damage (save vs. breath weapon for half). All treasure in Holo's stash must make a saving throw vs. fire or be lost in the explosion. This will, of course, claim Holo's life. The rest of Holo's followers are not willing to die for him, and will surrender if he is dead or captured.

Shockcube: These small cubes are about a foot across and made from glass. A shockcube can be used to recharge electrical magic items. A shockcube can carry up to 10 charges, and has 2-8 charges when found. When touched, it creates small, harmless but colorful electrical discharges inside the cube. Gnomicons collect these cubes and fill them with energy to charge up their weapons.

Wrapping Up

Once the PCs have Holo in custody, they can head back to either Aldrazar or the Rock of Bral to collect their reward. In either case, they will be met by Starluck, a COSM agent who will provide them their reward. He has two hired giff "leg-breakers" (hp 37, 35) to help take Holo into custody or deal with any potential trouble.

After the Holo is turned over, Starluck will give the PCs their reward. The COSM will, if asked, provide paperwork that turns the Night Barnacle over to the PCs, including its helm. The PCs can then begin their adventures in Hackjamming, but must seek permission from the COSM any time they try to land on Aldrazar again (a process that takes about a month). Of course, the PCs could always come and go without the COSM's permission, but risk their ire if they do so.

If the smokepowder cache survives, Starluck will take possession of it. If the PCs attempt to hold onto it, they will forfeit their reward, and if they attempt to return to Aldrazar, the COSM will consider them as smokepowder smugglers and treat them as such. They will quickly find themselves being hunted by COSM-sponsored bounty-hunters.

Of course, if the Gnome Syndicates hear of the loss of Holo's operation, they will put the PCs on their hit list. Gnome assassins and bounty hunters will trail the PCs for months to come.

Important NPCs

Night Barnacle

Dirk Wildwind (Captain of the Night Barnacle): HF 2, EP 725, Int 13 (High), AL CN, AC 1 (studded leather+1, Dex, bonus), MV 9", Swashbuckler 6, hp 52, SZ M, #AT 1, D 1d6+5 (saber +1, str), SA nil, SD nil, Lang: Common, gnomish, halfling, Hon Above avg. +1 to all die rolls, ML 14, TOP 26, Crit BSL: Def AC +6, FF 5

Other: has a potion of polymorph to gnome (a "gift" from his employers)

STR 15/16, INT 13/68, WIS 11/75, DEX 14/68, CON 11/40, CHA 10/66, COM 12/75

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Studded Leather +1 AC: 6 ❑❑❑ 7 ❑❑❑ 8 ❑❑ 9 ❑

Hotepth (Cleric of Ptah): HF 2, EP 438, Int 11 (Average), AL N, AC 6 (chainmail, Dex), MV 12", Cleric 5, hp 48, SZ M, #AT 1, D 1d6+2 (warhammer+2), SA nil, SD nil, Lang: Common, Hon avg, ML 9, TOP 24, Crit BSL: Def AC +1, FF 5

No spells due to hackjamming.

STR 13/40, INT 11/41, WIS 12/24, DEX 7/82, CON 8/89, CHA 14/74, COM 8/02

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Chain mail AC: 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Sailor (10): HF 1, EP , Int 9 (Average), AL CN, AC 10, MV 12", HD 1, hp 24, 23x3, 22x4, 21x2, SZ M, #AT 1, D 1d6+1 (saber), SA nil, SD nil, Lang: Common, Hon avg, ML 10, TOP 12, 11x7, 10x2, Crit BSL: Def AC -2, FF 4.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑
9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑
10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Apes on a Mission

Chocho (Cleric of the Ape Gawd): HF 4, EP 625, Int 11 (Average), AL LN, AC 5 (chainmail), MV 4 1/2", Cleric 6, hp 50, SZ M, #AT 1, D 1d6+5 (footman's flail +1, str), SA scroll (cure nasty wounds, cure light wounds), SD nil, Lang: Common, Hon Above avg. +1 to all die rolls, ML 11, TOP 25, Crit BSL: Def AC +2, FF 7

No spells due to hackjamming.

STR 15/42, INT 11/11, WIS 15/93, DEX 8/22, CON 13/19, CHA 11/19, COM 11/72

Orutan (8): HF 4, EP 60, Int 10 (Average), AL LN, AC 10, MV 6", HD 3, hp 40, 34, 33, 32x2, 30, 27, 26, SZ M, #AT 1, D 1d8+3 (longbow, str) or 1d10+3 (two-handed sword, str), SA nil, SD nil, Hon Ave, ML 11, TOP 20, 17, 16x3, 15, 13x2, Crit BSL: Def AC +1, FF 5.

See Appendix A: New Monsters.

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Chain mail AC: 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Pantrog (15): HF 3, EP 35, Int 10 (Average), AL LN, AC 10, MV 6", HD 2, hp 35x2, 34, 33, 32x2, 29x4, 28, 24x3, 23, SZ M, #AT 1, D 1d8+1 (longsword, str), SA nil, SD nil, Hon Ave, ML 11, TOP 17x3, 16x3, 14x5, 12x3, 11, Crit BSL: Def AC +0, FF 5.

See Appendix A: New Monsters.

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Rillan: HF 4, EP 90, Int 10 (Average), AL LN, AC 10, MV 9", HD 4, hp 37, SZ M, #AT 1, D 1d10+3 (two-handed sword, str), SA nil, SD nil, Hon Ave, ML 11, TOP 18, Crit BSL: Def AC +2, FF 5.

See Appendix A: New Monsters.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Scavver Attack

Night Scavvers (1-6): HF 4, EP 975, Int 1 (Animal), AL N, AC 3, MV Fl 18" (C), HD 6, hp 52 each, SZ H, #AT 1, D 1d10, SA swallow whole, SD nil, Hon Ave, ML 9, TOP 26, Crit BSL: Def AC +8, FF 7.

See Appendix A: New Monsters.

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Pishing

Pish (1): HF 1, EP 65, Int 0 (non), AL N, AC 7, MV 36", HD 2, hp 26, SZ M, #AT 1, D 1d6, SA nil, SD nil, Hon Low, ML 5, TOP 13, Crit BSL: Def AC +0, FF 5.

See Appendix A: New Monsters.

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Kindori Sighting

Kindori HF 7, EP 11,000, Int 6 (Low), AL LN, AC 5, MV 18", HD 18, hp 92, SZ G, #AT 1, D 3d10, SA nil, SD nil, Hon Ave, ML 14, TOP 46, Crit BSL: Def AC +16, FF 11.

See Appendix A: New Monsters.

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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Holo's Hideout

Holo Rockbender (Gnome Smuggler): HF 5, EP 1,248, Int 14 (High), AL LE, AC 2 (studded leather armor +2, Dex), MV 4 1/2", fighter 7/Thief 8, hp 40, SZ S, #AT 2 or 1/3, D 1d6+9 (short sword+3, str, specialized), or 1d4+1 (wheel lock pistol+1), SA scroll (dispel magic, hold person), SD nil, Lang: Common, gnomish, thieves' chant, Hon avg, ML 14, TOP 18, Crit BSL: Def AC +11, FF 4

STR 16/01, INT 14/45, WIS 6/88, DEX 16/79, CON 9/10, CHA 8/68, COM 11/26

Special Abilities: Pick pockets 65%, open locks 60%, find traps 65%, remove traps 65% move silently 30%, hide in shadows 25%, detect noise 85%, climb walls 45%, read languages 50%

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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Studded Leather +2 AC: 5 ☐☐☐☐ 6 ☐☐☐☐ 7 ☐☐☐☐ 8 ☐☐ 9 ☐

Starscreech (Gnomicon): HF 7, EP 2,000, Int 11 (Average), AL CE, AC -4, MV 9" Fl 48" (E), HD 7+7, hp 68, SZ S, #AT 2, D 1d10/1d10, SA wand of lightning, SD can transform into a mechanical hawk, immune to sleep & charm, Hon Ave, ML 11, TOP n/a, Crit BSL: Def AC +6, FF n/a.

See Appendix A: New Monsters.

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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Gnome Titans (4): HF 7, EP 2,000, Int 11 (Average), AL CE, AC 4 (banded mail), MV 4", Ftr 2, hp 26, 25x2, 23, SZ S, #AT 1, D 1d4 (wheel lock pistol) or 1d6+1 (footman's flail), SA nil, SD nil, Hon Ave, ML 13, TOP 13, 12x2, 11, Crit BSL: Def AC -2, FF 6.

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Giant Space Hamster (4): HF 1, EP 175, Int 1 (Animal), AL N, AC 8, MV 9" Br 3, HD 4, hp 49, 39, 36, 35, SZ L, #AT 1, D 2d4, SA nil, SD immune to disease, Hon Low, ML 6, TOP 24, 19, 18, 17, Crit BSL: Def AC +4, FF 6.

See Appendix A: New Monsters.

1). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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Wrapping Up

Starluck (COSM Agent): HF 4, EP 1,356, Int 17 (Genius), AL N, AC 7 (clothes, ring of protection +2), MV 12", Magic User 8, hp 38, SZ M, #AT 1, D 1d6-1 (dagger), SA Spells, figurine of wondrous power (onyx dawg), SD nil, ML 16, TOP 19, Crit BSL: Def AC -1, FF 5

STR 12/20, INT 17/38, WIS 8/48, DEX 12/81, CON 11/63, CHA 13/25, COM 17/91

Prepared Spells

First Level: Charm person x2, chromatic orb, magic missile, sleep x2.

Second Level: Cloud of Pummeling Fists, Detect Invisibility, Strength

Third Level: Blink, Lightning Bolt, Tongues

Fourth Level: Confusion, Monster Summoning II

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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Onyx Dawg: HF 0, EP 65, Int 4 (Semi), AL N, AC 6, MV 12", HD 2+2, hp 37, SZ M, #AT 1, D 2d4 (bite), SA nil, SD nil, Hon Ave, ML 9, TOP 18, Crit BSL: Def AC +10, FF n/a.

HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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Giff (2): HF 4, EP 270, Int 7 (Low), AL LN, AC 2, MV 6", HD 4, hp 37, 35, SZ L, #AT 2, D 1d10 +7(halberd, str), SA nil, SD magic resistance 10%, Hon Ave, ML 14, TOP 18, 17, Crit BSL: Def AC +1, FF 5.

See Appendix A: New Monsters.

1). HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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FOR GAMEMASTER'S EYES ONLY!

ADAPTING EXISTING HACKMASTER MODULES TO HACKJAMMER

A GM is a busy person. He wants to use the wonderful and unique setting provided by Hackjammer, but wants to make use of official, published Hackmaster modules. This section details how to adapt the Hackmaster modules to Hackjammer.

Converting standard Hackmaster adventures into Hackjammer adventures is a useful skill which allows the gamemaster to greatly expand the Hackjammer universe with a minimum of effort. It also allows players to enjoy 'classic' adventures in a new setting and allows the gamemaster to surprise even the most jaded rules lawyer among his players. There are two basic formats of conversion: transferring the adventure to a space locale or adding Hackjammer elements to the adventure in place. Of course, one may also cannibalize an adventure for NPCs, maps, and treasure as well. We'll examine each type of conversion below, and use the classic **B1 Quest for the Unknown** to provide a concrete example. In addition, we have give you tips for placing each of the current published modules in Hackjammer.

The Gamemaster is free to place any adventure wherever he wishes, but HardEight recommends the following locations and changes for best results.

B1 Quest for the Unknown: Instead of a wilderness hilltop, the adventure is set on a forested asteroid in the Inner Belt. Rogahn the Fearless and Zelligar the Unknown become privateers, somewhat (in)famous for their victory over a Gnome Syndicate pirate ship. The Caverns of Quasqueton is their hideout. As in the original adventure, Rogahn and Zelligar departed some months ago. They are rumored to have been killed in a "hit" by the Gnome Syndicate, leaving their hideout ripe to be looted. *Note: this adventure is used as an example of converting an adventure to Hackjammer, and further details for converting it can be found below.*

B2 Little Keep on the Borderlands: Fandor Keep is set on a very large, rugged and wooded asteroid in the Inner Ring. The Keep was built to protect shipping lanes from pirates. Some time ago, an orc pirate leader by the name of "Wolf" managed to put together a huge fleet from the Humanoid Alliance, and led them on a grand raid across the Inner Ring. They seized Fandor Keep and put a garrison there, but when Wolf fell in battle, his fleet fled. The tribes stationed at the Keep were forced to flee as well, taking refuge in the Mines of Chaos. The Mines of Chaos are on the opposite side of the asteroid from Fandor, hidden in a crater.

C1 The Hidden Shrine: The PC's ship is forced down near Athon-Pawl, a jungle moon. In time past, Athon-Pawl was the heart of the slaz'steceks' empire, but fell due to inter-tribal strife. During the course of the adventure, the PC's will find a map that, after the module is completed, will lead them to an ancient slaz'stecek port, where they will find an ancient but serviceable hornet hackjammer ship with a Minor Helm (type I). There is nothing else of value in the port.

C2 Demon Tower of Madness: The town of Slipdish is a popular hackjammer stopover on the moon of Lamanfish called Quannis. A hackjammer ship could be used to skip over the wilderness encounters, but PCs that attempt this route will discover that there is nowhere that they can land a ship larger than a cricket at the Tower. If the PCs take such a shortcut, during the course of the adventure, the earthquakes will destroy their ship and force the PCs to hike it back to town. Clever PCs might keep the ship hovering with a spellcaster on the helm and disembark by ropes. This does risks the ship to attack by aerial encounters. Likewise, leaving behind one or more PCs (perhaps they lack sufficient henchmen to handle the ship, or their hirelings are untrustworthy), the overall strength of the party will lessened.

D1-2 Decent into the Netherdeep: The caverns lead deep into Iong-Surd, the moon of Olupi'sard. The caverns are too small for most ships to travel down, and the confining conditions mean that all ships cannot maneuver. The tunnels lead to the very core of Olupi'sard, where the drow city of Eerie-Sinlo can be found. The rivers at points flow upstream, to the Mor Du Son Soleil, perhaps due to ancient magic of the drow.

G1-3 Annihilate the Giants: The giants inhabit the moons of Olupi'sard and raid the Caliphate of Gronnanar, the Celestial Empire, and settlements across the moons. The Villa of the Hill Giant Chieftain can be found on Oquord, where the hill giants have raised hell over much of the moon. The Glacier Cliff of the Frost Giant Karl is on an icy part of Lukenduff. The ship used by the frost giants is a 60-ton hackjammer ship equipped with a Major Helm (Type III). The Hall of the Fire Giant Prince can be found on Iong-Surd, which has many volcanoes and hotspots but a cool, rocky interior. The drow have provided the fire giants with hackjammer ships that allow them to raid nearby moons. During the course of the adventure, these vessels are away from the Hall, but might return to reinforce the giants if the PCs have an easy time of the Hall.

I2 Crypt of the Lizard King: Beorn is a small county in the Inner Ring. It is a string of inhabited asteroids held together by tradesmen and the Count's small navy of hornet ships. The Symquois Swamp is a cluster of swampy asteroids to which the lizardmen retreated to after their defeat. Change the brigands to pirates who own a wolfship they use as a pirate ship.

K1 Slaughterhouse Indigo: In Hackjammer, House Indigo was a breakaway clan from the Gnome Syndicates. Nobody leaves the Syndicates (at least, not unless its feet first in a coffin), the Syndicates hired tribes of Bugbears to deal with the renegade house. The abandoned House Indigo manor is located on an asteroid in the Outer Belt.

S1 Tomb of Unspeakable Horrors: Ace Raker's tomb may be found in the darkest parts of the Outer Ring, on a stark, barren asteroid. The asteroid has recently drifted close to a major trade route, sometimes luring the bold to their doom. The liches own their own hackjammer ships (Max Von Drydow has a Huntership, while Lich Master Dugord captains a Courser) crewed by skeletons. The ships are stashed in nearby caverns, to be used whenever they need to travel to nearby towns to procure spell components.

S4 Lost Caverns: Izzlshyzl's spell partially succeeded, sending her caverns (and the surrounding terrain) to Hadru'Narth, her original target. The climate is quite pleasant and warm there. Of course, Iwuz's meddling still resulted in her death. Although a hackjammer will help the PCs moving around, they will not be able to spot the Caverns from the air. They will have to land and conduct investigations to uncover the location of the Caverns. The Spiny Blue Dragon (WE19) will take offense at the PCs' ship, and will use every opportunity to attack and destroy it. The dragon will not be so foolish as to attack the ship directly, but attack when the PCs are in the Caverns or are otherwise occupied.

T1-4 The Temple of Existential Evil: The relatively placid moon Jowlly's World is the sight of Tharp, Nulb, and the Temple itself. It was the Knights of the Ring who opposed the rise of Zuggtmoy and it was they who defeated her. Prince Thrommel is the son of Grand Master Trebor Phalanges, who would be most gracious for the return of his long-lost son. If Zuggtmoy were unleashed, she will do her best to destroy the Knights of the Ring, including allying with the mind flayers and neogi in necessary.

Road to Aster: The valley of Shroud, Aster, and Rumarok are all located on one of the three asteroids of Lufin-Melch. The Kingdom of Lanistar has nominal control over Rumarok, but considers it a backwater. The town has facilities to handle most modest (less than 50 tons) hackjammer ships. The monsters hiding out in that town quietly seize the hackjammers of their prey and sell them through black market connections for some extra spending money.

Robinloft: The Country of Roathaven and the County of Morosevia is found on Boalfe, the fifth moon of Erxixor. The spell Retain Air Envelope can keep the fogs away from both ships and people, but once the spell ends, PCs will suffer the effects of the fog. Morosevia has been quarantined for this reason. When a ship lifts off from Morosevia, it will have a poisoned atmosphere. The moment the air intermingles with another atmosphere (another ship or planet, for example), the crew will choke and die.

Smackdown the Slavers: The slavers operate out of the mountains of D'Undred and prey upon the other moons of Kyldren. In some cases, change encounters to include hackjammer vessels. The slavers have a particular like for galleys using Ornery Oars of Hackjamming, saving their spellcasters to give them offensive magic. They only use hackjammer helms when they need to take off or land. The Water Dragon is a 4-ton hackjammer ship equipped with a Minor Helm (Type I).

White Doom Mountain: The Kingdom of Riga is located in cluster of asteroids called Pahtryc's Moon. The Kingdom used to dominate the other nearby moons in times past. It is not the power it used to be, and has been reduced to holding maybe a third of the cluster. Marlog Island can be found on Erxixor itself, on a floating island, one of many.

Adapting Future Hackmaster Modules

A GM is free to modify future Hackmaster modules to the Hackjammer setting. In addition to the examples presented above, here are some general guidelines that can make life easier on the GM when undertaking this task.

Remember, all the normal rules for converting adventures for your home campaign apply, only you know your campaign and don't allow anything in that you don't wish the players to have! And also, always remember that less is more when converting. The point is to save work by using a pre-built foundation. If you change everything you might as well have built from scratch. And if your players think they recognize the adventure, well... it will lull them

into a false sense of security and when the big change hits they won't be prepared!

Dungeons can be set in remote asteroids, abandoned dwarven bastions, or remote moons, depending on the inhabitants. Obviously, PCs will not be able to bring their ships along with them. The ships can be left at the entrance as safe bases to which the PCs can retreat to when the going gets tough. A guard must be left on board the ship, or the ship might not be there when they return! Pirates, radiant dragons, and other monsters are always on the lookout for PCs who foolishly leave their ship unguarded while they loot a local dungeon.

Towns can be set anywhere, from asteroids to moons to planets. Even more exotic locations might include the back of enormous space whales, floating platforms in gas giants, and floating islands on water worlds.

Modules set in the wilderness are often best suited on moons and other planets. Asteroids are often too small for standard wilderness adventures. Moons are often the best choice, offering an area large enough for the adventure, but small enough such that wandering PCs will not "drift off the map" into uncharted terrain.

Converting an Adventure, Step by Step

The first thing to consider when transferring an adventure to space is the geography of adventure. Is it a basic dungeon crawl, or a larger campaign with separate, widespread geographic locations? Most Hackjammer adventures in space revolve around an asteroid or moon of some sort, if the adventure has multiple locales the Gamemaster will need to decide if these locales should all rest on the same asteroid, or if they should placed on differing asteroids. If the adventure spans many asteroids than voyages via ships will become necessary. Wilderness obstacles integral to the plot must be changed into Hackjammer-style threats.

Wandering monsters for such a journey are fairly simply to convert by simply replace the chart with a chart appropriate for that section of space. Player characters on board ships have more powerful options than a similar party marching overland, so the general hack factor of any wandering monsters might need to be increased.

Weather and climate effects are more difficult to convert, but not impossible. Magic-Dead zone, the infamous Sargassos of WildSpace which temporarily strand vessels, is an option, but can become repetitive. Likewise Wild Magic zones can also become repetitive despite the chaos they create. Instead, use random zones of extreme cold or heat in conjunction with elemental portals. Clouds of dust, steam, and mist also float in space to offer further atmospheric obstacles. All of these will be invisible to the characters until they blunder right into them. If a particular weather or climate challenge of an adventure feels essential to the plot, go ahead and place it within the journey! There are a myriad of ways to explain such events in space. For example, does a snow storm menace the travelers? When converting to Hackjammer, just use the storm! If your players demand to know how such a thing is possible just grin and say, "Yes, it does seem odd. Wonder what causes it?" A good Gamemaster can leave it as an unsolved mystery the players will obsess over for weeks, which make them easier prey for your more sinister intrigues. If you feel you have to have an explanation planned then remember Hackjammer is a very magic heavy campaign, even by Hackmaster standards. It could be some para-elemental plane portal nearby, or perhaps some wizard cast the Ice Storm and had a spell mishap that twisted permanent. If you make a note before hand your players may complain, but they won't win arbitration!

Standard dungeon crawls, like **B1 Quest for the Unknown** are the easiest to convert. Built entirely underground with only two standard exits, simply place the entire dungeon inside an asteroid in an out of the way part of space. The primary defense of the stronghold was always stealth, it is well hidden. Buried within an asteroid with no apparent source of food or water it discouraged even inadvertent visitors. The back story works just as well for a secret asteroid stronghold as it does for a secret hilltop dungeon. The only problem is the lack of docking facilities for hackjammers. Since the stronghold required re-supply of food and water, there must have been some means of docking. The easiest solution is to place a flat section of asteroid before the main door where hackjammers could land. When present a ship would give away the location of the stronghold, but since the wizard was skilled with illusions perhaps an illusion was maintained over any docked vessels. Or, perhaps, the owners used non-traditional hackjamming vessels like a Folding Boat or a Carpet of Flying. But I'd suggest mystery. Just a flat spot before the main door and let the players wonder how it was done. The rest of this adventure fits just fine, though a kind Gamemaster may wish to substitute some Hackjammer specific magic items for items already placed in the dungeon.

Adding Hackjammer Elements

It is also useful on occasion to leave the adventure in place and mostly intact, but to add some elements of Hackjammer to the mix. This is especially effective as a means of shifting a campaign from Garweeze Wurld to Hackjammer. One could simply place a Hackjammer within an adventure and allow the players to discover it. Or, place clues to HackSpace throughout the multiple adventures, culminating in the discovery of a ship, helm, or book which describes HackSpace. Perhaps they discover shields with odd heraldry upon them, or they occasionally catch a fleeting glimpse of what might be a flying ship. They hear rumors and legends in local taverns about people from the stars. Eventually, the players become interested. An old journal would be best for culmination, since it allows for the Gamemaster to tailor how much knowledge the players have of the environment.

It is also useful to occasionally slip Hackjammer villains into the mix. If the main villains of an adventure have access to a hackjammer that they players are not ware of at first they become much more dangerous and interesting foes. The players will assume they have a Gate or Teleport spell allowing them to move so quickly from point to point, and thus might be very surprised to suddenly have flaming casks of oil dropped on them from above.

Of course, if the adventure is a nautical adventure, placing a secret hackjammer helm in a hidden room would provide a wonderful surprise twist ("the smugglers were from the stars!")

It is extremely easy to add some Hackjammer elements to B1 Quest for the Unknown. The basic background of the adventure concerns a powerful fighter and his wizard partner going missing, abandoning their stronghold with no explanation. Perhaps, they took to the stars? Within the wizard's chambers notes on hackjamming might be discovered. Perhaps deckplans of a hackjamming ship lie on the desk of the warrior. GameMasters who wish to propel a low-level group into space but not slaughter them (do such kind GameMasters exist?) might place a magical gate deep in the dungeon which leads to the Rock of Brawl! The players can enjoy the wonders of Hackspace in the dubious safety of Brawl, yet return easily to their original campaign. This might explain the stronghold's out of the way location and the hermit like nature of its original owners.

Cannibalizing Adventures

Even if most of an adventure is unusable for a Hackjammer campaign, one can find something helpful. NPCs may usually be lifted from an adventure and placed in a new location with only minimal changes to background. A goblin war band can be placed on a small hackjammer as its crew, and a map of a tavern can easily be used to represent a tavern on Brawl if one is needed. A small cave lair can be shifted to an asteroid with monsters intact, provided the Gamemaster remembers to have explanations for food, water, and air available. Very few adventures will have nothing that can be cannibalized.

Appendix A

New Monsters

APE, GRONNANARIAN

Description:

Orutan

The priestly caste of Gronnanar, Moon of the Apes, the orutans are reddish furred, dark-eyed orangutan men. They are immensely strong; regardless of their Strength, they get a +3 bonus on any Strength check. Serious and traditional, orutans most often serve as helmsmen on Gronnanar vessels. The feet of an orutan are nearly as dexterous as their hands. Orutans are herbivores.

Orutans are calm and religious, content to spend long hours on theological debate. Orutans may be clerics or druids (up to 10th level), fighters (up to 12th), knights errant (up to 10th), rangers (up to 12th), blood mages (up to 6th), thieves (up to 10th), and assassins (up to 9th). A very rare handful sometimes takes up other careers, such as diviner or acrobat (see Chapter 1).

Pantrog

The warriors of Gronnanar, Moon of the Apes, the Pantrogs are short, dark furred chimp men; their skin can be black or pinkish. They are the most violent of the races of Gronnanar and also the smallest. Pantrogs are the most carnivorous race of Gronnanar. Pantrogs are strong; they receive a +1 bonus to Strength checks regardless of their actual Strength score. Pantrogs may be clerics (up to 12th level), druids (up to 8th), fighters, berserkers (up to 18th), knights errant (up to 14th), rangers (up to 12th), blood mages (up to 7th), thieves (up to 12th), and assassins (up to 10th). A very rare handful sometimes takes up other careers, such as bounty hunter or acrobat (see Chapter 1: Player Characters in HackSpace).

Pithengi

A contemplative race, the pithengi are the biggest and the strongest of the Gronnanar races. Most pithengi quietly tend their farms and engage in studies of nature. Pithengi are the strongest of the races of Gronnanar; they have a +5 bonus on Strength checks. Pithengi tend towards solitariness, and are mostly vegetarians. Pithengi may be clerics (up to 12th), druids, fighters (up to 14th), berserkers (up to 13th), knights errant (up to 12th), rangers (up to 12th), blood mages (up to 5th), thieves (up to 8th), and assassins (up to 5th).

APE, GRONNANARIAN	*Orutan*	*Pantrog*
AKA:	Red ape	Small ape
Hackfactor:	4	3
EP Value:	60	35
Climate/Terrain:	Jungle	Jungle
Frequency:	Uncommon	Uncommon
Organization:	Family	Pack/troop
Activity Cycle:	Diurnal	Diurnal
Diet:	Herbivore	Omnivore
Intelligence:	Average (8-10)	Average (8-10)
Alignment:	Lawful neutral	Lawful neutral
No. Appearing:	1-4	1-8
Size:	M (5'6" tall)	M (5' tall)
Movement:	6"	12"
Psionic Ability:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
Morale:	11	11
Armor Class:	10	10
Number of Attacks:	1	1
Damage/Attack:	By weapon +2	By weapon +1
Special Attack:	Nil	Nil
Special Defense:	Nil	Nil
Magic Resistance:	Nil	Nil
Hit Dice:	3	2
ToP:	yes	yes
FF:	5	5

APE, GRONNANARIAN	*Pithengi*	*Rillan*
AKA:	Giant ape	Big ape
Hackfactor:	7	4
EP Value:	225	90
Climate/Terrain:	Jungle	Jungle
Frequency:	Uncommon	Uncommon
Organization:	Solitary	Pack/troop
Activity Cycle:	Diurnal	Diurnal
Diet:	Herbivore	Herbivore
Intelligence:	Average (8-10)	Average (8-10)
Alignment:	Lawful neutral	Lawful neutral
No. Appearing:	1-4	1-6
Size:	L (9' tall)	M (6' tall)
Movement:	12"	9"
Psionic Ability:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
Morale:	11	11
Armor Class:	10	10
Number of Attacks:	1	1
Damage/Attack:	By weapon +4	By weapon +3
Special Attack:	Nil	Nil
Special Defense:	Nil	Nil
Magic Resistance:	Nil	Nil
Hit Dice:	6	4
ToP:	yes	yes
FF:	6	5

A very rare handful sometimes takes up other careers, such as shaman or acrobat (see Chapter 1: Player Characters in HackSpace).

Rillan

The noble rillans are large, dark furred gorilla men. They are also noted as merchants and commanders, and enjoy long philosophical discussions. Rillans are primarily vegetarians. Rillans are even stronger than orutans; they have a +4 bonus on any Strength check. Rillans may be clerics (up to 14th level), druids (up to 14th), fighters (up to 14th), berserkers (up to 16th), knights errant (up to 12th), rangers (up to 12th), blood mages (up to 6th), thieves (up to 10th), and assassins (up to 7th). A very rare handful sometimes takes up other careers, such as soldier or brigand (see Chapter 1).

Combat/Tactics: The Apes of Gronnanar are very civilized beings. They fight with weapons or magic. They prefer to fight in an organized fashion, softening up opponents with missile weapons before engaging hand to hand. All the apes are strong enough to do extra damage with their weapons.

Habitat/Society: Gronnanar is a theocratic caliphate dedicated to the monotheistic worship of the Ape Gawd. The various peoples of Gronnanar are polygamous; the pantrogs and the rillans have rambling family structures involving multiple members of both sexes, while the pithengi and the orutans tend towards polygyny. Young males of all races dominate the space faring community, out to prove themselves worthy of wives.

Ecology: The Apes of Gronnanar live on the jungle moon Gronnanar. Most are herbivorous; only the pantrogs truly favor meat.

Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: J, K; C in lair.
Other: Potions to control Gronnanar apes require the brain of the appropriate ape.

Use as PCs:

The Apes of Gronnanar are considered a challenge for PC use. They are reclusive, doctrinaire, and close-minded, and so need a good reason to be part of a mixed party. Some players may not be up to that challenge.

Clockwork Horror

Description: Clockwork Horrors are a form of arcane apparatus. They look something like four-legged, mechanical spiders about two feet in diameter. Each has a gemstone eye and a pair of depressions that serve as ears. Two limbs below the ear dishes (described later) serve a number of purposes.

The body of a Clockwork Horror is always cast a single piece from some type of metal. The most common type of Horror is created from copper, but others may be cast from gold, silver, electrum, platinum, or even adamantite. Their bodies are highly polished and covered with pulsating runes of mystical power. The language of the Clockwork Horrors is a confusing series of clicks, whirls, and mechanical sounds.

Combat: Clockwork Horrors are mechanical devices, and thus immune to all spells that depend on biological functions for their effects. These include Cause or Cure Wounds, Feign Death, Polymorph, and Cloudkill. They are also immune to mind-altering spells, such as Charm, Hypnotize, or Fear, as well to the effects of electricity (mundane and magical). Spells that affect non-living objects will affect a Clockwork Horror as normal. A Shatter spell directed on the Horror's eye will blind it for one round per level of caster. Similarly, a Dispel Magic paralyzes the Horror for a like duration.

Copper Horrors: These are the most commonly encountered Horror. Copper Clockwork Horrors do the menial work of the race and are outfitted with tools for their daily labors. These tools can double as weapons that cause 1-4 points of damage if they hit.

Silver Horrors: Somewhat less common than their copper kin, but far more dangerous, are the Silver Clockwork Horrors. They are warriors, often encountered on patrol or on guard duty. Its right manipulator arm is claw-like for grasping. It can be extended and spun into a dangerous rotator arm, causing 1-6 points of damage. Its second manipulator arm is a black tube that fires a barbed dart. The dart has ranges of 1/2/4, inflicts 1-3 points of damage, and a rate of fire of once per round.

Electrum Horrors: The Electrum Horror fills the role of commanding officer or overseer. It leads patrols of Silver Horrors or directs Copper Horror work crews. Its right manipulator arm is a claw just like that of the Silver Horror, but sharper and inflicting 1-8 points of damage. Its left manipulator arm also fires a barbed dart, but uses steam instead of springs. This dart has ranges of 2/4/8, inflicts 2-8 points of damage, and a rate of fire of once per round.

Gold Horrors: The Gold Horror is a high-ranking member of Horror society, much like a noble or knight. It directs all of the Horrors in a particular hive. It has keen intelligence and exceptional combat abilities to help it carry out its mission. The Gold Horror's razor saw is even sharper, inflicting 1-10 points of damage. The Gold's second arm is a black tube known as a lightning rod. Once every other combat round, the rod can unleash a stroke of lightning that functions as a Lightning Bolt spell and inflicts 3-18 points of damage. Targets who successfully save versus spell take half damage.

Platinum Horrors: The Platinum Horrors are only encountered in the largest Clockwork Horror hives. If the Gold is the noble of the race, the Platinum is the general. A single Platinum can direct Horrors across many planets. The razor saw of a Platinum inflicts 1-12 points of damage and its lightning rod causes 4-24 points of damage (targets can save versus spell for half).

Adamantite Horror: The so-called "father" of the Clockwork Horror race, there is but one Adamantite Horror known to exist. A cold and calculating entity, the Adamantite Horror is fond of intricate strategies and devious planning. When drawn into combat, it attacks with a deadly saw that causes 1-20 points of damage. The Adamantite Horror has no lightning rod, but a weapon known as a nightmare stick. Each round, the nightmare stick is able to function as a Disintegrate spell (as a 10th level caster) with a 50-yard range. A successful saving throw versus spell allows targets to avoid the deadly effect of the nightmare stick.

Habitat/Society: The wisest sages speculate about an ancient race of artificers that loved mechanical devices of all sort. They tell a cautionary tale, that the greatest of these artificers created the Adamantite Horror, which turned on its creator and destroyed the artificers. Others believe them to be somehow linked to Gagwallers, though none have been able to prove it. Interestingly, whenever Clockwork Horrors show up, Gagwallers quickly become scarce.

The society of the Clockwork Horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have one mission: the race must survive – at any cost.

Once the Horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the Horrors, such creatures must be removed – and removal of all living things is something that Clockwork Horrors are experts at.

Ecology: Because the Clockwork Horrors are not natural creatures, they have no place in the ecology of the worlds they visit. However, they can radically change any world they visit.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: The powerful weapons of the Clockwork Horrors are highly prized by most artificers. While they do not retain their powers after removal from the Horror, they are interesting to study. Each such weapon will fetch 1d6x50 gp.
Treasure: Nil
Other: Nil

Clockwork Horror	Copper	Silver	Electrum	Gold	Platinum	Adamantite
AKA:	Worker horror	Soldier horror	Sergeant horror	Commander horror	General horror	King horror
Hackfactor:	1	2	3	6	10	20
EP Value:	65	120	175	975	1,400	6,000
Climate/Terrain:	Any non-aquatic	Any non-aquatic	Any non-aquatic	Any non-aquatic	Any non-aquatic	Any non-aquatic
Frequency:	Uncommon	Rare	Rare	Very Rare	Unique	Unique
Organization:	Race	Race	Race	Race	Race	Race
Activity Cycle:	Any	Any	Any	Any	Any	Any
Diet:	Nil	Nil	Nil	Nil	Nil	Nil
Intelligence:	Low (5-7)	Average (8-10)	Very (11-12)	High (13-14)	Exceptional (13-14)	Genius (18)
Alignment:	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil	Lawful evil
No. Appearing:	2-20	1-10	1-6	1	1	1
Size:	S (2' diameter)	S (2' diameter)	S (2' diameter)	S (2' diameter)	S (2' diameter)	S (2' diameter)
Movement:	9"	9"	9"	9"	9"	9"
Psionic Ability:	Nil	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil	Nil	Nil	Nil
Morale:	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)	Fearless (20)
Armor Class:	4	2	0	-2	-4	-6
Number of Attacks:	1	1	1	1	1	1
Damage/Attack:	1-4	1-6	1-8	1-10	1-12	1-20
Special Attack:	Nil	Spring caster	Lightning rod	Lightning rod	Lightning rod	Disintegrate
Special Defense:	See text	See text	See text	See text	See text	See text
Magic Resistance:	10%	20%	30%	50%	70%	90%
Hit Dice:	2	3	4	5		
ToP:	n/a	n/a	n/a	n/a	n/a	n/a
FF:	n/a	n/a	n/a	n/a	n/a	n/a

Dohwar

Description: The Dohwar are short, pudgy avians bearing a passing resemblance to penguins. They are shameless merchants, always looking to turn a profit. A Dohwar is four feet tall. Black feathers cover most its body, except for its chest, which is covered with white feathers. They have grasping fingers on their wings that allow them to grip and use objects. Their garb is a garish mish-mash of clothes designed to hide their avian nature. Dohwar often wear heavy hoods and cloaks and try to pass for short people. They speak both the common and their own tongue. They use telepathic powers to communicate amongst themselves; when Dohwar mate, they form a mental rapport, to the point of finishing each other's sentences. This drives other races crazy.

Combat: As a race, the Dohwar are not fighters. They rely on others to do their fighting for them. Their philosophy towards combat is to tell their hired muscle, "Here's 500 more gold pieces. Keep attacking."

If mercenaries prove unreliable, the Dohwar turn to the Protectors, Dohwar-trained for combat. The Protectors wield swords called the "weega" (damage: T 1d4-1/S 1-4/M 1-6/L 1-8/H 1-8/G 1-6) that fit over their beaks. They wear bulky heavy armor but carry no shields. Due to their armor, they attack last in a combat round. If all else fails, they can bite with their beaks for 1d4-2 points of damage.

Dohwar have some minor metal powers. They can use ESP at will, but must rest one turn for every round they use it (within the hour). Dohwar pairs develop a telepathic link that takes one turn to form and one round to break. This link has an effective range of 10 miles.

Habitat/Society: Dohwar managers have either magic-user or cleric spells (50% chance of each) and function as 6th level casters. Managers act as helmsmen on Dohwar ships. Executive Board members and Presidents also have magic-user or cleric spells (50% chance each) with effective casting levels equal to their Hit Dice. Spell casters choose few combat spells, preferring defensive, divination, enchanting, concealing, and especially healing spells. Dohwar hate pain.

For every four Dohwar encountered, there will be one Merchant. For every 20 Dohwar, there will be one Manager and one Board Member for every 40 Dohwar. For every five normal Dohwar, there will be one Protector. A cartel consist of 10d10+80 Dohwar, plus 10d4 x10 children. A cartel is run by a President, who is the final arbiter of all matters.

Ecology: Dohwar can live anywhere, but prefer arctic and sub-arctic climates. They mate for life in unions called "mergers." The female lays 1-4 eggs annually. Dohwar eat fish, vegetables, and plankton. They are fond of alcohol, which does not intoxicate them. Sweets, on the other hand, are highly intoxicating; an apple has the effects of strong beer, and a few tablespoons of honey can get a Dohwar blind drunk.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: A weega can be sold for 2 gp to a collector.
Treasure: Z (individuals); Dohwar ships carry type H.
Other: Dohwar ships carry all manner of junk; there is an 80% chance of finding any specific mundane item on a Dohwar ship.

Dohwar
AKA: Peddler penguins
HACKFACTOR: 1 to 6
EP VALUE: 3 HD: Salesman: 65
4 HD: Merchant: 120
5 HD: Protector: 175
6 HD: Manager: 270
7 HD: Executive Board Member: 420
9 HD: President: 1,400
CLIMATE/TERRAIN: Any
FREQUENCY: Common
ORGANIZATION: Cartel
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (10)
ALIGNMENT: Chaotic neutral
NO. APPEARING: 4-40 (90-180)
SIZE: S (4' tall)
MOVEMENT: 3, Sw 9
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Irregular (7)
ARMOR CLASS: 5
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACK: Nil
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 3+
ToP: yes
FF: 4

Dracon

Description: The dracons are a sentient race of dragon centaurs that have recently appeared in HackSpace. There are few dracon colonies, the largest of which is found at the Rock of Brawl. Their small navy is busy exploring the edges of HackSpace.

A dracon is centaur-like in appearance, with the body of a brontosaur and the head and torso of a humanoid dragon. Its feet are flat, like an elephant's, and it has a long, snake-like tail. Its hands are clawed and have an extra finger each.

Dracons speak their own languages and that of dragons. They speak the common tongue haltingly and with a thick accent. Their speech is often formal and ornately ceremonial.

Combat: The dracons consider themselves civilized, and have among themselves a stylized dueling code. Under this code, one challenges another, the challenged getting choice of weapons (swords, bare hands, etc.). The challenger then names the terms of the battle (to the death, to first blood, to half hit points or to three falls, for example). Finally, the challenger names the place and time, within reason (usually within the week, and not more than a few miles away unless both have easy access to transport to another world).

Dracons usually use thin-bladed long swords in combat, but are just as adept at holds and wrestling. Their long thumb-claws make them particularly dangerous; they can use these to inflict 1-4 points of damage in hand-to-hand combat. In addition to their swords, dracons carry large darts (1-6 points of damage, RoF 1/round, range of 20/40/60 yards) and halberds. The last are rarely used in combat and most often used in formal duels and as a ceremonial tool.

Dracons are adequate metalsmiths. They carry armor for battle which they don ritualistically before battle. This improves their Armor Class to 3, if they have sufficient time to prepare. They have found, much to their displeasure, that their foes simply refuse to sit on their hands long enough for the dracons to prepare.

Habitat/Society: The vegetarian dracons follow a strong herd instinct among their people. A lone dracon is a rarity and a freak among its people; they prefer to travel in herds led by the eldest dracon. Dracons separated from their herds will take ill until they find a new herd. Individuals have been known to adopt non-dracons as pseudo-family members.

The leader of a dracon herd is called a kaba. The choosing of a kaba is determined not by the strongest, nor the swiftest, but by the means of a system of kinship relations that borders on mystical. Dracons have a flair for genealogy, and through a long series of questions and answers can trace one dracon to another in a fashion that determines who rules the dracon herd. Cynical sages believe that the dracons make up such relations on the spur of the moment, relating old slights and favors in their attempts to determine precedence. If this is the case, this method of dealing with leadership ensures the quick-thinking and crafty tend to survive.

The kaba of the herd is assisted by the shalla, or high priest. Each herd, no matter how small, has a shalla, usually with clerical powers. The shalla is the keeper of ritual, advisor to the kaba, and the healer of the people. The shalla is a cleric of level 3rd-12th level, with the more powerful shalla usually found with larger herds. An additional shalla will be present for every 30 dracons.

The dracons worship a pantheon of gawds similar to those of humans or elves. They have gawds of war, fertility, storms, and the sea. Unlike most human gawds, the dracon gawds are always pictured together in a huge herd, moving together and led by the Ub-Kalla, or Full Leader. The Ub-Kalla is a

Dracon
AKA: Dragon Centaur
HACKFACTOR: 2
EP VALUE: 270
CLIMATE/TERRAIN: Any space, prairie
FREQUENCY: Rare
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Lawful good
NO. APPEARING: 3-18
SIZE: L (10-12' long)
MOVEMENT: 18"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 5 (3)
NUMBER OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1-4/1-4 or by weapon
SPECIAL ATTACK: Nil
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 6
ToP: yes
FF: 6

gawd of leadership and wisdom, and knows the correct course in every situation. To be called Ub-Kalla by a dracon is considered to be a high honor, for your decision-making is compared favorably with dracon thoughts.

When dracon herds meet, the first order of business is to determine who is the kaba of the entire group, empowered to make decisions. This is done by their odd method of determining relationships and by favors exchanged between groups. There is no shame for a deposed kaba taken from his post by a new kaba that outranks him – the position is a duty, and the reward for such duty is that someone more powerful will come along and give you a rest.

Ecology: It is unknown where the dracon home world lies, and the dracons are no help to anyone looking for it. According to the dracons, their home world is a dry, arid world dominated by fast-growing prairie and deserts. The climate is in constant flux, forcing the herds to move and cooperate in order to survive. It has large, shallow seas and at least one large moon. Beyond that, the dracons are reluctant to divulge more information.

Dracon relationships with humans, Mind Flayers, elves, and dwarves are cordial and curious. They have difficulty seeing the differences between these races; their word for all of them translates as "the deformed"). The dracons, usually very good at sorting out their own differences, often ascribe human traits to elves and elven traits to dwarves. They get along well with Lizard Men and Centaurs. They consider Beholders comical, comparing them to the kick balls they use in their games. All dracons suffer from severe arachnophobia, and are terrified by the Neogi.

The Dragon Committee has taken a keen interest in the dracons. They are looking into if they can "domesticate" dracons for pets, or possibly even use them as henchmen. Thus far, the Committee has not yet made a concerted effort to bring all dracon herds under their control, but some think it is only a matter of time.

Yield
Medical: Nil
Spell Components: The head and horns of a dracon can be used as poor man's substitutes for a dragon's head and horns in spells that require such things. Any spell cast with these substitutes has the same casting time, but a 25% chance of simply failing altogether.
Hide/Trophy Items: Nil
Treasure: M, Q
Other: The horns of a dracon can be used to make daggers, but can only carry up a +2 enchantment.

Dragon, Comet

Description: Strange and mysterious, Comet Dragons dwell on, not surprisingly, comets. They are savage raiders that use their Teleport abilities to raid nearby worlds and then fade away by morning.

At birth, a Comet Dragon has tiny scales that are dull white in color. As the dragon ages, the color becomes bluish-white and begins to glow. By the time the dragon becomes an adult its scales have achieved a faint blue color and glow about as bright as a first quarter moon. The glow increases in luminosity until the dragon is venerable, when it is slightly brighter than a full moon. The Comet Dragon has a distinctive sail that runs from just behind its head down its neck, ending at the wing joint. The sail fades into yellow towards the outer edge.

Combat: The Comet Dragon prefers to fight at the dead of night. It attacks headlong into large concentrations of defenders, using its most fearsome powers immediately, dispatching as many as possible. If faced with stiff opposition, it Teleports away to its lair, where few are able to follow.

Breath Weapon/Special Abilities: Comet Dragons breathe a cone of frost 70 feet long, 5 feet wide at the mouth and 25 feet wide at the base (save versus breath weapon for half damage). Creatures killed by this blast will be frozen solid, perfectly preserved. The Comet Dragon casts spells as a 6th level magic-user, plus its combat modifier.

From birth, Comet Dragons are immune to cold and poisonous gases. As they age, they gain the following abilities:

Juvenile: Ice Walking.

Young Adult: Teleport Without Error 3 times a day, used to travel to other worlds.

Adult: Darkness 3 times a day.

Mature Adult: Cloudkill 3 times a day.

Old: Ice storm 3 times a day.

Venerable: Doom 1 year (see text).

Great Wyrm: Comet Strike (treat as a Meteor Swarm, except causing cold damage instead of fire damage).

The Doom ability of venerable and older Comet Dragons is a powerful curse; the exact effects are left up to the GM, but can include blight upon a kingdom's fields, the unfortunate deaths of an heir, a plague of rodents, or even huge bands of Orcs suddenly deciding to go on the rampage. The curse can take years to take effect, and there are always conditions to the curse to activate it or prevent is fulfillment.

Habitat/Society: The sight of a comet is believed the harbinger of doom in some cultures, and the Comet Dragons only encourage that belief. A Comet Dragon lair lies at the heart of a comet with several entrances to the surface. Treasure is stored in gallery-like alcoves that the dragon can inspect for hours on end. Defeated foes deemed worthy by the dragon are stored in a separate gallery, where the dragon can view their frozen carcasses.

Comet Dragons are only active when the comet they dwell upon is near a star, kicking up dust and debris. The dragon hibernates when the comet is in deep space.

Venerable and older dragons can be bribed (at least 10,000 gp and one magic item worth 5,000 gp) to use their Doom ability. This is a risky prospect; GMs should treat the request rather like a Wish spell in that the exact wording will be followed, not the intent. The dragon can remove its own curse, but this requires a bribe as well.

Ecology: Hatchling Comet Dragons have a 10% chance of being able to communicate with all intelligent creatures, increasing by 5% per age category. Comet Dragons can

Dragon, Comet
AKA: Harbingers of Doom
HackFactor: See text
EP Value: See text
Climate/Terrain: Comets
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Special
Diet: Special
Intelligence: Average (8-10)
Alignment: Lawful evil
No. Appearing: 1 (2-5)
Size: H (base 24' long)
Movement: 12", 40" Fly (C)
Psionic Ability: Nil
Attack/Defense Modes: Nil
Morale: Foolhardy (16)
Armor Class: 1 (base)
Number of Attacks: 3 + special (see text)
Damage/Attack: 1-6/1-6/2-18
Special Attack: Breath weapon, spells, see text
Special Defense: Cold and gas immunity, see text
Magic Resistance: Variable
Hit Dice: 12 (base)
ToP: yes
FF: 12

Dragon, Comet

Age	Body (ft)	Tail (ft)	AC	Breath	Spells Magic-user	HackFactor	MR	EP Value
1	1-5	1-4	4	1d8+1	Nil	14	Nil	4,000
2	5-14	4-12	3	2d8+2	Nil	24	Nil	6,000
3	14-23	12-21	2	3d8+3	Nil	34	Nil	8,000
4	23-32	21-28	1	4d8+4	1	45	5%	11,000
5	32-41	28-36	0	5d8+5	2	63	10%	13,000
6	41-50	36-45	-1	6d8+6	2/1	67	15%	14,000
7	50-59	45-54	-2	7d8+7	3/1	78	20%	15,000
8	59-68	54-62	-3	8d8+8	3/2	90	25%	17,000
9	68-77	62-70	-4	9d8+9	3/2/1	102	30%	18,000
10	77-86	70-78	-5	10d8+10	3/3/1	122	35%	19,000
11	86-95	78-85	-6	11d8+11	3/3/2	149	45%	20,000
12	95-104	85-94	-7	12d8+12	3/3/3	177	50%	21,000

survive on ice if need be, but prefer frozen flesh. They consider Goblin a delicacy. Sages believe that Comet Dragons were White Dragons that adapted to life in WildSpace, perhaps mixed with some Silver Dragon blood as well.

Yield

Medical: Nil

Spell Components: The head and horns of a Comet Dragon can be used in any cold or ice related spell. This adds 5 segments to the casting time, but doubles all of the level-dependent variables.

Hide/Trophy Items: Comet Dragon scales sell for about 1 gp per two pounds, but don't sell them anywhere near other Comet Dragons – they find this sort of thing very, very offensive.

Treasure: A, C, H

Other: Research continues using the small specimen samples so far gathered.

Dragon, Radiant

Description: The Radiant Dragon, also called a Star Dragon or Celestial Dragon (not to be confused with the oriental dragon of the same name), is a sinuous, serpentine dragon with graceful, translucent wings. Its scales are a collection of glittering pearl-like shards of mica and gypsum, which cause the dragon's scales to shimmer in the starlight, giving the creature its name.

Radiant Dragons can be of any alignment, unlike chromatic and metallic dragons who have strong tendencies towards good or evil. There exist Radiant Dragons who terrorize the space lanes, those who protect the weak and innocent, and those that set themselves up as whimsical kings on distant worlds. As a whole, Radiant Dragons are proud, haughty, and feel themselves as the ultimate in draconic evolution: they are, after all, the largest dragons around!

Radiant Dragons speak their own language and the common tongue. They are quick with languages and fond of mimicry, so they tend to speak in a number of accents matching those of the individuals they talk with. There is a 10% chance that even a hatchling will understand any given tongue, which increases by 5% for every age category afterwards.

Combat: The actions of a Radiant Dragon depend on the situation and the individual. They rarely flee from a fight, however, depending on their massive size to keep them safe from opponents. The dragon's primary weapon is the nasty bite that causes 4-40 points of damage.

A Radiant Dragon will concentrate on the ship itself first, seeking to destroy or eliminate any serious threats such as ballista or catapults. Of equal importance is the elimination of powerful magic-users and clerics. Radiant Dragons of good alignment will use less lethal means, such as Silence 15-ft. Radius. If less concerned about killing, he will merely slay hostile spell casters as he finds them.

Young adult and older dragons can attack with their wings in a buffet attack, which causes 2-20 points of damage per wing to all within range of the attack (about 200 feet to either side). In addition, this attack has the effect of a "Ship Shaken" critical hit on a ship. In the tight confines of a HackJammer, this attack can be quite devastating.

In addition to the standard dragon attacks, the Radiant Dragon can grab a ship and crush it in its coils, just like a gigantic constrictor snake. The dragon inflicts 1-6 hull points of damage against lighter materials such as wood or ceramic, but against heavier materials such as stone or metal, it inflicts only 1-4 hull points of damage. The dragon can make additional attacks, even against other ships, while squeezing a ship.

Dragon, Radiant

AKA: Celestial Dragon, Star Dragon
HACKFACTOR: See text
EP VALUE: See text
CLIMATE/TERRAIN: Any Space
FREQUENCY: Very Rare
ORGANIZATION: Solitary or clan
ACTIVITY CYCLE: Any
DIET: Special
INTELLIGENCE: Exceptional (15)
ALIGNMENT: Any
NO. APPEARING: 1 (2-5)
SIZE: G (100' base)
MOVEMENT: 12", Fly 38" (B)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Fantastic (18)
ARMOR CLASS: 1 (base)
NUMBER OF ATTACKS: 3 + special (see text)
DAMAGE/ATTACK: 2-20/2-20/4-40 (see text)
SPECIAL ATTACK: Breath weapon, spells, see text
SPECIAL DEFENSE: See text
MAGIC RESISTANCE: Variable
HIT DICE: 15
ToP: yes
FF: 14

Dragon, Radiant

Age	Body (ft)	Tail (ft)	AC	Breath	Spells Magic-user	HackFactor	MR	EP Value
1	1-20	2-20	4	2d12+1	2	34	Nil	4,000
2	21-60	21-60	3	4d12+2	2/2	49	20%	7,000
3	61-80	61-80	2	6d12+3	2/2/2	65	25%	12,000
4	81-110	81-120	1	8d12+4	4/2/2/2	80	30%	14,000
5	111-140	121-150	0	10d12+5	4/4/2/2/2	115	35%	18,000
6	141-200	151-220	-1	12d12+6	4/4/4/2/2/2	131	40%	19,000
7	201-250	221-270	-2	14d12+7	6/4/4/4/2/2/2	149	45%	20,000
8	251-300	271-350	-3	16d12+8	6/6/4/4/4/2/2	166	50%	21,000
9	301-350	351-425	-4	18d12+9	6/6/6/4/4/4/2	183	55%	22,000
10	351-400	426-500	-5	20d12+10	8/6/6/6/4/4/4	201	60%	23,000
11	401-500	501-600	-6	22d12+11	8/8/6/6/6/4/4	229	65%	24,000
12	501-600	601-800	-7	24d12+12	8/8/8/6/6/4/4	257	70%	25,000

As a general rule, Radiant Dragons will give a ship and crew the opportunity to leave, parley, or bow down and scrape and beg for their pathetic little lives. Even the smallest of these creatures has an enormous sense of pride.

Breath Weapon/Special Abilities: The Radiant Dragon breathes glowing pulses of force that in some ways behaves something like a Magic Missile spell. The pulses appear to be small spheres of light that strike everything the dragon aims at. The Radiant Dragon can breathe a single pulse of the listed damage, or any number of smaller pulses in the same round, provided that the individual pulse inflicts at least 2d12+1 points of damage. A juvenile Radiant Dragon can breathe a single pulse of 8d12+4 points of damage, or 4 pulses of 2d12+1 points of damage, or 2 pulses of 4d12+2 points of damage. Each pulse can strike a separate target. These pulses are unerring in their attacks, and will hit unless the victim makes a saving throw versus breath weapon. If the victim fails its saving throw, it will be struck for the listed damage. If the victim succeeds at its saving throw, it has dodged that pulse, which then evaporates.

The Radiant Dragon can use its breath weapon on physical objects (such as a ship) as well, inflicting 1 hull point of damage for every 10 points of damage its breath weapon causes. Other physical objects must save versus crushing blow to survive being hit by a pulse.

As Radiant Dragons age, they gain a number of innate abilities. Juvenile dragons can restore or corrupt air as per the spell. A young adult dragon may use the Zarba's Guardian Hand* spell, while adults can use the Zarba's Grasping Hand* spell. A mature adult can Shape Change three times per standard day, gaining the abilities of the creature it mimics, even to the point of spells and magical ability. Venerable Radiant Dragons can create a Wall of Force (as per the wand) and a wyrm can use Forcecage (as the spell). A great wyrm can create a Prismatic Sphere large enough to encapsulate itself and up to four other creatures of similar size, and to maintain it indefinitely.

**The Radiant Dragons refer to these as the Guardian Claw and Grasping Claw spells, and will declare loudly that this Zarba is a liar and a thief, who obviously stole their spells and falsely gave them his name. Given the size and temperament of the dragons making the claim, few have chosen to research the validity of their claim or argue the point with them.*

Habitat/Society: Radiant Dragons are totally space borne – indeed, their size would make them ungainly creatures on most worlds. Some adult dragons mingle among mortals, disguised as an adventurer or hero. They only associate with adventurers that have great Honor, and in fact being mimicked by a Radiant Dragon (once the truth is learned through Detect Lie) is worth +5 to the character's base Honor. On the downside, the character must deal with a small mountain of bills from places and services he has never visited.

The Radiant Dragons are normally solitary and very territorial about their "turf," which can include the space surrounding a planet or moon. When they are found in a group, they are usually a mated pair, possibly with hatchlings. Radiant Dragons favor nesting in hollowed out asteroids. Radiant Dragons are over-protective parents. If their young are attacked or slain, their parents will hunt down those responsible, devising nasty methods of revenge as they go and often destroying entire bloodlines of those responsible.

Ecology: Radiant Dragons can survive indefinitely in space. They are sometimes seen near the sun with their wings spread, gliding on the heat. It is surmised by sages that the dragons can absorb and store this energy, just like a Kindori. However, a selfish and hungry dragon can descend on an asteroid citadel and sweep it clean of all living beings.

They have natural HackJamming abilities, allowing them to move through space with an equivalent Ship's Rating equal to that of their age category. Thus, a mature adult Radiant Dragon can move as if it had a Ship's Rating of 7. They can tow ships behind them, which they do on occasion for the promise of reward or at the very least a statue in their honor. Hatchlings are kept close to their protective lairs, but they sometimes sneak out to do some HackJamming. It is unknown from where the Radiant Dragons gained their ability to HackJam naturally.

The Radiant Dragons are friendly with dracons and Lizard Men, who they encourage to worship them at every chance. They are haughty towards men, elves, halflings, apes, and most mammal-based races. They consider Mind Flayers, Beholders, and Neogi to be genetic failures that have not the sense to die off. This opinion is reciprocated by those races, which hunt the dragons if they think they can get away with it. In addition, Radiant Dragons are occasionally attacked by the largest Krajen.

Radiant Dragons can be encountered anywhere in space and in the Phlogiston. Their great size gives them their own air envelope, but they do not encourage riders. They often preen their scales to remove Krajen spores and other hitchhikers. Their clerical abilities operate in any star system that has dragons as a native life form. In star systems without dragons, they still retain 1st and 2nd level spells and their HackJamming ability.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Radiant Dragons do not allow their hides to fall into the hands of lesser creatures.
Treasure: B, G, H.
Other: Unknown.

Dragon, Sunrise

Description: One of the most sociable dragon species ever encountered are the Sunrise Dragons. Those dragons that are encountered only in WildSpace craft shining cities for themselves. Some are benign, while others have reverted to a more selfish and hateful nature.

At birth, Sunrise Dragon scales are a dull rust-red color. As the dragon ages, its back darkens to deep indigo, while the underbelly turns warm orange. A band of red scales blends the underbelly to the back. The Sunrise Dragon has a trio of horned head plates of a deep crimson color. As the dragons age, the horns grow into distinctive shapes that identify individual dragons. Sunrise Dragon wings are deep blue with a light blue edge. The dragon's pupils fade as it ages; when it reaches old age, its eyes resemble a deep red rising sun.

Combat: Sunrise Dragons dislike combat, preferring to send human and demi-human "allies" to deal with

Dragon, Sunrise
AKA: Sunset Dragon
HackFactor: See text
EP Value: See text
Climate/Terrain: Space castles, asteroids
Frequency: Very Rare
Organization: Solitary or clan
Activity Cycle: Day
Diet: Special
Intelligence: High (11-12)
Alignment: Lawful (50% good, 50% evil)
No. Appearing: 1 (10-50)
Size: G (36' long) (base)
Movement: 12", 30" Fly (C)
Psionic Ability: Nil
Attack/Defense Modes: Nil
Morale: Defiant (17)
Armor Class: -1 (base)
Number of Attacks: 3 + special (see text)
Damage/Attack: 1-8/1-8/3-18
Special Attack: Breath weapon, spells, see text
Special Defense: Immune to heat and fire, see text
Magic Resistance: Variable
Hit Dice: 13 (base)
ToP: yes
FF: 11

troublemakers. Only after an opponent proves too much for their guards do these dragons enter melee.

Sunrise Dragons attack en mass, calling all dragons in the city to attack. They use claw and bite attacks to pick off single foes, and their breath weapon to take out large groups of creatures quickly. They gang up on strong foes, older dragons using their natural abilities to scatter and weaken their foes.

Breath Weapon/Special Abilities: A Sunrise Dragon can breathe a cone of fire 75 feet long, 5 feet wide at the mouth and 30 feet wide at the base (save versus breath weapon for half damage), or a cone of sleep gas of similar size. Sunrise Dragons cast spells as a 7th level magic-user, plus combat modifier.

Sunrise Dragons are immune to heat and fire. They gain the following abilities as they age:

Young: Create/Destroy Water 3 times a day.

Juvenile: Polymorph Self 3 times a day.

Young Adult: Pyrotechnics 3 times a day.

Adult: Suggestion once a day.

Old: Create elements once a day. The dragon can create 1,000 cubic feet of material per age category, which it can mold it to any shape. If used to create fire, it causes 1-8 points of damage per age category (save versus spell for half).

Very Old: Hypnotism once per day.

Venerable: Can fly at HackJamming speed at will.

Great Wyrm: Summon Djinni once a week. Djinn will rarely be ordered into combat, as their death would dismay and embarrass the dragon.

Habitat/Society: Sunrise Dragons are unique in dragon society in that they dwell in cities of their own creation, thanks to their Create Elements ability. These cities orbit lazily around a star, consisting of dozens of brass discs melded together at the edge. Buildings, gardens, and temples dot the flat surfaces of the discs. The Sunrise Dragons share their cities with humans and demi-humans that are the dragons' servants and guards.

If a dragon population grows larger than 50, several young dragons will depart to found a new one. Long-established clans may be spread over a dozen or more cities orbiting the same star. It is also possible for two cities orbiting the same star to be bitter rivals, using hired swords (read: adventurers) to conduct raids, spy, and generally make life miserable for the rival city.

Sunrise Dragons are fascinated by bureaucracy, and all cities in HackSpace are part of the Dragon Committee. The Sunrise Dragons handle much of the paperwork of the Committee, a task they relish.

Ecology: Sunrise Dragons speak their own tongue, Dragon Speak and 20% of all hatchlings can communicate with all intelligent creatures (plus 5% per age category).

Sunrise Dragons are natural carnivores, but require surprisingly little to eat. Their preferred food is Krajen, which they take great pleasure in hunting. Because they do not share territory with other dragons, Sunrise Dragons have no natural enemies. They are on good terms with most dragons, and even Radiant Dragons are welcomed in most of their cities.

Sunrise Dragons are believed to result from a union of Red and Brass Dragons that departed into WildSpace generations ago. To survive in such a harsh environment, they developed strong family ties and built their first cities.

Yield
Medical: Nil
Spell Components: Any part of a Sunrise Dragon can be used in a light-shedding spell to triple the duration, area of effect and intensity. This requires one half pound of the dragon's blood, eyes, scales, etc. and adds 9 segments to the casting time.
Hide/Trophy Items: Sunrise Dragons will retrieve any such items taken from a fallen fellow. If necessary, they have been known to work with Radiant Dragons to do so.
Treasure: C, D, H
Other: Nil

Elmarin

Description: The creatures called Elmarin resemble living St. Elmo's fire. They are semi-sentient fire beings that live in WildSpace, usually in close proximity to a sun. They appear as naturally glowing balls of fire, in a number of colors ranging from deep red to light violet. Two darker spots towards the front of the orb resemble eyes.

Combat: The Elmarin are drawn by warmth and energy. The activity of a HackJammer ship is such that it attracts a pack of them to investigate. They are often more curious than harmful, zipping about the rigging and through open hatchways, bouncing off the walls and leaving large scorch marks. Anything flammable that comes within 5 feet of the creature must make a saving throw versus magical fire or ignite. This damage is unintentional on the part of the Elmarin. If attacked, it attempts to flee, even if it has to burn through the hull of the ship. It only attacks if cornered, causing 1-8 points of damage per round. If reduced to 0 hit points, the Elmarin fades into nothingness and dies.

Habitat/Society: Elmarin are creatures of fire with animal-like intelligence. They enjoy everything from the coolness of WildSpace to the surface of a star and can be found dancing, bobbing, and weaving about. Ships that are attacked and damaged by the Elmarin are usually the victims of the creatures' curiosity rather than maliciousness.

The size and color of an Elmarin has no relation to the type of Ioun Stone left behind after it dies. Owners of metal ships sometimes hunt these creatures to gain a few useful Ioun Stones. The sudden appearance of

Elmarin
AKA: St. Elmo's fire
HACKFACTOR: 5 HD: 1
7 HD: 2
9 HD: 3
EP VALUE: 5 HD: 175
7 HD: 420
9 HD: 975
CLIMATE/TERRAIN: WildSpace only
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Any
DIET: Warmth
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-10)
SIZE: S (4' across)
MOVEMENT: 18"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Unreliable (3)
ARMOR CLASS: 4
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACK: Burns
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 5, 7, or 9
ToP: yes
FF: 5

Dragon, Sunrise

Age	Body (ft)	Tail (ft)	AC	Breath	Spells Magic-user	HackFactor	MR	EP Value
1	3-8	2-6	2	1d6+1	Nil	25	Nil	5,000
2	8-16	6-12	1	2d6+2	Nil	36	Nil	7,000
3	16-27	12-20	0	3d6+3	Nil	47	Nil	9,000
4	27-38	20-30	-1	4d6+4	1	59	Nil	11,000
5	38-50	30-40	-2	5d6+5	2 1	87	15%	14,000
6	50-59	40-50	-3	6d6+6	2/1 1	100	20%	15,000
7	59-73	50-60	-4	7d6+7	2/2 1	112	25%	16,000
8	73-86	60-70	-5	8d6+8	2/2/1 1	125	30%	17,000
9	86-100	70-80 -	6	9d6+9	2/2/2 1/1	139	35%	19,000
10	100-114	80-90	-7	10d6+10	2/2/2/1 2/1	152	40%	21,000
11	114-130	90-100	-8	11d6+11	2/2/2/2 2/2	175	45%	22,000
12	130-147	100-110	-9	12d6+12	2/2/2/2 3/2	197	55%	23,000

Elmarin is a good sign to sailors trapped with a Furnace helm and no magic to feed it.

Ecology: Elmarin are native to stars and similar celestial fire bodies. Attempts to bring these creatures into the Phlogiston results in the self-detonation of the creature causing 1-8 points of damage for each Hit Die the Elmarin has to all within 20 feet of the creature. Flammable material must save versus magical fire or ignite, causing yet more explosions. Only by keeping an Elmarin in an airtight box or extra-dimensional space can they be transported through the Phlogiston.

Elmarin are sexless and reproduce by fission. They cannot move at HackJamming speeds, but can drop into the air envelope of a passing HackJammer to catch a ride.

Attempts to domesticate the Elmarin have failed. Magic-users have developed spells to conjure and command these creatures, but they are generally useless as minions.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: There is a 1 in 20 chance that the death of an Elmarin will leave behind an Ioun Stone.
Other: Nil

Ephemeral

Description: Ephemerals are non-corporeal undead believed to be the spirits of individuals who have died in the Phlogiston. They appear as dusty gray humanoids, and it is though that their form is infused with the essence of the Phlogiston itself. This makes them vulnerable to fire, but gives them the ability to regenerate their forms. Ephemerals are attracted by use of magical energy, and a passing HackJammer might attract a group of them.

Combat: The touch of the Ephemeral inflicts 1-4 points of damage and reduces the victim's Intelligence by 1-2 points. Should the damage inflicted by an Ephemeral kill a sentient humanoid, the latter will become an Ephemeral in 2-8 days. Should an Ephemeral drain all Intelligence from a sentient humanoid, the body will then become the host of the Ephemeral (treat as a Magic Jar spell).

In hand-to-hand combat, only magical weapons have any effect on Ephemerals. As undead, they are immune to Sleep, Charm, and Hold spells, as well as cold-based attacks. They are vulnerable to fire, and always suffer maximum possible damage from a fire-based attack. However, since Ephemerals are only found in the Flow, this type of attack is very risky. The Flow also makes Ephemerals immune to turning, due to clerics being cut off from their deity. If a cleric is somehow able contact his deity, Ephemerals can be turned as Specters.

Ephemerals can regenerate 1 hit point every melee round by pulling the surrounding Phlogiston into their bodies. If sealed off in some fashion from the Flow, they are unable to regenerate. When an Ephemeral reaches 0 hit points, it dissipates permanently. Ephemerals attack as a pack, attempting to drain as many humanoids as possible. If seriously damaged, they will break off their attack, trail the ship through the Phlogiston, and renew their attack once they have regenerated their hit points.

Habitat/Society: Ephemeral packs wander the Phlogiston, the disembodied spirits of the dead or cursed who have perished in the Flow. Unable to escape the Phlogiston and the rewards (or punishments) of their afterlife, they tend to be mean, petty spirits who exist solely to find a final resting place.

The living are their vessels of return, and an Ephemeral will attempt to drain the mind of a single character in order to provide itself with passage to a safe sphere. Ephemerals cannot escape the Phlogiston except when controlling a living body, and if forced to do so, they find themselves forced back deeper into the Flow.

Ecology: The origin of the Ephemerals is a mystery. They might be the remnants of a failed colonial expedition that perished in the Phlogiston eons ago and have haunted the Flow ever since. Whatever their origins, they have propagated by preying on intelligent creatures that pass through the Flow. Men, Mind Flayers, and Neogi have all had to battle Ephemerals in their voyages through the Phlogiston.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Giff

Description: The giff are a race of powerfully muscular, hippopotamus-like mercenaries. They understand the basics of HackJamming, but lack magic-users within their own race. Instead, they hire on with the various groups throughout HackSpace as mercenaries, bodyguards, enforcers, and general breakers of legs. They are pretty good at it, too.

The basic form of a giff is humanoid, with stocky, flat, cylindrical legs and a humanoid torso, arms, and fingers. The chest is broad and supports a neckless head that looks like that of a hippopotamus. Giff come in colors ranging from black to gray to a rich gold, but many have colorful tattoos that leave their bodies a patchwork record of past jobs and victories. Giff speak their own language and the common tongue.

Combat: The giff are military-minded, and organize themselves into squads, platoons, companies, and even corps. The number of giff in a platoon varies according to the season, situation, and level of danger involved. A platoon hired to protect a gambling operation may number two, while a platoon hired to invade a Mind Flayer stronghold may number well over a hundred.

The giff pride themselves on their weapon skills, and any giff will have a number of swords, daggers, maces, and similar tools on hand to deal with troublemakers. In giff terms, a troublemaker is any non-giff one's boss tells him a troublemaker. Giff will collect weapons as well, accumulating pole arms from across half of HackSpace and being able to tell the origin and purpose of said arms, and what they have killed most recently.

But the giff's true love of weaponry comes with respect to guns. Their love of explosives serves as a good warning to other races. Any giff will have a 20% chance of being armed with an arquebus (or, rarely, a wheel lock pistol) and sufficient Smoke Powder for 2-12 shots. A misfiring weapon is of little importance to the giff (occasional fatalities are expected) – the flash, noise, and damage is what most impresses them.

Even unarmed, the giff are powerful customers, as strong as a Hill Giant (+7 on damage for Strength benefit). A giff will wade into a brawl just for the pure fun of it, tossing various combatants from both sides around. A brawler should only pull a weapon on a giff in the most dire of circumstances. Once a

Ephemeral
AKA: Flow Ghost
HACKFACTOR: 6
EP VALUE: 975
CLIMATE/TERRAIN: Phlogiston only
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Any
DIET: Living beings
INTELLIGENCE: Very (11)
ALIGNMENT: Neutral evil
NO. APPEARING: 1-8)
SIZE: M (6')
MOVEMENT: 18"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Average (9)
ARMOR CLASS: 2
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACK: Drain Intelligence
SPECIAL DEFENSE: +1 or better magical weapons to hit, regenerate 1/rd
MAGIC RESISTANCE: Nil
HIT DICE: 5
ToP: N/a
FF: N/a

Giff
AKA: (None)
HACKFACTOR: 4 and up
EP VALUE: 270
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Platoon
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Low (7)
ALIGNMENT: Lawful neutral
NO. APPEARING: 10-20
SIZE: L (9' tall)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Brave (14)
ARMOR CLASS: 6 (2)
NUMBER OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 +7 or by weapon +7
SPECIAL ATTACK: Head butt
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: 20%
HIT DICE: 4
ToP: Yes
FF: 5

weapon is bared, the giff consider all restrictions off – this is a challenge to the death.

The unarmed giff also uses a head butt in attacking. The top of the giff's head and snout are plated with thick, chitinous plates, flexible enough to permit motion, but giving the creature a natural helmet. The giff can charge using the head butt, inflicting 2-12 points of damage on his foe.

The giff pride themselves on their mercenary abilities, and to that end have made elaborate suits of armor that improve their Armor Class to 2. These include full helms and other monsters on their crests, and inlaid ivory and bone along the large plates. Armor repair is a major hobby among the giff.

Finally, the giff are somewhat magic resistant. They are deeply suspicious of magic and magical devices, and only accept HackJammer helms with deep misgivings, since they are needed to bring the giff to battle.

Habitat/Society: The giff are happiest when among their own race – they consider larger races such as giants threatening and complain about the frailty of the smaller races. Outside their own platoons, the giff are happiest among military organizations with a strong chain of command.

Every giff male, female, and giffling has a rank within society, which can only be changed by someone of higher rank. Within each rank are sub-ranks and within those sub-ranks are color markings and badges. The highest-ranking giff gives the orders, the others obey. It does not matter if the orders are foolish or suicidal – following them is the purpose of the giff in the universe. A quasi-mystical faith among the giff mercenaries confirms that all things have their place, and the giff's place is to follow orders. This makes the giff very happy.

Giff platoons can be hired by those looking for muscle. The Joint Chiefs handle all giff contracts. They review prospective employers according to ability to pay, the danger of the job, and whether taking it will enhance their giffdom. Giff prefer payments in Smoke Powder, weapons, or armor, but will accept gold and gemstones in a pinch. The standard daily fee for a giff is 1 charge of Smoke Powder per week, or an equivalent payment.

On board a ship, giff require their own quarters (mostly to accommodate their great bulk) and will often bring aboard their own weapons. They favor wildfire projectors and bombards, and will happily blaze away at opponents regardless of the tactical situation. Rare giff vessels are always well-armed with such weapons, and considered a hazard to everything that crosses their path. Giff themselves are magically inert and incapable of HackJamming, so they must rely on helmsmen of other races or make use of furnaces.

Giff of both sexes serve in their platoons, and both fight equally well. Giff young are raised tenderly until they are old enough to survive an exploding arquebus, then are inducted fully into the platoon.

Giff are fierce fighters, despite their somewhat comical appearance and mania for weapons. They will not willingly fight another giff. If forced into such a situation on a battlefield, both groups will retire for at least a day of drinking and sorting out ranks. There is a 10% chance that one platoon will join another in this case, but most likely both will just quit their current contract and look for work somewhere else.

Ecology: It is not known how giff appeared in HackSpace. They were probably dumped in the system by another race for some reason, leaving the giff stranded. The giff describe their home world in legendary terms – a thick, verdant forest world, covered with swamps, mangrove trees, and fruit plants. The few mountains are rich in metals, caches of weapons, and explosives. They have attempted to recreate this paradise on Hurfanad, where the Joint Chiefs reign over the United Platoons there.

The giff believe in equality among the sexes in battle and in child-rearing. They live about 70 years, but do not take aging gracefully. As a giff grows older and begins to slow down, he is possessed with the idea of proving himself still young and vital, usually in battle. As a result, there are very, very few old giff.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: A giff always has a collection of weapons that he keeps in excellent condition.
Treasure: R.
Other: Nil

Gith, Pirates of

Description: When the Githyanki, under their liberator, Gith, freed themselves from the yoke of Mind Flayer slavery, this branch of the race fled not into the Astral Plane, but into space.

Tall, emaciated beings, the Pirates of Gith appear as almost skeletal humanoids with skin varying from dirty gray to dull yellow. Long, dingy-brown hair flows down their backs and over the ornate, bejeweled arms and armors they prefer to use.

Combat: The Pirates of Gith can operate as fighters, battle mages, or fighter/battle mages with limits of 11th level in each class. Typically, the highest level fighter captains the ship. This frees all of the battle mages for HackJamming or combat duty.

When closing with a foe, the Pirates use spells and any armament their ship possesses. In melee, they use a variety of weapons, with various swords the most prominent weapons in their arsenal.

Gith, Pirates of
AKA: (None)
HackFactor: Variable
EP Value: Per class and level
Climate/Terrain: WildSpace
Frequency: Rare
Organization: Ship/Military
Activity Cycle: Any
Diet: Carnivore
Intelligence: Exceptional (15-16)
Alignment: Lawful evil
No. Appearing: 20-40/As ship crew
Size: L (6'-7' tall)
Movement: 12"
Psionic Ability: 151-250
Attack/Defense Modes: All/All, plus psionicist powers
Morale: Champion (16)
Armor Class: 0
Number of Attacks: Varies
Damage/Attack: By weapon
Special Attack: See text
Special Defense: See text
Magic Resistance: Nil
Hit Dice: 7-11
ToP: Yes
FF: 5

Every adult member of this race possesses the following psionic abilities: Astral Projection, Plane Shift, and ESP. Additionally, when a Gith Pirate is at the helm of an organic ship (of the type typically used by elves and pixie faeries), he may use his Plane Shift ability to shunt the entire ship, with all its contents, to the Astral Plane (using this ability completely drains all psionic abilities of the Gith for one day). This gives the pirates an escape route, and it enables them to wait in known shipping lanes, hidden in the Astral Plane, before returning to the Prime Material Plane to launch an attack. The Gith Pirates can only use organic ships of less than 50 tons in this manner. They can only use this power in WildSpace, not the Phlogiston.

Operating from small bases hidden on asteroids, the Pirates strive to capture any ship that is larger, faster, or better armed than theirs. The only ships they do not use are ships of Mind Flayer design. The Pirates' greatest fury is reserved for the Mind Flayers. They will spare neither expense nor effort to kill all Mind Flayers they find.

A ship's complement varies, but these numbers are a general guideline:

1 Captain (highest level fighter)

1 Mate (highest level fighter/battle mage)

1 Chief HackJammer or Warlock (highest level battle mage)

The rest of the crew is evenly divided among the three classes.

Habitat/Society: The Pirate philosophy carries over into all aspects of life. The strongest take what they want. Each ship is very important to its crew, as it is a status symbol that determines the pecking order with the Gith Pirates. In Gith Pirate society, the captain with the biggest boat rules the roost. Other races speculate that this obsession is some sort of compensation for other short-comings. The typical Gith response to such accusations is genocide on everything around them, fueling further speculations. The Pirates of Gith hate this.

Ecology: The Gith Pirates are carnivores, pure and simple. They do not care what state, short of putrefied, their meat has attained. Some of the Pirate bands also engage in cannibalism.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: A Pirate of Gith always has a well cultivated sense of anger and hostility.
Treasure: N (personal), A (in lair).
Other: Nil

Hamster, Giant Space

Description: Giant Space Hamsters are exactly what they sound like – cute but bear-sized rodents with thick fur. They are found wherever gnomes, especially tinker gnomes, have settled. Giant Space Hamsters come in a variety of colors, but are usually golden brown with white underbellies, bands, and spots. They are well muscled but appear fat. A Giant Space Hamster can store up to 200 pounds of food, and occasionally people, in its cheeks.

Combat: Giant Space Hamsters normally attack solely with their nasty bite. Domestic breeds are quite cowardly and will flee from combat. Wild breeds are much more aggressive and are bold enough to charge anything that approaches their burrows. Females protecting their litters have improved morale (9). On a successful attack roll of 19 or better, the Giant Space Hamster will stuff any creature of Small size or smaller into a cheek pouch. A successful Strength roll to open doors is needed to escape the pouch. The Giant Space Hamster will spit out the trapped creature if it sights food. Other than being covered with disgusting Hamster spit, the creature suffers no other ill effects, at least physically.

Habitat/Society: Giant Space Hamsters are normally kept on huge ranches run by gnomes. These Giant Hamsters travel in small packs, browsing on the local landscape and living in gnome-constructed Hamster hutches. Such hutches include artificial burrows connected by enormous and colorful pipe systems (some of which are transparent).

Wild packs of these creatures roam in areas abandoned by gnomes, though they make easy prey for many carnivores and thus quite rare. Wild Giant Space Hamsters are the same size as domestic ones, but they dig their own burrows (usually 6 feet wide and 120 feet to 180 feet long) in hillsides.

Like their tiny ancestors, Giant Space Hamsters enjoy all sorts of green vegetables, fruits, nuts, grains, and water. They sometimes eat raw or cooked meat; wild Giant Space Hamsters enjoy large insects. One Giant Space Hamster can put away 20 pounds of food and 10 gallons of water per day. These creatures are very clean; their gnome handlers often dump wood shavings in their lairs.

A small pack of Giant Space Hamsters consist of 1-4 adults, with a 20% chance per adult female of 1-4 young being present (AC 10, MV 3, HD 1, #AT nil, Sz S 3' long) and another 20% chance per adult female of 1-4 juveniles being present (AC 9, MV 6, HD 2, #AT 1, Dmg 1-4, Sz M 6' long). Gnomes have found no way, other than segregating the sexes, to reduce the rapid breeding rates of Giant Space Hamsters. A female can easily have several litters in one year, and they grow to adulthood in two years. These creatures can live 18 years at most, and remain fertile for all of their adult lives.

Ecology: Giant Space Hamsters easily fill the niche occupied by large browsing animals, such as elephants

Hamster, Giant Space
AKA: Space hamsters, darned giant gnome rats, many others unprintable
HackFactor: 1
EP Value: 175
Climate/Terrain: Temperate/grassy plains and hills
Frequency: Common to very rare
Organization: Pack
Activity Cycle: Night
Diet: Omnivore
Intelligence: Animal (1)
Alignment: Neutral
No. Appearing: See text
Size: L (up to 9' long)
Movement: 9, Br 3 (hard earth)
Psionic Ability: Nil
Attack/Defense Modes: Nil
Morale: Unsteady (6)
Armor Class: 8
Number of Attacks: 1
Damage/Attack: 2-8
Special Attack: Nil
Special Defense: Immune to disease
Magic Resistance: Nil
Hit Dice: 4
ToP: Yes
FF: 9

or buffalo, though they lack any real means of defending themselves. Wild packs often die out despite their enormous reproductive rate. They fall prey to many large predators, though they are immune to all parasites and diseases. Cold weather forces them to hibernate.

Giant Space Hamsters were created by gnomes, particularly tinker gnomes, as a cheap power sources for their ships. As an added bonus, they discovered that the meat from Giant Space Hamsters is quite tasty, and they have named it "spaham". Many ranches simply breed Giant Space Hamsters as livestock.

Variations

Possibly the worst aspect of the Giant Space Hamster (aside from its ludicrous existence) is that enchanted substances from all sorts of monsters can be introduced into its reproduction, producing unbelievable new sorts of Giant Space Hamsters. The Gnome Syndicates deliberately breed all sorts of new subspecies, in hopes of finding something useful. Usually this results in something more or less like the normal sort of Giant Space Hamster, such as a spotted, not-so-spotted, plaid, stripped, poke-a-dot, albino, six-toed, or similar Space Hamster or the like. Literally any variant possibility from Hacklopedia of Beasts: Monster Matrix can be applied to the Giant Space Hamster, and likely has been by eager gnome Hamster breeders. Some of the more common or really unusual varieties are:

Battle-Bred Dire Giant Space Hamster: "A case study of how Giant Space Hamster babies turn out when separated from their mothers." Battle-bred Dire Giant Space Hamsters are mean, vicious, and angry. They are tougher and meaner than normal Giant Space Hamsters (CE, MV 9; HD 6; #AT 1; D 6-12; Morale 8). Some gnome titans use battle-bred Dire Giant Space Hamsters as mounts.

Miniature Electrical Giant Space Hamster: This Hamster is about the size of a small dog and can make an electrical attack that arcs out from the Space Hamster's body to strike anything within five feet of it for 2-16 points of damage. Miniature Electric Giant Space Hamsters make sickeningly adorable squeaking noises. (MV 9; HD 1; #AT 1; D 1-4; SA lightning 2-16; SD immune to electrical attacks; Morale 8)

Sand Giant Space Hamster: This variety is bred for survival on harsh, desert worlds. Its food and water requirements are one quarter that of a normal Giant Space Hamster.

Fire-Breathing Phase Doppelganger Giant Space Hamster: "We completely fail to see why everyone is so upset, especially since biology is such an inexact science and for every step we take forward we must take two steps backward but anyway we said we were sorry and we'd like our funding back so we can pay our bail and go home." This monster breathes a 30-foot long cone of fire that is 10 feet wide at its far end that causes 6d6 points of damage (targets who make a successful saving throw versus breath weapon suffer only half damage). The FBPDGSH suffers only half damage from fiery attacks. It can also phase in and out of the Prime Material Plane within a single round, as per a Phase Spider. It can phase up to 6 times per day with a -3 modifier to initiative. If this creature gains initiative by 4 or more points, it can breathe fire or bite, then phase out before being attacked. It can be attacked every round on the Ethereal Plane, with only a -1 modifier to its initiative. It can also change its shape in one round to appear to be any other sort of bear-sized mammal. Worst of all, it is intelligent (Int 5-7) and has a morale of 14, and it quickly learns how to best use its talents.

Polar Saber-Tooth Giant Space Hamster: "A bold experiment into the survivability of the species in hostile artic worlds". A nasty overbite lets this Hamster attack for 2-16 points of damage with its fangs. It has a +4 bonus to saving throws against cold attacks, but suffers a -2 penalty to fire attacks.

Miniature Giant Space Hamster: This creature, the size of a normal Hamster (AC 10; MV 1; hp 1), is kept as a pet. It has an incredibly rapid rate of reproduction.

Great Horned Hooting Forest Giant Space Hamster: "A regrettably misguided attempt to protect endangered woodlands," led this rather vicious forest dwelling breed. A Great Horned Hooting Forest Giant Space Hamster has a pair of nasty claws that cause 1-8 points of damage each. It announces its presence with loud, annoying hooting. They were bred to protect forests, but breed so rapidly that they quickly strip the forest of all vegetation.

Spiney-backed Draco Giant Space Hamster: "A clerical error," led to this fierce looking but surprisingly timid breed of Giant Space Hamster. It has red scales instead of fur, spines on its back, and a dragon-like snout. A Spiney-backed Draco Giant Space Hamster has tough scales (AC 5) but no other special attacks or defenses.

Tyrannohamsterus Rex: These immense Space Hamsters have absolutely no attacks whatsoever, aside from trampling someone who gets in its way while it flees from some threat (AC 2, MV 9; HD 16; #AT 2; D 10-100; MR 90%; Sz G 25 feet high at shoulder, weighs 75 tons; Morale 3). Any display of magic, fire, bright light, loud noise, etc., frightens this beast, which then crashes through everything in its path for 1-4 miles in a panicked escape. A now-defunct gnome colony created it as a means of trying to create a cheap, living HackJammer.

Giant Space Hamster of Ill Omen: This possibly legendary creature is an individual rumored to be of unusual size, even larger than a Tyrannohamsterus Rex. "Wooly Rupert", as he is known, is said to be highly intelligent and possess spell casting powers. According to one particularly disturbing rumor, he is the true ruler of the Gnome Syndicates, using a gnome as a puppet ruler. From the shadows, he runs one of the largest shipping organizations in space. He has somewhat of a temper, squishing gnomes that fail him in his titanic paws. Gnomes everywhere live in fear of Wooly Rupert, though they laugh nervously and claim otherwise.

Yield

Medical: Giant Space Hamster meat is edible, and is called "spaham". Gnomes use spaham as the primary meat in their rations. Rations with spaham last twice as long as normal, and cost about 5 sp per week's worth.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Giant Space Hamster Humanoids

Description: A recent, and probably the most horrifying, subspecies of Giant Space Hamster are those that were given human qualities. The result was the Giant Space Hamster Humanoids, or simply Hamstermen. Hamstermen are tall, humanoid Hamsters with short legs, eggplant-shaped bodies, cute, fuzzy faces, and very little sense of humor.

Combat: Hamstermen are not bred for battle. They are quite cowardly, fleeing from any commotion such as loud noises or bright lights. They will cower if cornered, unable to defend themselves. If forced to fight, they lash out with weak claws that inflict 1d4-1 points of damage if they actually hit. Though they can grasp and use weapons, Hamstermen are very rarely trained to use them.

Habitat/Society: Hamstermen are kept in ports, rarely allowed to leave slums that were specially designed for them. A Hamstermen slum is easily recognized by its colorful buildings and the many aboveground, tube-like tunnels that connect them. Floors are covered by wood chips that the Hamstermen use for nests. They are almost never encountered in space, as they are almost as useless aboard a ship as they are anywhere else. They have a habit of causing damage, eating too much, and generally getting in the way (though not in a deliberate or malicious way). A typical Hamsterman eats twice as much as a human.

Giant Space Hamster Humanoids

AKA: Hamstermen, GSHH
HACKFACTOR: 0
EP VALUE: 35
CLIMATE/TERRAIN: Temperate/grassy plains and hills
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Low (1)
ALIGNMENT: Neutral
NO. APPEARING: 10-100
SIZE: M (up to 8' tall)
MOVEMENT: 9
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Coward (4)
ARMOR CLASS: 9
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1d4-1
SPECIAL ATTACK: Nil
SPECIAL DEFENSE: Immune to disease
MAGIC RESISTANCE: Nil
HIT DICE: 2
ToP: Yes
FF: 4

Ecology: Hamstermen are laborers in Syndicate ports. They were created a few years ago to break a strike by gnomish laborers. The Hamstermen scabs proved far more successful than initially anticipated, as they bred rapidly and were too stupid to ask for decent pay. Unfortunately, they bred so rapidly and created a workforce so enormous that it proved impossible to feed them all or find work for them. The gnomes had to round up all of the females and keep them separate to keep from being completely overrun by Hamstermen.

Yield
Medical: Hamstermen are edible, and the meat is reputedly quite tasty. On the black market salted Hamstermen meat fetches 5 cp per pound. However, most sentients consider such a practice to be cannibalism.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Krajen

Description: The Krajen develops in three stages: small, space borne spores, a barnacle-like immature stage, and the huge, adult Krajen that is the bane of the shipways. In its adult stage, the Krajen can grow longer than most ships, and resembles a gargantuan aquatic squid. Its tube-like body is dominated at one end by a thick central tentacle, the base of which is surrounded by a cluster of smaller tentacles.

Combat: Adult Krajen are unholy terrors, attacking anything that comes within reachable distance of them with a huge central tentacle and a cluster of twelve lesser tentacles. The Krajen's central tentacle can crush objects that it can encircle, even those of Huge or Gargantuan size, inflicting either 3-30 hit points or 1-3 hull points of damage, depending on the target. On an attack roll of 18 or better, the central tentacle has looped around the target and can crush each round thereafter automatically. Even when not crushing the life out of a victim, the central tentacle can inflict 3-18 points of damage per attack.

The smaller tentacles that ring the large central tentacle are called sentries, and act to protect the main shaft. They are thin, snakelike members, tipped with a paralysis poison that causes those hit to save versus poison or be paralyzed for 3-30 rounds. The adult Krajen can use all of its tentacles at one time, though no more than two tentacles will engage a Man-sized target.

A common Krajen tactic is to snare a ship and crush it with the central tentacle, while the smaller sentries deal with the crew and other creatures trying to attack it. Only after all of the attackers are paralyzed or slain will with Krajen feed, crushing the paralyzed survivors. The Krajen feeds over several days, falls into a slumber for a few months, then moves on for new conquests.

Krajen	*Immature*	*Adult*
AKA:	Star Barnacle	Space Squid
Hackfactor:	0	24
EP Value:	35	8,000
Climate/Terrain:	Space	Space
Frequency:	Common	Very rare
Organization:	Colony	Solitary
Activity Cycle:	Any	Any
Diet:	Scavenger	Omnivore
Intelligence:	Non- (0)	Semi- (2)
Alignment:	Neutral	Neutral
No. Appearing:	10-100	1
Size:	S (1' high)	G (40' long)
Movement:	3"	18"
Psionic Ability:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
Morale:	Hesitant (7)	Courageous (13)
Armor Class:	9	3
Number of Attacks:	1	1 +12
Damage/Attack:	1-3	3-18 and 1-3
Special Attack:	Nil	Paralysis, crush
Special Defense:	Nil	Nil
Magic Resistance:	Nil	30%
Hit Dice:	1/2	12
ToP:	N/a	N/a
FF:	12	15

Immature Krajen: Immature Krajen do not attack unless first provoked. If attacked, a tentacle can whip out of the barnacle-like shell to attack enemies in the area, lashing out at random. The tentacle is tipped with a paralyzing poison that causes an individual hit to be paralyzed for 2-8 rounds if it fails a saving throw versus poison. During this time the Krajen will continue to strike at attackers with its tentacles (if riled or some of the colony have been slain) or, more likely, shuffle off to a new piece of the ship. When dormant, the tentacle is tucked just inside the shell.

When part of the colony is threatened or attacked, the damaged/dying member releases chemicals that aggravate the other members of the colony, so that attacking one Krajen affects all other Krajens in the same air envelope.

Habitat/Society: The Krajen has no real social organization. The monstrous adult Krajens are solitary creatures, and should one encounter another, it will treat it as any other creature and probably attack. The Krajens are immune to their own paralysis poison and that of their young, and will destroy ships that carry their young and consume them as readily as not.

Ecology: In the Krajen's youngest form, its spores are harmless and can be slain by such simple means as Cure Disease spells. They drift like windborne seeds in the void, waiting for the approach of a ship or other solid body. They are so small that a ship can pass through a cloud of them without stopping or its crew noticing. It is only when the spores take root in the hull of a ship that they are noticeable.

Krajen spores can take root in any solid object, including asteroids, ship hulls, and even large living creatures. Once planted, the base of the spore widens and digs into the surface, while the outer surface hardens into a barnacle-like shell. The central tentacle is nested in an opening at the top of this shell.

Immature Krajen can survive without air, and in fact prefer stale air over fresh air. The do need a solid surface to draw nutrients from, though they can also draw nutrients from the dead bodies of those that they and the rest of their colony have slain.

When the immature Krajen has pulled the equivalent of 2 hull points of material from a surface, a process that takes about 2 months, it dislodges and floats off into space. At this point the gripping base closes and the sentry tentacles appear. Feeding on the stored energy, the Krajen attains its adult size and goes hunting. Large groups of immature Krajen hunt each other until only one member of the group survives and reaches full size.

Adult Krajen grow throughout their entire lives, such that legends of particularly huge individuals surface from time to time. Krajen feed on ships almost accidentally, as their main prey are Kindori, Radiant Dragons, Greater Pishes, and other large creatures.

Immature Krajen: Immature Krajen are a bane to shipping everywhere, as their continued growth destroys the surface to which they are moored. This is particularly dangerous if the surface is a ship hull. Appearing as large barnacles, a single immature Krajen can inflict 1 hull point of damage per month. A colony of immature Krajen can break up a ship in short order.

As a result of their destructive activities, ship crews must frequently scrape the undersides of their ship hulls, where Krajen tend to nest. Carefully done, freeing a hull of immature Krajen is an unpleasant and time-consuming task. Crews will wipe out Krajen colonies even on asteroids and other areas, if for no other reason than to prevent them from becoming full-fledged Krajen.

Immature Krajen have no intelligence, and their colonies grow together by chance rather than the result of any cogent thought. They grow together because they take root together.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: None. Krajen have no value and are parasites on decent, space faring folk (and all types of space farers).

Lakshu

Description: Lakshu are tall, beautiful, well-muscled, green-haired amazons. Their physical appearance is virtually identical; tattoos and body paint are the primary means of identifying individual Lakshu. Each is given an individual shakti from their Reigar masters, and consequently, a Lakshu is known by her totem animal (e.g., Phoenix, Manta, etc.).

Lakshu

AKA: Amazons of the Reigar
HACKFACTOR: 7
EP VALUE: 2,000
CLIMATE/TERRAIN: Any
FREQUENCY: very rare
ORGANIZATION: Division
ACTIVITY CYCLE: Mainly day
DIET: Omnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Neutral
NO. APPEARING: 2-20
SIZE: M (5'6"-6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Fanatic (17-18)
ARMOR CLASS: 0 (7)
NUMBER OF ATTACKS: One by weapon and by shakti
DAMAGE/ATTACK: By weapon and by shakt
SPECIAL ATTACK: Shakti
SPECIAL DEFENSE: Shakti
MAGIC RESISTANCE: 20%
HIT DICE: 5
ToP: Yes
FF: 7

Combat: Lakshu are deadly in combat, displaying exceptional proficiency with their weapon of choice. They gain the benefits of weapon specialization with their weapon of choice. Lakshu are equally skilled in armed and unarmed combat. When reduced to half hit points, a Lakshu enters a HackFrenzy. A Lakshu can command up to three helots (see the Reigar entry).

Habitat/Society: It is not known how the association between the Lakshu and Reigar came about, but for as long as anyone can remember, the two races have been partners of sorts. It is believed that the Lakshu traveled to the Reigar home world to conquer the namby-pamby artists, not realizing to what lengths these artists would go in search of artistic expression. The Reigar conquered the conquerors and shaped them into warriors of their liking.

Lakshu have a very warlike temperament. Lakshu are dependant upon Reigar for their employment. They wage war when directed to do so by their Reigar masters. Their society is rigidly militaristic. Off-duty hours are spent repairing shakti, a skill discovered accidentally. The Reigar provide these warrior maidens room, board, gifts, and a personalized shakti. In exchange, the Lakshu act as a private army for the reigar.

Ecology: Lakshu eat and sleep normally. It is unknown how they reproduce, but it is known that asking the questions is considered quite rude. Speculative sages who have made such enquiries have found themselves learning more about the Lakshu's martial ability in direct, memorable ways.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Any.
Other: The shakti carried by a Lakshu cannot be used by anyone but that Lakshu.

Mechanical Gnome

Description: A Mechanical Gnome is a gnome built from gears, pulleys, and bits of magic. The tinker gnomes first created the Mechanical Gnomes for exploration, rescue, prospecting, and defense in environments hostile to gnomes. The Mechanical Gnomes have worked remarkably well, far beyond the expectations of their creators.

These Automatons resemble gnomes, though no one could ever confuse a Mechanical Gnome for the real thing. Mechanical Gnome faces are painted, even down to red circles on their cheeks. They walk with a stiff gait, clanking, wheezing, and razzing, their arms swinging out of rhythm. Mechanical Gnomes speak the gnomish and common tongues in a nasal monotone.

Drone: The earliest and most primitive designs of Mechanical Gnome are called Drones. Gears and pulleys are quite visible.

Autognome: An Autognome is an upgraded Mechanical Gnome. An Autognome is painted warm colors to put other races at ease. They were designed for work on expeditions ranging into deep space. They can be distinguished from Drones by the built in bronze armor meant to help protect them.

Gnomicon: A Gnomicon is a warrior Mechanical Gnome. A typical Gnomicon is painted with fierce patterns in fearsome colors, particularly red, purple, and black. All Gnomicons have an iron "casing" that resembles plate armor.

Combat: Mechanical Gnomes attack with two heavy metallic fists, inflicting 1d10 points of damage with each hit. Drones are slow and always attack last in a round when using their fists. Autognomes and Gnomicons are made to move much swifter, and thus do not suffer from this penalty.

Drones: Since one of their functions is to collect soil samples from different planets, most Drones (90%) have a retractable metal scoop. If the scoop is used as a weapon (only when the Drone malfunctions), it inflicts 1-12 points of damage.

Every successful hit on a Drone has a 10% chance of causing a malfunction. Any time a Drone rolls a 1 for its attack roll, it has a 25% chance of malfunctioning. When a malfunction happens, roll 1d12 to see what happens:

d12	Drone Malfunction
1-2	Drone goes rogue, attacking creatures at random
3	Drone attacks itself for 1d4 rounds
4-5	Head or limb falls off (20% chance for each appendage).
6-7	As 4-5 above, but the Drone spends one round reattaching the limb.
8-	Drone attempts to extract a core sample from victim.
10	Drone shuts down for 1d10 hours.
11	Drone explodes (3d10 damage in a 20-foot radius; save versus breath weapon for half damage.
12	Drone's orders change. Roll 1d6 (results below)

d6	Drone Order Change
1.	Self-destruct sequence starts. Drone explodes in 1d4 rounds unless doused with water.
2.	Drone ceases all other activity to give its report.
3.	Drone asks to record, report, and remains stationary until the PC stops talking.
4.	Drone begins talking backwards.
5.	Nearest PC is recognized as a baby.
6.	Nearest PC is recognized as a gnome; Drone follows PC around.

Autognome: As upgraded Mechanical Gnomes, Autognomes are sentient beings who do not suffer malfunctions. They can use weapons, but rarely do so. They are sometimes (33% chance) equipped with a Wand of Lightning with 5d10 charges. These Wands can be salvaged after an Autognome is defeated.

Autognomes can alter their bodies to take the shape of horseless carriages for increased movement of 48". When in this form, the Autognome can carry 1-2 gnomes. Gnomicon leaders often say, "Autognomes, roll out!" when changing into this mode.

Gnomicon: Designed to be warrior Mechanical Gnomes, all Gnomicons are equipped with a Wand of Lightning attached to one arm (usually the right). These Wands have 5d10 charges remaining, and are salvageable after the Gnomicon is defeated.

Gnomicons can alter their bodies to take the shape of birds of prey. In this form, they can attack with their claws (2 attacks that cause 1d10 points of damage each) or their Wands of Lightning. They fly with a movement rate of 48" and Maneuverability Class E. Gnomicons are renowned for their cowardice in battle, which they call simply a "reluctance to expend resources unnecessarily"; a favorite command of Gnomicon generals is, "Gnomicons, retreat!!"

Habitat/Society: Since Mechanical Gnomes are automations, they have no society or preferred habitat. A gnomish HackJammer has a 10% chance of having 1d4 Mechanical Gnomes on board to explore hostile environments.

The gnomes guard the secret of building Mechanical Gnomes jealously, though they may not realize that no one other than gnomes want to build the things. It is rumored that it requires many spells such as Enchant an Item, Animate Object, and Permanency, and that each costs at least 10,000 gp.

Drone: Drones can follow up to 100 different orders, including what to do in certain situations, or what minerals to look for on a planet. A Drone can memorize and recite everything it sees and hears in a 24-hour period. Drones sometimes (33% chance) have gone rogue when encountered. In that case, it is now in one of the following conditions:

1) The Drone believes itself to be a real gnome, and tries to live a normal life, including eating, sleeping, etc.

2) The Drone awaits new orders from anyone it meets.

3) Same as #2, but does the opposite of what it is told.

4) The Drone attacks all living creatures on sight.

Autognome: After much success with the drones, gnomes decided to create an upgraded version, the Autognome. Imbued with greater intelligence and abilities, Autognomes proved superior to Drones. After the Great Gnomicon Rebellion, many Autognomes were pressed into service to help protect gnomes from the depravations of Gnomicons.

Gnomicon: The Gnomicons were an attempt by misguided tinker gnomes to build a warrior Mechanical Gnome. The Gnomicons rebelled against their masters and escaped into space. They now wage war against gnomes, in particular the Autognomes that protect them.

Ecology: Mechanical Gnomes contribute nothing except piles of scrap metal when they break down or are destroyed. Rogue Drones and Gnomicons are a space hazard.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: The body of a Mechanical Gnome can be salvaged for scrap metal. Some Autognomes and all Gnomicons have Wands of Lightning that can be retrieved after the machine is destroyed.

Mechanical Gnome

	Drone	Autognome	Gnomicon
AKA:	Dumb Bot	Heroic Bot	Despicable Bot
Hackfactor:	4	6	7
EP Value:	975	2,000	2,000
Climate/Terrain:	Any	Any, space	Any, space
Frequency:	Rare	Very Rare	Very Rare
Organization:	Nil	Troop	Troop
Activity Cycle:	Any	Any	Any
Diet:	Nil	Electricity	Electricity
Intelligence:	Semi (4)	Highly (14)	Average (11)
Alignment:	Neutral good	Lawful good	Chaotic Evil
No. Appearing:	1	1-10	1-12
Size:	S (3' tall)	S (3' tall)	S (3' tall)
Movement:	5", Fl 6" (E), Sw 3", Br 4"	9", Fly 48" (E)	9", Fl 48" (E)
Psionic Ability:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil
Morale:	Fearless (20)	Fearless (20)	Average (11)
Armor Class:	0	-2	-4
Number of Attacks:	2 or 3 (see text)	2 or special	2 or special
Damage/Attack:	1-10/1-10	1-10/1-10	1-10/1-10
Special Attack:	See text	See text	See text
Special Defense:	See text	See text	See text
Magic Resistance:	Nil	Nil	Nil
Hit Dice:	5+5	6+6	7+7
ToP:	N/a	N/a	N/a
FF:	N/a	N/a	N/a

Neogi

Description: The Neogi appear as a cross between a wolf spider and a moray eel. The short, furry, eight-limbed body is topped by a lithe, bare, fleshy neck. The ends of its limbs are tipped with small claws. The fur of the Neogi is a light tan, but dyed a variety of colors to signify power, rank, accomplishments, and warnings to other Neogi. The older a Neogi is, the more colorful its hide becomes. A Neogi with a bare pelt has no status.

The Neogi are hated throughout HackSpace, and their spiderships are often attacked without giving them even a chance to provoke their enemies. The reason is that Neogi are ruthless slayers and plunders to the last being, and think nothing of eating their enemies, servants, or fallen comrades. In all the variety of the universe, one truth remains: the Neogi are a hateful, xenophobic race that has no friends.

The Neogi can communicate in their own language and in common as well – this is the language that they use to command their Umber Hulks and other slaves. Many speak 1-4 other languages to facilitate their slaves taking orders correctly. A slave that does not understand its orders is good for nothing but the next meal.

Great Old Master: A Great Old Master is a Neogi with a body so bloated that it can barely move on comically small legs. It is constantly hungry, snapping at everything that comes within reach of its bite.

Combat: With the universe against them, the Neogi have a number of defenses. The first, and most obvious, are their Umber Hulk slaves (see HoB volume 8 page 10). Each Neogi has a personal Umber Hulk slave that he rates over all other slaves, who is a combination bodyguard, manservant, and useful set of hands. A Neogi without an Umber Hulk does not survive long, and the profusion of Umber Hulks on many worlds is ascribed in part to their spreading at the claws of the Neogi.

Second, the bite of the Neogi is a slowing poison. Those bitten who fail a saving throw versus poison will be affected as by a Slow spell. This lasts for 1-8 rounds, and multiple bites will extend this period by an additional 1-8 rounds per bite.

Third, 1 in 10 Neogi has some magical ability, equivalent to a casting level from 1 to 8. They can be any sort of magic-user, such as a battle mage, blood mage, or cleric. The Neogi use this ability to gain an advantage in combat against opponents.

Great Old Master: A Great Old Master can barely move. If something comes within range, it can bite for 1-12 points of damage. If attacked and its flesh pierced, it will release 2-8 young Neogi, who have 1 HD each. The young will attack to defend themselves. These are taken from the future brood (see text), and if slain, will not be replaced. Hacking and puncturing

weapons, as well as magic that pierces or burns, will produce this defensive reaction.

Habitat/Society: The Neogi are apparently a space borne race: No viable colonies of them have been found on any planet larger than a small moon. Their lives revolve around their ships and their slaves.

The Neogi have hairy, ugly bodies that they dye with colorful pigments. These cause them to look at times like exploded rainbows. The colors signify rank, achievement, and power with the Neogi organization. The most colorful Neogi are usually, but not always, captains and/or masters of Neogi ships.

The Neogi also tattoo their slaves with symbols of ownership, usually on the left shoulder in the front and back. These tattoos identify the individual as property. Slaves that are traded to another Neogi master have additional tattoos placed below the first. Any tattooed creature is considered property of the Neogi, to be hunted down and returned to its rightful Neogi owners.

The Neogi are a slaving race with an inborn sense of property. Everything is either owned or owner, slave or Neogi. Even Neogi can be slaves to other Neogi, but these slave-Neogi may have their own slaves and eventually establish themselves as full masters in their own right.

The most important slaves to the Neogi are the Umber Hulks. These creatures are trained from birth to follow the orders of the "small lords," caring for their every need. They provide strength, combat ability, and even dexterity that the Neogi lack. Each Neogi has at least one personal lord slave (as they call their Umber Hulk slaves), though any Neogi can command an Umber Hulk. The effect of this command is akin to those of a Charm Monster spell.

Neogi

	Adult	Great Old Master
AKA:	Spider Devil	Brood-Carrier
Hackfactor:	2	13
EP Value:	270	500
Climate/Terrain:	Any Space	Any Space
Frequency:	Rare	Very rare
Organization:	Tribal	Solitary
Activity Cycle:	Any	Any
Diet:	Carnivore	Carnivore
Intelligence:	High	Low
Alignment:	Lawful evil	Lawful evil
No. Appearing:	1-8	1
Size:	S	H
MOVEMENT:	6	3
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil	Nil
Morale:	12	6
ARMOR CLASS:	3	5
NUMBER OF ATTACKS:	3	0
DAMAGE/ATTACK:	1-3/1-3/1-6	Special
Special Attack:	Slowing poison	Young
SPECIAL DEFENSE:	See text	See text
MAGIC RESISTANCE:	Nil	10%
HIT DICE:	5	20
ToP:	Yes	Yes
FF:	5	13

A Neogi who loses his Umber Hulk slave(s) is considered an outcast, and must regain such slaves or be in danger of losing all status and becoming a full slave himself. A captain or overmaster who loses his personal slave can still call upon the slaves of his Neogi slaves, choosing a replacement from their number. For this reason, the Neogi on a ship are inclined to see that the captain's Umber Hulk is kept in relative safety, since its loss would likely lead to the loss of one of their own slaves.

All other slaves are just so much dross, fodder for battle, dumb laborers, and ultimately food. Their lives are brutally short at the hands of the "small lords", but the high attrition rate of their slaves force the Neogi to constantly hunt to replenish their stocks.

The Neogi worldview of "own or be owned" has resulted in a paranoid outlook that borders on xenophobia. Their constant assaults on any ship they encounter have made them hated throughout space. Only the Mind Flayers have managed to establish tenuous trade relations with the ruthless Neogi.

Ecology: The Neogi live according to an ugly life cycle unique to their race. As a Neogi grows older and his mind fades, his orders become confused and his slaves become disobedient. He becomes a candidate to be the bearer of the next generation of Neogi. His fellow Neogi will bite him all at once, injecting him with various poisons that overload his system and begins his transformation into a Great Old Master.

The Neogi making the transformation swells to become 20 feet tall similarly girth. Its legs become useless and its intelligence fades completely. It lives only to eat. It is fed a constant supply of food by fellow Neogi, who stalk space in search of new sources of slaves.

After two months of such activity, the skin of the Great Old Master bursts and a new crop of mature Neogi spill forth. These are unmarked and barely sentient upon birth. For the next week, the brood will combat one another as the young Neogi kill each other for food. Of the 20-40 Neogi that eat their way out of the Old Master, only about 3-6 survive. These are considered slaves of the entire ship, to be killed or risked in combat until such a time as they claim and command an Umber Hulk as their personal slave. At this point they are officially part of the Neogi community.

Yield
Medical: Neogi venom can be harvested for their slow poison. It loses its potency once harvested, such that the Slow effects last only 1-4 rounds per strike.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Q each.
Other: Neogi bodies are generally considered useless. Nevertheless, a common joke among sailors is trading ideas for uses for a Neogi body. This list is commonly called the "51 Uses for a Dead Neogi", which can vary from port to port.

Pishces

Description: Pishces (singular: Pish) are a catch-all term for any one of hundreds of prey creatures that dwell in space. The most common varieties look vaguely like ocean-dwelling fish with feathers, elaborate scale patterns, and unusual body arrangements. Most are quite tasty with tartar sauce and lemon juice.

Greater Pish: Greater Pishces are simply any one of several Pish species that grows very large. They are even more elaborate and oddly shaped than their smaller cousins.

Combat/Tactics: Pishces will flee from combat situations. They will use the sides of their bodies to reflect sunlight to create a blinding effect to confuse pursuers. They can use this attack, which has the effects of a Continual Light spell with a range of 500 feet, once per round. If cornered, they can bite for 1-2 points of damage.

Greater Pish: Greater Pish are more aggressive than their smaller cousins, able to make a quick meal out of tiny or small creatures. They can make a bite attack for 1-6 points of damage. On a successful hit, they can swallow a pixie fairie whole, automatically causing 1-4 points of damage per round through digestion.

Habitat/Society: Pishces are always encountered in schools wandering space. They are most common in the inner worlds, near asteroids, and air worlds. Virtually every port in HackSpace has a Pishing fleet to pack their holds with Pishces to feed their hungry citizens.

Pishces

	Common	Greater
AKA:	Space Fish	Nova Fish
Hackfactor:	0	1
EP Value:	15	65
Climate/Terrain:	Any Space	Any Space
Frequency:	Common	Rare
Organization:	School	Solitary
Activity Cycle:	Day	Day
Diet:	Light	Light
Intelligence:	Non (0)	Non (0)
Alignment:	Neutral	Neutral
No. Appearing:	100-400	1
Size:	T (1' long)	M (5' long)
Movement:	24"	36"
Psionic Ability:	Nil	Nil
Attack/Defense Modes:	Nil	Nil
Morale:	2 (Wuss)	5 (Unreliable)
Armor Class:	9	7
Number of Attacks:	1	1
Damage/Attack:	1-2	1-6
Special Attack:	Blinding	Nil
Special Defense:	Nil	Nil
Magic Resistance:	Nil	Nil
Hit Dice:	1-4 hp	2
ToP:	Yes	Yes
FF:	3	5

Ecology: Pishes eat virtually nothing, instead surviving on a diet of sunlight occasionally supplemented by scavenging. They have poor eyesight, able to see only about 60 feet in good sunlight, and virtually blind at night.

Yield
Medical: Pishces are edible. One Pish yields about a half pound of meat. A greater Pish yields as much as 100 pounds of edible meat. The meat can be sold for 2 cp per pound for common Pish, while a few species are considered delicacies and can command as much as 500 gp per pound.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Q'nidar

Description: The Q'nidar are bat-like creatures that frequent the warmer areas of WildSpace in search of food. They appear as gigantic bats with a semi-crystalline hide, not unlike a Radiant Dragon (sages speculate on the relation between the two). Q'nidar feed on heat and light, which can be seen constantly arching around and through them. From afar, these heat and light patterns streak behind them, resembling a vapor trail. The Q'nidar language is unique, as it uses heat signals. Some sages with infravision have been able to make very basic translations.

Combat: Q'nidar are attracted to HackJammers due to the light and activity, as well as curiosity. They "speak" to the ships, resulting in disaster. The breath of a Q'nidar is very hot, igniting in a cone of fire 30 feet long and 10 feet wide at the best. Anyone within the area of the flame suffers 2-24 points of damage, save

Q'nidar

AKA: Vapor Bat
Hackfactor: 4-5
EP Value: 1,400
Climate/Terrain: WildSpace/temperate and subarctic
Frequency: Uncommon
Organization: Pack
Activity Cycle: Any
Diet: Light and heat
Intelligence: Low (5-7)
Alignment: Neutral
No. Appearing: 1-6
Size: H (12'-15' long)
Movement: Fl 16" (C)
Psionic Ability: Nil
Attack/Defense Modes: Nil
Morale: Average (8-10)
Armor Class: -1
Number of Attacks: 1
Damage/Attack: See text
Special Attack: See text
Special Defense: Immune to heat, flame
Magic Resistance: Nil
Hit Dice: 6-8
ToP: Yes
FF: 6

versus breath weapon for half. Flammable material must also save versus magical fire or ignite. The breath also causes 1-3 points of hull damage to wooden or organic hulls.

Once a fire reaches a 5-point intensity (causing 5 hit points damage per round), it begins feasting on the flames. This process extinguishes the flames. If attacked, the Q'nidar starts "screaming", in which case the damage from the breath weapon rises to 3-36 points of damage, and 2-4 points of hull damage. It continues to scream until it is left in peace.

Q'nidar subject to Fireballs of greater Hit Dice than their own will absorb all of the heat and light and perish (see yield below).

Habitat/Society: Q'nidar travel in straight line-formation to feed upon the heat trails of the pack leader. The background thermals confuse them, resulting in erratic flight patterns. They are simple creatures, meaning no malice to the HackJammers they destroy. Q'nidar can travel at HackJamming speeds if properly feed. A Q'nidar needs to absorb 5 damage dice worth of fire (or 5 hull points in fire) to return to HackJamming speeds.

Ecology: The Q'nidar's appetite for heat is quite destructive to trade lanes.

Yield
Medical: Nil
Spell Components: The lungs of a Q'nidar can be used in Fireball spells.
Hide/Trophy Items: Explosive fire (such as Fireballs or the Phlogiston) causes the Q'nidar to crystallize. The crystallized body can be used as a Crystal Ball. A Q'nidar that overeats also crystallizes, but in this case the carcass can be used to make a minor helm.
Treasure: Nil
Other: Nil

Reigar

Description: The Reigar are a nearly legendary race, only rarely encountered. They are famed for their artistic prowess and fabulous command of craftsmanship.

As a people, the Reigar are androgynous. Their men are very beautiful and women are extremely handsome. They are of tall human proportions, willowy of build, with reddish-blond hair. Their natural beauty is augmented by an aura that surrounds. The Reigar term this their "glory." This glory is a cloud of twinkling, glittering motes that change color in random patterns.
Combat: Reigar prefer not to enter combat personally, as it is usually beneath them. They send in their helots (golem-like devices built to resemble any number of creatures; have the attacks & movement of the creature they mimic, AC 2, HD by creature type +2, unaffected by Sleep and Charm spells; do not possess any special abilities or spell-like abilities) and their Lakshu bodyguards first. Only if those forces fail does a Reigar enter combat. And when it does, several Hells break loose.

In combat, the Reigar make use of a device similar to a Figurine of Wondrous Power called a "shakti". Each shakti is designed by and for its user, rendering each one a unique item. It has three purposes, or forms.

First is its dormant form, which is a small statue of an animal that can be worn or carried. On command, this statue can be transformed into a mode of transport. The size increases to roughly eight feet long and has the shape of the original statue, lying prone. The transport has a movement rate of 18" and an AC of -2. A second command transforms the shakti into a suit of armor and an accompanying weapon. The armor is made of an unknown metal, styled with animal-like decorations, and grants AC 0. It bestows a magical attack on its wearer that is somehow related to the animal depicted. For example, a panther shakti might grant a rending attack, while a dragon shakti can grant the ability to breathe fire. The weapon can be anything from a trident to a weighed net and is also magical. For example, a sword might emit a shower of colored light when swung at an opponent (but cause no additional damage), or a net might paralyze a trapped victim. The exact details are left to the GM.

In addition to their shakti devices, the Reigar can cast spells as magic-users of 14th level (or higher). The Reigar distaste illusions – they consider it gauche to create something that isn't real. Spells are chosen for artistic appeal; a Fireball may be flashy, but Cloudkill offers the caster greater enjoyment in watching his opponents die choking, writhing, gasping – and begging. To a Reigar, this is art at its best.

Habitat/Society: Legend has it that this race taught the elves everything they know about crafting beautiful items – and the elves forgot most of it. Supposedly they also taught the dwarves the same arts – with the same results. It is rumored that the Reigar built the first HackJamming helm, and never repeated the act. Their mottoes include "Art for art's sake", "The ends always justify the means", and "Anything for art, nothing without style, and every man for himself."

Dress and hairstyle are an expression of individuality and, of course, artistic creativity. The wilder and more bizarre the Reigar looks, the better. Both sexes wear makeup and fine jewelry of their own making. Tattoos are also an outlet for Reigar creativity. This is not a function of class status or of wealth. It is merely a fact of Reigar life – one should always strive to outdo everyone else in all aspects of life, and do it with style, beauty, and élan. Their passion for artistic creativity extends to all aspects of their lives.

The Reigar are the source of many a legend. One prominent legend claims that the Reigar are without a home world, that it was destroyed in some artistic experiment gone awry. Since the decimation of their race, the Reigar have wandered through space seeking artistic inspiration. The Reigar claim to have created just about every humanoid race, but the Reigar claim a lot of things.

Ecology: Depending on which rumors are believed, the Reigar have either had a significant impact on their environment or have done nothing but make pretty trinkets.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Any.
Other: The shakti carried by a Reigar cannot be used by anyone but the Reigar who created it. However, a Reigar can gift one to someone else, in which case that shakti will operate only for that person.

Reigar

AKA: N/A
HACKFACTOR: 39
EP VALUE: 6,000 **CLIMATE/TERRAIN:** Any
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Mainly day
DIET: Omnivore
INTELLIGENCE: Supra-genius (19-20)
ALIGNMENT: Chaotic neutral
NO. APPEARING: 1
SIZE: M (6'-7' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Fantastic (17-18)
ARMOR CLASS: 2
NUMBER OF ATTACKS: 2
DAMAGE/ATTACK: See text
SPECIAL ATTACK: Magic use, shakti
SPECIAL DEFENSE: Magic use, shakti
MAGIC RESISTANCE: 45%
HIT DICE: 14
ToP: Yes
FF: 8

Scavver

Description: Scavvers are long, fishlike creatures of space, dominated by a single huge, humanlike eye at the leading edge of the head and a wide mouth full of sharp teeth. General body details such as number of fins vary depending on the origin of the creature, but behavior and general coloring divide them into six basic groups: Gray, Brown, Black, Void, Solar, and Megamaws.

Scavvers trail ships, asteroids, and larger creatures for droppings and refuse. They drift inside the air envelope of these large bodies so that when they move (often at high speeds) the Scavvers move with them. The lesser Scavvers are nuisances, their worst traits being that they foul much needed air. The larger Scavvers are more deadly in that they will not wait for their meals to come to them. The eyes of the Scavvers glow when they are awake.

Gray: The Gray Scavvers are the smallest and least dangerous of the lot, though they travel in large packs. They have a dull gray coloration.

Brown: The Brown Scavvers range in color from sun-dappled gold to a dark rusty umber. They are only slightly brighter than Gray Scavvers.

Night: The Night Scavvers are generally black with white spots along their length that allow it to vanish against a starry backdrop.

Void: The Void Scavvers are jet black except for their single, black eye. They are very dangerous, as they are man-eaters. At least they are dangerous to men, though they have been known to eat other sentient races, too.

Solar: The Solar Scavvers are small, about the size of Browns, but encountered close to the sun. A Solar Scavver is golden in color, with fiery red stripes. They are territorial and will defend the space around the sun.

Scavver

	Gray	Brown	Night	Void	Solar	Megamaw
AKA:	Space Shark	Belching Scavver	Slayer Scavver	Stalker in the Void	Flare-jumper	Great Scavver
Hackfactor:	0	1	4	8	3	25
EP Value:	65	420	975	3,000	975	19,000
Climate/Terrain:	Any space	Any space	Any space	Any space	Any space	Any space
Frequency:	Common	Uncommon	Uncommon	Rare	Uncommon	Very Rare
Organization:	Pack	Pack	Pack	Solitary	Pack	Solitary
Activity Cycle:	Any	Any	Any	Any	Any	Any
Diet:	Scavenger	Scavenger	Omnivore	Carnivore	Omnivore	Carnivore
Intelligence:	Animal (1)	Animal (1)	Animal (1)	Semi (4)	Animal (1)	Semi- (4)
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
No. Appearing:	3-30	2-20	1-10	1	2-20	1
Size:	M (6' long)	L (10' long)	H (15' long)	H (20' long)	L (10' long)	G (40' long)
MOVEMENT:	Fl 12" (C)	Fl 12" (C)	Fl 18" (C)	Fl 18" (D)	Fl 36" (B)	Fl 24" (D)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil	Nil	Nil	Nil	Nil	Nil
Morale:	5	7	9	13	10	18
ARMOR CLASS:	7	5	3	1	7	0
NUMBER OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	1-3	1-4	1-10	2-20	1-8	3-30
Special Attack:	Nil	Nil	Swallow whole	Swallow whole	Blinding	Swallow whole
SPECIAL DEFENSE:	Nil	Poison gas	Nil	Nil	Immune to heat, fire	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
HIT DICE:	3	4	6	10	4	20
ToP:	Yes	Yes	Yes	Yes	Yes	Yes
FF:	5	7	7	8	7	10

Megamaw: The most dreaded Scavver in space, the Megamaw is larger than some ships. It has a black hide, with spots that shift to change colors depending on its background, giving it camouflage when in space.

Combat: The Scavvers are streamlined to minimize effort in flight. They are little more than gullets with just enough brains to point themselves in the right direction for food.

Gray: The appearance of Grays is dangerous only in that they foul an air envelop: each is equivalent to an additional Man-sized crewman. They can be driven off by a well-armed party, withdrawing from any situation where they are confronted with force.

Brown: The Browns are pure scavengers. They will not fight to defend a particular piece of trash, instead flying just out of reach until the trash is abandoned again. If pressed, they have two attacks to defend themselves. First, if roll a 19 or a 20 on an attack roll, they can swallow a Man-sized creature whole. They can hold one Man-sized creature in their gullet. Their gut is filled with poisonous gas. Anyone swallowed must make as saving throw versus poison or perish in 3 rounds. If they survive, they can attack the inside gullet, provided they are armed with an edged weapon that is less than three feet long. The Scavver will take 1-6 points of damage before expelling the offending creature, which it will then try to swallow once more!

If faced with multiple creatures, it can belch a cloud of poisonous gas. The poison is less potent outside the gullet (+3 on saving throws), but no less deadly (save or die in 3 rounds). They can use this attack once per day. They are immune to their own poison but not the poison of other brown Scavvers.

Night: The Night Scavver is relentless in its quest for food, once committed. It is shrewd enough not to attack a crowded ship, but will instead slip in during night watches and refuse to budge from its new location, even when threatened with superior physical force.

The Night Scavver can swallow creatures that are Man-sized or smaller on an attack roll of 19 or 20. If a swallowed creature tries to carve its way out of the Scavver's gullet, it will bring the creature out just enough to chew on it for a while (one attack at +4 to hit and damage), then send it back down again. The gullet of the Night Scavver has AC 7. It will use its "cud-chewing" instinct whenever it takes any internal damage.

Void: While other Scavvers are content with dining on a few kitchen scraps, the Void Scavvers go after the cook. These creatures are solitary and are quite cunning in stalking their prey. A Void Scavver can swallow a creature of Large or smaller size on an attack roll of 18, 19, or 20. It has a poisonous gullet like that of a Brown Scavver, but cannot expel it. Its interior has AC 5 and it is possible for a swallowed victim to cut his way out with small hand-held weapons.

The Void Scavver is relentless, and will strip a ship clean if it can get away with it. It can batter down doors and hatches to reach its prey. Its senses of sight, touch, and smell are superb, such that invisible creatures can be detected and attacked by the Scavver without penalty.

Solar: Solar Scavvers are highly aggressive when provoked, but prefer to play and hunt in the solar flares of the sun. They are completely immune to fire and heat damage. They attack only with their bites, and can swallow whole any creature of Small size or smaller on an attack roll of 20. Their gullet has AC 9, and any damage will prompt the Solar Scavver to expel the offender, then try to escape.

Megamaw: Fierce, aggressive, and large enough to rip a giant apart, Megamaw Scavvers are the most dangerous fish in space. On an attack roll of 17, 18, 19, or 20, they can swallow whole a creature of Huge size or smaller. The gullets of Megamaw Scavvers are laced with poison, which is extremely toxic. Swallowed creatures must make a saving throw versus poison with a -2 penalty or die in 2 rounds. A Megamaw's bite is so powerful that it can cause 1-3 hull points of damage per hit. Their interiors have AC 3 and can be attacked by swallowed victims using medium-sized edge weapons.

Habitat/Society: Most Scavvers are lazy by nature, such that they will be found at the trailing edge of an asteroid or ship along the plane of gravity. Most Scavvers travel in packs that drift between planets looking for a meal. Unless repelled, they will follow a ship until a better or larger target presents itself. Many cities, such as the Rock of Brawl, have a permanent Scavver crew whose job it is to kill Scavvers that come to the Rock from arriving ships. The Scavver crew is usually made up of ship captains and crews guilty of bringing these creatures to the Rock in the past.

Ecology: In deep space, all Scavvers can shut down their basic body functions so that they require no food or air for centuries at a time. In this fashion, they drift until their paths collide with a passing ship, asteroid, or planet. Whenever possible, they avoid large planets, since flying against gravity is too much work. They can be found across all of HackSpace and even in the Phlogiston.

Yield
Medical: The meat of Gray and Night Scavvers is edible. Gray Scavver meat is drab and tasteless, and is valued at only 5 cp per pound. Night Scavver meat is delicious, commanding 1 gp per pound.
Spell Components: Nil
Hide/Trophy Items: Scavver skin makes durable leather that is common in space. It commands 5 cp per square yard.
Treasure: The belly of Night and Megamaw Scavvers can have a good deal of junk and undigested treasure. Use treasure types J and U to determine any valuable trinkets that might be found in their stomachs.
Other: Sighting a Night Scavver at the end of a long journey is considered a good omen.

Space Whale	Kindori	Moby Dori
AKA:	Light Whale	Angry Light Whale
Hackfactor:	7	12
EP Value:	11,000	18,000
Climate/Terrain:	Any Space	Any Space
Frequency:	Uncommon	Very Rare
Organization:	Pod	Solitary
Activity Cycle:	Day	Day
Diet:	Light	Light
Intelligence:	Low (6)	Low (6)
Alignment:	Lawful neutral	Neutral evil
No. Appearing:	2-8	1
Size:	G (80')	G (100')
MOVEMENT:	18" Fly (C)	24" Fly (B)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil	Nil
Morale:	Brave (14)	Fearless (20)
ARMOR CLASS:	5	3
NUMBER OF ATTACKS:	1 (tail)	2 (tail and ram)
DAMAGE/ATTACK:	3-30	3-30/4-24
Special Attack:	Blinding	Blinding
SPECIAL DEFENSE:	Nil	Nil
MAGIC RESISTANCE:	5%	10%
HIT DICE:	18	24
ToP:	Yes	Yes
FF:	11	14

Space Whale: Kindori and Moby Dori

Description: Space Whales are among the largest living creatures found in space. They resemble aquatic whales in general shape and are indeed mammals as well. However, they lack any noticeable mouth, and the leading edge of their whale-like bodies is dotted with small eyes.

Moby Dori: Sometimes good whales go bad. A Moby Dori is a large, highly aggressive Kindori bull that has a bone to pick with just about everyone.

Combat: Space Whales tend to be peaceful except when threatened. In normal conditions, this usually means a direct attack, but during herding season, any individual approaching the herd is seen as a threat.

A Space Whale's main physical weapon is its massive tail flukes, which it uses to batter its opponents. While Space Whales recognize the presence of humans and other small creatures, they direct such attacks first and foremost against the ships that are almost their size. The Whales work together to batter a single ship into bits, then go to the next ship, until all assailants are defeated.

The leading eyes of the Whale can emit a concentrated blast of light. This light is projected as a cone in the direction of the Whale's choice, with a range of 500 yards and measuring 400 yards across at the terminating end. All those within the cone must save versus breath weapon or be blinded for 4-16 rounds. Space Whales will use this attack against individuals they cannot beat, and use the confusion it creates to escape.

Moby Dori: Aggressive and dangerous, a Moby Dori initiates combat with a powerful ram. It can make a ram attack for 4-24 points of damage, the follow up with a powerful tail attack. A Moby Dori is absolutely fearless in combat and will not retreat until the offending ship is smashed into flotsam.

Habitat/Society: Space Whales travel in small groups, called pods, of 2-8 members. For large pods (7-8 members), there will be a bull with maximum hit points present. This bull will be the forward line of defense if the pod is attacked.

During mating season, several pods gather together into a larger herd of 3-30 members with 3-6 bulls. During this time, the bulls are particularly aggressive and will attack any ship that gets too close. The bulls engage in tail-slapping contests with other young bulls to create a pecking order in the herd, which in turn determines the mating rights of various members. The oldest bulls always have first rights among the females, followed by the more powerful young.

The young gestate for six months and are born live in space. A herd will be extremely protective during this time, since the young are prey to Scavvers and other attackers.

The size of a Space Whale is such that mosses, molds, and other parasites nest on their large backs, which in turn brings creatures to clean them off. A Whale might (20% chance) have 3-18 gray or Brown Scavvers working over the growing population on its sides.

Ecology: A Space Shale does not eat as do most other creatures in space. It instead soaks in the rays of the sun. The "belly" of the whale is dotted with tiny white patches, each of which sends energy deep within the creature, to be stored as part of its large mass.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: The carcass of a Space Whale is worth 3,600 gp. Whale blubber has a variety of uses that include soap & oil. The bones of a Space Whale can be sold for 360 gp.

Space Whale: Kindorca and Delphinid

Description:

Kindorca: Distant cousins to the more gentile Kindori, the Kindorca are savage, carnivorous Space Whales that devour anything that crosses their path. They appear as a cross between common, ocean-dwelling killer whales and a Kindori. Their backs are night black and their bellies are pale white. Each has a row of eyes across their snouts, below which is a mouth full of extremely sharp teeth.

Delphinid: These friendly beasts swing harmlessly through the Phlogiston. They have on occasion helped stranded travelers. A dolphin has a fish-shaped body with trilateral symmetry. The head tapers into a blunt nose, surrounded by three equidistant eyes. Between each set of eyes is a small mouth, and a dorsal fin lies behind each eye. The tail has three fins as well. The hide of a Delphinid changes color to match that of the surrounding Phlogiston.

Combat:

Kindorca: In addition to the standard attacks of common Kindori, a Kindorca can make a bite attack for 6-24 points of damage. Packs of Kindorca prowl HackSpace in search of prey to devour. Packs are highly skilled at coordinating attacks.

Delphinid: A Delphinid can only attack by ramming with its nose, which causes 1-6 points of damage. Any creature weighing less than the Delphinid must make a successful Dexterity check or be knocked down. Delphinids are creative and intelligent with their tactics, but rarely initiate combat and disengage whenever possible.

Space Whale	Kindorca	Delphinid
AKA:	Assassin Whale	Clown of the Flow
Hackfactor:	9 to 14	1
EP Value:	4,000 + 1,000 per HD over 11	120
Climate/Terrain:	Any Space	Phlogiston
Frequency:	Rare	Uncommon
Organization:	Pack	School
Activity Cycle:	Day	Any
Diet:	Carnivore, light	Omnivore
Intelligence:	Low (6)	Low (6)
Alignment:	Chaotic evil	Chaotic good
No. Appearing:	3-18	3-12
Size:	G (50')	L (9' long)
MOVEMENT:	48"	24"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil	Nil
Morale:	Brave (14)	Fearless (20)
ARMOR CLASS:	4	6
NUMBER OF ATTACKS:	1 (bite)	1
DAMAGE/ATTACK:	6-24	1-6
Special Attack:	Blinding	Nil
SPECIAL DEFENSE:	Nil	Nil
MAGIC RESISTANCE:	15%	Nil
HIT DICE:	10 to 15	3+3
ToP:	Yes	Yes
FF:	10	7

Habitat/Society:

Kindorca: The Assassin Whales travel in packs of 3-18 members. They are top predators in HackSpace, even attacking other Kindori and HackJammer ships.

Delphinid: Delphinids are found only in the Phlogiston currents. They are quite friendly, playing and cavorting with sailors, diving and darting along a ship's gravity plane. Violence causes the school to vanish into the Flow.

Ecology:

Kindorca: Kindorca feed on Pishces, humans, and just about anything else they can sink their teeth into. Kindorca packs can be quite aggressive, attacking even fully grown Krajen and Radiant Dragons. In part due to the Kindorca's ravenous appetite, the number of such creatures is lower than they might otherwise be.

Delphinid: Delphinids somehow gain nourishment from the Phlogiston. They enjoy treats that sailors throw at them, especially fruit. Delphinid young are born live, with a single calf per birth. The parents remain with the calf until it is old enough to fend for itself, then they part ways. Delphinids do not mate for life.

Yield

Medical: Neogi consider Delphinid meat a delicacy, but most other races consider it bad luck to kill a Delphinid.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The carcass of a Kindorca is worth 100 gp per Hit Die. The blubber of such a creature has a variety of uses that include soap and oil. The bones of a Kindorca can be sold for 10 gp per Hit Die.

Wizshade

Description: When a Wizshade appears, the first thing one sees is a swirling vortex of many colors. Out of this vortex rises an archetypal Wizard with a long beard, conical hat, flowing robes, etc. However, the Wizard and all of his clothes are the same (usually bright) color. The ends of the robe seem to swirl into the vortex and become one with it. Wizshades can step out of their vortices and move around on foot, though they rarely do so. The movement rate listed is for the Wizshade only, when the vortex is left behind.

A Wizshade's vortex is connected via a nearly imperceptible umbilical cord that reaches back into the Phlogiston, or deeper into the Phlogiston if encountered in the Flow. Anyone stepping into the vortex will be sucked up and end up in the Phlogiston. Anything that touches a Wizshade passes right through, as these creatures are composed of material similar to the Phlogiston.

Half of all Wizshades encountered are neutral to friendly any may cast spells to aid those encountered. The other half are neutral to hostile and cast spells to harm those encountered.

Combat: Wizshades cannot attack physically. However, they have a powerful, if erratic mastery of magic-user spells. Each round of combat, roll 1d10. The result is the level of spell the Wizshade can cast. If a 10 is rolled, the GM can select the level. Once the level is determined, roll 1d100. This determines the random spell the Wizshade casts. Count the spells for that level alphabetically until the spell matching the rolled number is reached. If the result is higher than the number of spells at that level, the GM can simply select the spell. No matter what spell results, the Wizshade casts it. All spells are instantaneous and only the final somatic gestures of the spell are required.

Wizshade

AKA: N/A
HACKFACTOR: 37
EP VALUE: 13,000
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Phlogiston and magic
INTELLIGENCE: Supra-genius (19-20)
ALIGNMENT: Chaotic neutral
NO. APPEARING: 1 (occasionally 1-4)
SIZE: M (5' tall)
MOVEMENT: 12, Fl 24 (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Champion (15)
ARMOR CLASS: 0
NUMBER OF ATTACKS: 0
DAMAGE/ATTACK: 0
SPECIAL ATTACK: Random magic
SPECIAL DEFENSE: See text
MAGIC RESISTANCE: 25%
HIT DICE: 10
ToP: N/a
FF: N/a

A Wizshade can only be harmed by magic or magical weapons. Any spell or magical attack successfully cast on a Wizshade eliminates the equivalent spell level from the Wizshade for that combat. Thus, if a Cloudkill spell were successfully cast at the Wizshade, then it could not cast 5th level spells for the rest of the combat. However, no damage results from such magic. If this level of spell is rolled later in combat, the Wizshade cannot cast a spell that round. A Wizshade must check morale upon each loss of a spell level. Failure means that it vanishes back into its vortex.

If a Wizshade's magic resistance succeeds, it means that it has captured the energy of the spell that was cast at it. Roll 1d10 and if the result is a spell level that has been closed to the Wizshade, that level becomes available again.

Magical weapons can damage a Wizshade (including Strength and weapon damage bonuses), but special effects such as life energy draining have no effect. Wizshades absorb Phlogiston to heal their wounds.

Habitat/Society: Wizshades have a distinct ranking amongst themselves based on their color. The ranks proceed as the colors of the rainbow (violet, indigo, blue, green, yellow, orange, and red, in order of increasing rank). Status does not seem to affect any of the abilities of the Wizshades.

None know where the Wizshades come from. Sages theorize that they are the coalescence of the Phlogiston's essence. Certainly, they are found in the Phlogiston more frequently than elsewhere. However, they can be found outside the Phlogiston.

Ecology: Wizshades are not part of the natural world.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: The Wizshade and everything it carries vanishes back into its vortex when slain. No item has ever been gained from a Wizshade.

Xixchil

Description: Xixchil (ZIX-chil) are preying mantis-like "mantoids" who are accomplished craftsmen. Using the fine scalpel-like manipulators at the ends of their forelimbs, they create fine metalwork, clothing, and clockwork devices whose complexity and beauty rival even that of the Reigar.

The Xixchil's main avocation is surgery. The Xixchil believe that the body is like a house, and that one must add to the blank shell to make it truly one's home. Because of this belief, Xixchil are very easy to tell apart – their exoskeletons can be covered with inlays, gem settings, and other adornments, and they can be grown into fantastic shapes. Most Xixchil who deal with humans are named after their modifications – Spike, Crest, Hook, and Spinner, for example. The Xixchil talent for surgical adornment has found many applications among non-Xixchil as well.

The Xixchil language is a complex one of gestures and spoken words punctuated with sharp clicks of their mandibles. The Xixchil mandibles are so complex that they can be used to form the words of humanoid speech.

Combat: Most Xixchil prefer to strike from surprise or a position of advantage, much like their mantis cousins. They rely on their forelimbs, which have sharp, retractable blades. These blades cause 2-12 points of damage per hit. The Xixchil can attack twice per round in this fashion. Unadorned Xixchil have a base AC 5 due to their exoskeletons.

Xixchil can synthesize an anesthetic to render a patient unconscious for the duration of an operation. A single bite administers the dose, or it can be administered through food or drink. The Xixchil can use this ability to create poisons as well. By touching the victim, the Xixchil can, on the next round, create a poison that can paralyze or kill the victim with a bite. Those bitten save versus poison at a -4 penalty due to the tailored brew. The Xixchil can spit out the poison onto a weapon, which remains effective for 10 turns.

Gladiator Xixchil: When a Xixchil pursues a life of combat, it purchases body modifications – special limbs in the form of swords, blowguns, battle axes, or other weapons. These weapons follow the standard rules for such weapons. They carry around so many battle adornments that they become killing machines, selling their services as mercenaries, bodyguards, gladiators, or even assassins. These battle-hardened Xixchil may have as many as six attacks per round, due to their extra limbs and enhanced speed. Their AC may reach -4.

Habitat/Society: Xixchil hail from a liveworld with many predators. Their modification ability enabled them to grow defensive weapons and camouflage. They poisoned and slashed their way to the top of the food chain.

The Xixchil mating cycle results in females laying 10-100 eggs in a specially prepared egg case. When they hatch, the young immediately duel and eat each other until one or two individuals are left. After this process, which takes a week to end, the infants' homicidal instincts fade.

Xixchil

AKA: Mad Mantises
HACKFACTOR: Varies
EP VALUE: Varies
CLIMATE/TERRAIN: Any
FREQUENCY: Uncommon
ORGANIZATION: Solitary/tribal
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Average to genius (8-18)
ALIGNMENT: Any
NO. APPEARING: 1-3
SIZE: M (5' tall)
MOVEMENT: 12
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil
MORALE: Very steady (15)
ARMOR CLASS: See text
NUMBER OF ATTACKS: 1(3
DAMAGE/ATTACK: By weapon type, or 2-12/2-12 or 1-4 + poison
SPECIAL ATTACK: Poison bite
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 1+1
ToP: Yes
FF: 5

Ecology: Xixchil are renowned for its surgical ability. With their sharp forearms and fingertips, the Xixchil can execute the finest surgical techniques, able to separate nerve endings and isolate veins for modification.

Through use of their unique chemistry and their precise surgical abilities, Xixchil can create all manner of modifications in living creatures. These adornments have earned these surgeons a mixed reputation, for humanoid aesthetics mean nothing to the Xixchil. They believe that form follows function, which can lead to unhappy clients. Legends tell of clients losing important limbs to make room for the "modifications" they purchased.

The adornments do not come cheap. Accomplished surgeons charge 2-20 x100 gp per change, varying the price with the extent and complexity of each operation. Implanted dagger sheaths and hidden dart throwers are simple jobs. A full-body makeover with gender change is not.

When not dabbling in surgery and extreme makeovers, the Xixchil have a side business creating exotic creatures. Blooming birds and winged kittens are common sale items.

Yield
Medical: Nil
Spell Components: Nil
Hide/Trophy Items: The arm-blades of a Xixchil can be made into sharp daggers that can inflict 1-6 points of damage per hit.
Treasure: W
Other: Nil

FLORA AND FAUNA OF WILDSPACE

Flora of WildSpace

A surprising number of plants have adopted to survive in WildSpace, perhaps with deliberate aid from various spacefarers. Many are either magical, useful to spacefarers, or have developed to be their own self-sustaining ecosystem.

Glowmoss

Glowmoss is a harmless symbiotic moss that can grow on any surface. It sheds light equal to that of a candle. Over time, it can leech away minerals from rock, causing it to crumble. Lamp oil, acid, alcohol, or fire can kill glowmoss clumps.

Glowmoss has useful medicinal purposes. A clump of it can be used to treat diseases and poison, granting a +5 bonus to herbalism skill checks.

Infinity Vine

An infinity vine is a leafless, bright green plant with an extremely rapid rate of growth. It consists of an enormous number of thin, interwoven stems, all part of the same plant. Bright blue flowers draw nutrients and moisture for the plant directly from the air. An infinity vine grows at an extremely fast rate, almost as if being created out of thin air. It cannot grow on objects larger than 100 miles across, nor can it grow in the Phlogiston. In these circumstances, it becomes dormant.

The greatest danger of an infinity vine is that it will increase the overall tonnage of a ship to a point where the ship cannot be moved and otherwise make operation of a ship impossible. If allowed to grow unchecked, it will cover all surfaces to a depth of 10 feet. It is vulnerable to all spells that affect plants, to fire, and to determined hacking. The plant can regenerate from even a small clump, so the whole plant must be destroyed to be rid of it.

Infinity vine can radically transform small asteroids into bizarre ecosystems. It expands the air envelope to twice its original size. Castaways and exiles are sometimes found in such places, surviving on the steady supply of air and food the vine provides.

Starfly Plant

This colorful butterfly-shaped plant drifts slowly through WildSpace, much to the delight of spacefarers – its fruit is delicious! The gossamer wings of the starfly trap sunlight, turning it into sugary food for the seeds nested inside. Similar to a peach pit, the warty, almond-shaped seed is foul-tasting and poisonous.

The seed will take root in an asteroid or comet and begin to grow. Over the course of several centuries it grows to maturity, a tree that some call a mother-tree. A mother tree is about 1,000 feet tall with dense foliage that offers habitats for other creatures. It is a fully functioning ecosystem that may, over time, grow into a small liveworld of its own right.

Elves are (correctly) believed to have used the starfly plants to create their ships. The starfly plant is easily manipulated into whatever shape the elves desire.

Starshine

Starshine is a phosphorescent lichen that grows everywhere in WildSpace. It is harmless and tasteless and has not nutritional value whatsoever. Starshine glows with a Faerie Fire-like radiance, even in total darkness, for 2d12 days after its last exposure to sunlight. It can grow on living beings, not causing any harm to that creature. Some spacefarers allow a patch to cover their male pattern baldness so that the removal of a hat provides instant light. Spacefarers call these people "glowheads", an insult concerning their lack of intelligence or sanity.

Fauna of WildSpace

Airslug

These are tiny, harmless, jelly-like creatures native to WildSpace, resembling ordinary slugs. They feed on air, but can survive without air for extended periods of time. The chief use of these creatures is that they change color from translucent pale pink, green, or blue to an ugly opaque reddish-brown when the encounter deadly air, and darken noticeably when they encounter fouled air. They are used to test unknown atmospheres, much like miners that use canneries to warn them of dangerous gases.

Gullion

Gullions are related to terrestrial seagulls but have adapted to life in WildSpace. Spacefarers despise them because they waste precious air and demand a good deal of food. Due to exposure to many different magics and climates, the gullions vary wildly in color, from purple to orange to white, but all are shaped like large seagulls.

Gullions can survive in almost any environment. They hitch rides with ships from one world to another. They have adapted to gravity planes and actually sleep while floating along the plane. As scavengers, they aren't picky about what they eat: rats, garbage, and leftovers all are part of their diet.

Mule, Asteroid

A common beast of burden in WildSpace ports is the asteroid mule. These creatures were created by breeding ordinary donkeys with exotic horses from space. The asteroid mule has the special ability to walk along gravity planes as if they were solid ground, and can even cross small distances (6 to 10 miles) of open space. This ability makes them very valuable to WildSpace communities, who use them to travel between individual asteroids without the need to invest in expensive HackJammers.

Rothe, Asteroid

These beasts of burden are rothe that were brought into WildSpace. The creatures appear like ordinary rothe, except that their hide is jet black. They are most often found in herds of 2-20 creatures per asteroid, surviving on lichen and clumps of grass. There is a 50% chance that the herd is owned by a nearby shepherd and a 50% chance that the herd is wild. Asteroid rothe are highly prized, and when they die, herders use every part of the body.

Appendix B

New Spells and Magic Items

New Magic Items

Power Sources

The chief method of moving through space is through HackJamming – converting magical energy into motive force. HackJamming helms are the easiest means of moving a ship in space, but not the only one. Dwarves make good use of Forges to move their mountain-like bastions, while the Beholders use a mutated version of their own species, called an Orbus, to provide the power. The Mind Flayers, who have spell-like abilities but do not cast true spells, use series helms to maintain their power. All of these are detailed below.

Most helms and other magical "engines" have a limitation on how large or small of a ship they can move. This, in turn, sets the limit on the size of most space vessels. There are large citadels carved out of asteroids, but these are not as mobile in the same sense as a hammerhackship. They only drift, with occasional (and very expensive) midcourse corrections. The Great Jammer itself, detailed elsewhere, is also an exception.

Helms can be acquired through a number of means, the most usual being discovery in old ruins or raiding an enemy ship for its helm. They may be researched and built by high level magic-users at great expense in gold and time. Or they can be purchased in the used HackJammer market, a risky prospect as such realms are known for less-than-reliable sales. The Arcane Merchants have been trying to muscle into the market for years, selling cheap but unreliable helms to unsuspecting customers.

No one knows for certain where HackJammer helms originated. Theories range from their being crafted by fantastic creatures, gifts from the gawds, to being simply quirks of nature.

HackJammer Helm Basics

Each major and minor HackJamming helm allows the individual seated upon it to move a large ship through space by means of tapping into the magical energies and currents that exist in HackSpace. This action hacks the helmsman's mind directly into the magical energies. As a side effect, any spell he might have memorized becomes lost (almost as if he cast it), and he cannot re-memorize any spell until he has rested.

The energy that the helmsman hacks into provides motive force for the ship. He can make the ship go forward or backwards, but is unable to manipulate the energy to provide finer maneuvering. The active helm creates a field of magic surrounding the ship. Sails and oars can be used to manipulate the field to maneuver the ship (this is a little-known fact; most crewmen will shrug it off).

The power of the force is known as the Ship's Rating. A minor helm can convert the energy at the rate of one point of SR for every three levels of experience. A major helm converts it at the rate of one SR for every two levels of experience.

At low levels, the difference between a minor and minor helm are small. A third level magic-user will give his ship a Ship's Rating of one, regardless of whether a major or minor helm is used. The higher the level of the helmsman, however, the greater the difference is between using a major and minor helm. A tenth level magic-user, for example, can give his ship an SR of five with a major helm, but only an SR of three with a minor one.

Using a helm prohibits any spell use by that character until he has fully rested and prepared his spells anew. This requires a number of hours of sleep as specified on page 77 of the GameMaster's Guide. As soon as the spell caster sits in the helm and becomes aware of the ship, he can cast no spells of any sort until he has had a chance to rest and regain spells. In effect, the helm "drains" the helmsman of all of his spells the moment it is activated.

In fact, this is not precisely what happens. When the helmsman hacks into the magical energies that allow the ship to be moved, he opens his mind up to those very same magical energies. Once in synch, all of the spells the caster has prepared will be used to create the magical field surrounding the ship. Since the spell caster has already lost all of his spells and must rest to recover them, he cannot cast spells while at the helm or after leaving it, until he has rested.

The energy field created by a helmsman can remain surrounding the ship for up to twelve hours after the helmsman first sits on the ship. Helmsman can leave the helm to go to the bathroom, for example, and return to retake the helm when finished, without disrupting this field. However, without a seated helmsman, the helm loses focus and comes to a stop. If a second helmsman takes the helm, the field is disrupted and replaced by a new field. The first helmsman cannot retake the helm until he has rested.

An individual can use either type of helm for twelve hours without tiring. For every hour afterward, the SR drops by one, to a minimum of one. After 24 hours, the individual using the helm will pass out and not be able to use any helm again until fully rested.

Table B1: Major HackJammer Helm Subtypes

Type	EP Value	GP Value
Type I	2,000	30,000
Type II	3,000	32,000
Type III	4,000	34,000
Type IV	5,000	36,000
Type V	6,000	38,000
Type VI	7,000	40,000

An individual seated upon a helm can talk and act normally. The sensation of using the helm is akin to being immersed in warm water. As a result of the magical nature of the helm, the HackJamming magic-user or cleric using the helm can see as if he were standing on the deck. The ship becomes an extension of his body, and responds to his demands in movement. The speed of a craft is a reflection of both the helmsman's ability and the power of the helm.

Only one helm may be in service at a time, though often a lesser helm is kept as a back-up, should something happen to the more powerful helm.

Helms draw their magical energies directly from the user, and the speeds they attain are determined by the level (or HD) of the individual. All helm-equipped ships travel at the same rate of speed over long distances, but their differences are apparent at Tactical speeds. In general, given two similar helms, a ship with the more powerful HackJamming magic-user or cleric is the faster ship.

Helms can be easily installed in any ship, primarily by lugging them aboard and bolting them to the deck. The minimum hull size requirement for a helm is one ton, or a ship that has at least 1,000 cubic feet of interior space.

If an individual is slain while using the helm, the ship loses all power until a new helmsman takes command. The ship will drift at an SR of one in a straight line until someone else takes the helm or the ship hits something.

Major and minor HackJamming helms are nearly, but not completely, indestructible. Their saving throws against all magical attacks are 2. They save as the material they are made out of against mundane physical attacks, so helms made out of more durable materials such as metal are more highly prized over helms made of fragile materials such as glass and wood. This protection does not extend to the individual seated in the helm. Helms are very potent magical devices, on par with minor artifacts. Destroying a helm unleashes a wave of magical energies that results in 1-6 wild surges, as detailed on page 37 of *The Spellslinger's Guide to Wurld Domination*.

Major HackJammer Helm

Cost: By subtype, see **Table B1: Major HackJammer Helm Subtypes**

These are the most powerful standard HackJamming helms available. Major HackJammer helms cannot be made; they must be found. They are used by the most powerful captains in space, from privateers to pirates.

Major HackJamming helms converts magical energy at the rate of one point of SR for every two levels of the helmsman. The tonnage that the helm can move is based on the helm's type. There are six types of helms. Type I helms can move ships up to 25 tons. Type II helms can move ships up to 50 tons. Type III helms can move ships of up to 100 tons. Type IV helms can move ships up to 125 tons. Type V helms can move ships up to 150 tons. Type VI helms can move ships upwards of 200 tons. There are rumors, of course, of even more powerful helms that can move larger ships, but these rumors have never been verified.

Minor HackJammer Helm

Cost: By subtype, see **Table B2: Minor HackJammer helm Subtypes**

The minor HackJammer helm is the standard used by most merchant ships. It provides reliable movement at a much cheaper cost than major helms. Minor HackJammer helms cannot be made; they can only be found, won in combat, or bought.

Table B2: Minor HackJammer Helm Subtypes

Type	EP Value	GP Value
Type I	1,000	25,000
Type II	2,000	27,000
Type III	3,000	29,000
Type IV	4,000	31,000
Type V	5,000	33,000
Type VI	6,000	35,000

Minor helms convert energy at the rate of one point of SR for every three levels of the helmsman. The tonnage that the helm can move is based on the helm's type. There are six types of helms. Type I helms can move ships up to 25 tons. Type II helms can move ships up to 50 tons. Type III helms can move ships of up to 100 tons. Type IV helms can move ships up to 125 tons. Type V helms can move ships up to 150 tons. Type VI helms can move ships in upwards of 200 tons.

Additional Helm Types

In addition to standard HackJamming helms, there are a number of other devices used by various races to move ships without having to rely on HackJamming helms. These range from the magical sails to the bizarre Orbus and pool helms of monstrous races.

Artifurnace

An Artifurnace is the ultimate stage of the development of the furnace – a magically-powered HackJamming device that draws its power from a magical artifact. Each is a custom-made device tailored to contain and siphon energy from a specific artifact. Because an artifact is practically eternal, the power derived from it is equally so.

Once installed, an Artifurnace provides SR 5 for as long as needed. Both the Artifurnace and artifact are indestructible as long as they remain together (though the ship they reside in is not). The Artifurnace is destroyed if the artifact is ever removed, however.

Artifurnaces are extremely rare, even rarer than artifacts themselves. Using one can attract the attention of those powers tied to the artifact that powers the furnace. Should an Artifurnace be hooked up to the Head of Vectra, for example, agents of the immortal Lich will come looking to recover it. No more than a double handful of Artifurnaces are recorded as having existed, and almost all of them have been destroyed or hidden. Where they have appeared, they have caused insurrection and chaos, as every captain in the area attempts to seize it for himself.

There is no known size limitation for ships equipped with an Artifurnace. Legends claim that small moons have been moved by the power of an Artifurnace, though such claims remain unverified.

Crown of the Stars

This magic item distills the abilities of a Type III minor helm into a portable item that can be worn, allowing the helmsman to move normally in

Table B3: Additional Helm Types

Type	EP Value	GP Value
Artifurnace	1,000 + artifact	10,000 + artifact
Crown of the Stars	3,500	35,000
Forge	10,000	100,000
Furnace	1,000	10,000
Gnomish Helms	1,500	15,000
LifeJammer	1,800	18,000
Non-magical	500	5,000
Orbus	3,000	30,000
Ornery Oars of Hackjammin'	200	2,000
Pool Helm	10,000	100,000
Series Helm	1,500	15,000
Splendid Sails of Hackjammin'	1,000	10,000

addition to commanding his ship. Despite its name, a Crown of the Stars is not necessarily a crown; it may be a torc, or a necklace, or a girdle, or any other item which can be worn. It cannot be a ring, however. The only known Crowns of the Stars are significantly larger than rings, and all contain at lest some silver.

If the Crown is used to power a ship for one week or more, it becomes bonded to that ship. It cannot be used to power a different ship unless it has been away from its bonded ship for at least one week, thereby severing the bond. The Crown of the Stars is effective up to one mile away from the ship it is bonded to, so a helmsman can operate the vessel even if he is not on board.

A Crown of the Stars will not affect a ship with an active helm (or equivalent) on board. It can provide HackJamming ability to ships that would otherwise lack it (such as a groundling vessel). Often a Crown is discovered on the ground, where it befuddles the local sages, who do not know of the worlds spinning above their heads.

Forge

Dwarves are, by nature, largely non-magical, yet they have large asteroid ships greater than those used by humans, elves, or gnomes, powered by magical engines they call Forges. These Forges are huge foundry rooms at the base of the ship where dwarves work around the clock, building, carving, creating, and forging.

The basic idea of the Forge is the same as that of the HackJamming helm: creating a magical field around their ship that converts energy into movement. In the dwarves' case, the energy is not entirely magical so much as it is creative. By building items with the Forges, the dwarves generate the energy necessary to literally move mountains across the sky.

A Forge requires at least 20,000 cubic feet (20 tons) for every 50 dwarves involved. For every 100 dwarves at work, the ship has an SR of 1. The fast dwarven ships, therefore, are the ones that give up the most space to their Forges. The maximum speed a Forge can provide is SR 7.

The minimum size of a dwarven ship is 1,000 tons, with a maximum of 7,000 tons (though these are rare). Attempts to transplant Forge-based technology into human ships have failed miserably. The best that can be accomplished is that humans can command a dwarven mountainship with a full crew of dwarves. Both mountain and hill dwarves can be found in space. Apparently no other race produces this type of energy.

A side effect of this industry is a large amount of tradable goods, as the dwarves mine nearby asteroids to produce new energy and items. These range from small metal handicrafts and jewelry to swords, armor, and other weapons. A dwarven ship almost always has an incredibly well-stocked armory and is very well defended. For every month spent in space, the dwarves produce enough goods, metal, coins, and swords to bring in 10,000 gp at the next landfall.

One negative is that the dwarves need to devote an excessive amount of space to carrying raw ore and tools they need to operate the Forges. Further, they must have access to a steady supply of orc, coal, and other materials needed to run the Forge. Such operating costs amount to about 10,000 gp per year to keep the Forge going. Sometimes, the dwarves will work out an area and will be forced to pack up and abandon their mountainship. Such abandoned mountainships often become the lairs of monsters.

Furnace

An early and primitive form of HackJamming helm still used in some areas, Furnaces take their power not from living spell casters but from magical items. The items are fed into the Furnace (and destroyed) to power the ship. Items that cannot be destroyed by fire are unaffected and retain their spells and spell-like abilities.

As a rule of thumb, for every 1,000 EP an item is worth, the furnace will function for one week at SR 2. On long voyages this becomes an expensive proposition. The SR can be boosted to 3 by sacrificing more than one item simultaneously, but there is a 25% chance that this causes the Furnace to explode, delivering 10-100 points of damage in a 30-foot radius. This explosion can cause hull damage, inflicting 1 hull point of damage for every 10 points of damage.

Furnaces are old devices, found mostly on ghost ships and crashed hulks. They are thought to be an early attempt by Arch-Mages to unlock the secrets of HackJamming, then abandoned. They are limited solely to travel within WildSpace, as exposure to the Phlogiston causes an immediate explosion (20-200 points of damage to everyone in a 45-foot radius). A Chill Fire spell will reduce this to normal devastation (10-100 points of damage in a 30-foot radius).

Gnomish Helms

Gnomish helms should not function. That is, their very construction seems to defy the nature of thaumaturgic law. They are impossible. Of course, being gnomish (or so claim the gnomes), they work anyway. Like most products built from gnome ideas, they include a large number of bells and whistles and very little substance. Those that do work usually have a minor helm contained within, always hidden away so as to appear to be innocuous and non-essential.

Gnomish helms are large, gaudy, ornate, and overblown. They occupy at least 1 ton of space, and their SR (for those that work) is determined solely by the level of the cleric or magic-user at the helm.

Only about 60 percent of gnomish helms work (because they've had a real HackJammer helm built into them somewhere, though no gnome inventor would admit that. Perhaps they really don't know.). The remaining 40 percent are so much bunk and hokum. Let the buyer beware.

Those foolish enough to purchase a gnomish helm that works should also hire two to eight gnomes to as repairmen. With so many added gizmos and doodads, there is that much more that can go wrong. There is a 20 percent chance at any time (usually when you need it most) that the helm will malfunction and become inoperative for 2 to 8 turns.

Gnomish helms are treated with a well-deserved derision by the space-dwelling community, and are often unloaded on the unsuspecting newcomer.

Lifejammer

The Lifejammer is a very specialized and evil type of HackJamming helm that feeds off the life energy of an individual placed inside (usually against his will). The Lifejammer can function on any creature with hit points, but drains the life out of the creature placed within.

For each day of operation, the Lifejammer sucks 1-8 hit points from the target. These hit points cannot be regained by healing while the individual is within the Lifejammer. If the victim leaves the Lifejammer, the lost hit points must be healed naturally at the rate of 1 per day. They cannot be magically healed or regenerated. In addition, for every day of operation (or fraction thereof) the Lifejammer's victim must succeed at a saving throw versus death or perish. An individual with good hit points and saving throws is preferred, but a ready supply of weak characters can be just as useful.

A Lifejammer engine gives the ship an SR as if the creature placed within was a magic-user using a minor helm. A Lifejammer drawing energy from an 8th level fighter, for example, will operate as if an 8th level magic-user was at the helm.

A Lifejammer can individually move a ship of 50 tons or less. They can be linked into series, allowing for larger ships to be moved. Up to six Lifejammers can be linked in a series. The SR of the ship will be the average of all creatures placed in the Lifejammers, rounding fractions down. Thus, a ship with three Lifejammers holding a 5 HD creature, a 10 HD creature, and a 12 HD creature will have an SR of 2 ([SR 1 + SR 3 + SR 4] / 3).

Lifejammers are believed to be an invention of the Neogi, who use multiple Lifejammers to power their enormous spiderships. Other evil races, including undead, Orcs, and Ogres, have been known to use Lifejammers as well. Good-aligned races and characters are very reluctant to use a Lifejammer except in emergencies, and then are careful to remove the character from the device before his life is endangered.

Orbus

The Orbus is a living being that functions much like a series helm on Beholder ships. Each living Orbus provides an SR of 1, to a maximum of 5. The Orbi are usually found near the center of a Beholder ship, surrounding the Great Mother or the Hiveleader of the ship. If an Orbus is slain, the SR is immediately diminished by 1, and if all Orbi are lost, the ship loses all power.

Orbi appear as blind Beholders with milky skin over all of their eyes. They are pale and practically helpless on their own. They have been bred by the space faring Beholder factions to serve well – they have almost no will of their own.

A single Orbus can create a HackJamming field for 20 tons of ship, two to a limit of 40 tons, and so on to five Orbi which create a field for a 100 ton

ship. If insufficient Orbi exist for a ship of a given size, then the SR of the ship is 1.

Given the simplicity of Beholder ships, it seems possible that humanoid races could make use of the Orbus as a primary or back-up system. The Beholders guard their Orbi carefully, and would rather Disintegrate them than see them turned over to other races. The above price is what a Beholder faction would pay for an Orbus.

Ornery Oars of HackJammin'

An early attempt at developing a means of moving ships through space without relying on a true helm (and more importantly, having to hire an expensive magic-user to man the helm) resulted in the Ornery Oars of HackJammin'. Difficult to manage, the Ornery Oars were quickly replaced by the Splendid Sails of HackJammin'. Some vessels still use this type of helm to move about.

The Ornery Oars are always found in a set of two. Each set of Oars can move 10 tons of ship at SR 2. Ships equipped with these Oars suffer a -1 category penalty to their MC. An oarsman must man each pair of Oars for the set to operate. Multiple sets of Ornery Oars can be used to propel larger ships, up to 20 sets to move a 200 ton ship. This type of helm is used on some types of galley-style HackJammers when another type of helm is not available. Much more often, Ornery Oars are used on small rowboat launches, where putting a much more expensive helm at risk is not practical.

Ornery Oars have limitations on what types of planets they can take off from. They may leave only on planets with gravity planes (i.e. flat planets and asteroids). The Oars are not strong enough to counter the force of gravity. A ship equipped with Ornery Oars can land on any planet, but another source of power (a true helm, for example) will be necessary to get the ship back into space.

Non-magical Helm

There are a number of ways of moving through space – gnomish engines, chemical propellants, even explosive mixtures ignited in a closed space. These are sometimes used in space to travel through magic-dead areas (called "Sargassos") as well as for lifeboats and shuttles that are too insignificant to merit a full-blown helm. Non-magical movement is used as a back-up system for larger ships when all other options fail.

All non-magical propulsion devices share one feature – they are slow compared to helms. Their movement rate is never more than SR 1. They cannot achieve HackJamming speeds. At such rates, it would take years to reach even a nearby planet.

Further, they cannot be used to lift off from celestial bodies larger than size Class A due to their limited power. Little research has been done in expanding this "weak sister" to the HackJammer helms (because the helms provide such an obviously superior alternative), but there are rare situations where they are useful.

Pool Helm

A recent development of the Mind Flayer's collective ingeniousness, the Pool Helm uses the natural energy of the collective psionic pool of the Mind Flayers to power ships, as opposed to using the Mind Flayers themselves. Such ships have an automatic SR of 5, and are primarily used for their larger dreadnaughts. The pool counts as two crew members.

The upper limitations of these helms have not been documented, and the Mind Flayers are certainly not telling! Mind Flayers have been seen flying ships as large as 200 tons, and it is expected that they used Pool Helms to power such craft. Rumors persist that the Mind Flayers have recently developed a 500-ton dreadnaught. Thankfully, these have not been confirmed, but the tale speaks to the suspected power of these helms and the fear the Mind Flayers strike in the hearts of their enemies.

Series Helm

Series Helms are the invention of the Mind Flayers, but have been adopted by a number of races with spell-like abilities. A Series Helm is identical to a standard helm, with the exception that 2 to 5 chairs have been linked together. By linking the helms together, the Series Helm can be manned by multiple creatures for increased power.

For each helm in a series manned by a Mind Flayer (or another creature with spell-like abilities), the ship has an SR of 1. If there are three Mind Flayers in a series then the ship has an SR of 3. Empty helms in a series are ignored in figuring SR. If a Mind Flayer is slain while it is on a helm, the series is broken for one round and the ship loses all movement. Further, all other Mind Flayers in the series must save versus spells or suffer HackJammer shock (treat as severely fatigued for 2d4 turns).

Series helms vary from species to species but in general are inferior to HackJammer helms, at best able to move 25 tons per helm, on par with a Type I HackJammer helm. Up to five can be linked together to move larger ships, with a practical maximum of 125 tons. The lower limitation of these helms is a five-ton ship; they cannot move vessels smaller than that.

Series Helms save against all magical attacks on a 3 or better; they are not quite as tough as HackJammer helms, but almost. Against physical attacks they save as the material of which they are made. HackJammer helms cannot work on the same ship with an operating Series Helm and vice versa, but a HackJammer helm can be installed on a ship that previously used a Series Helm without problem (so long as the two do not co-exist on the same ship; if they do, neither functions at all).

Splendid Sails of HackJammin'

Attempts to develop a means of moving HackJammer vessels without having to rely on a magic-user or cleric being on-hand at all times resulted in the Splendid Sails of HackJammin'. These magical sails can be found on ships that lack spell casters, or are kept as a backup should the ship's only spell caster be slain or incapacitated.

A set of Splendid Sails will magically resize to fit any ship of 100 tons or less. Each set provides enough magical propulsion to move 10 tons of ship, so multiple sets will be needed for larger ships. For example, a 60 ton ship will require six sets of Splendid Sails. When fitted, they provide a speed of SR 1. The sails will not operate on any ship with an active HackJamming helm. The benefit is that a spell caster isn't needed to move the ship. The downside is that the sails can be physically destroyed just like ordinary sails, thus they are much more fragile than standard helms.

Like the Ornery Oars of Hackjammin', the Splendid Sails can only take off from planets with a flat gravity plane. Like the Oars, a ship with Splendid Sails can safely land, but will not be able to take off unless another source of power is used.

SHIP MAGICAL ITEMS

Some magic items are created such that they operate only when fitted on a ship. These devices magically resize themselves to fit any ship from 5 to 200 tons. A ship can have only one magic item of each of the following types: anchor, figurehead, keel, rudder, and sail. A ship cannot have two magical keels, for example.

Anchor of Staying

This item appears as a standard anchor, except for a faint magical aura it and its chain emanates. When pitched over the side of the ship of a ship moving at Tactical speed, the anchor comes to rest on the gravity plane, stopping the ship (reducing SR to 0). The ship becomes stationary with the respect to the closest size Class A or greater celestial object. When the anchor is pulled up, the ship can once again move.

Anchor of Staying, Cursed

This item appears to be an Anchor of Staying, to all tests and divinations. However, when activated, it moves the ship towards the nearest body greater than 10 tons in size at a Ship's Rating of 1. This motion is at first so subtle that it is virtually undetectable. The ship gradually accelerates to HackJamming speed. Only a Remove Curse spell on the item itself can the cursed Anchor be hauled back in and the motion stopped. If the Anchor has

Table B4: Ship Magic Items

Magical Item	EP Value	GP Value
Anchor of Staying	500	5,000
Anchor of Staying, Cursed	—	2,000
Figurehead of Protection	2,500	20,000
Keel of Gravity Stability	1,000	10,000
Masthead of Durability	1,700	8,500
Rudder of Maneuverability	6,000	8,000
Rudder of Propulsion	1,000	10,000
Rudder of Speed	2,000	15,000
Sails of Maneuverability	8,000	9,000

been in place for 24 continuous hours, it cannot be pulled in. After 24 hours under the effects of the cursed Anchor, the HackJamming helm ceases to function.

Figurehead of Protection

Figureheads are used primarily as decorations on the front spar of a ship. The figureheads listed here are not for use as rams, and if one bears the brunt of a collision, it must save as thick wood versus crushing blow or be destroyed. Ordinarily, only one Figurehead can function on a ship at one time, with the power of the lesser Figurehead lying dormant. However, some Figureheads can be combined with others to create more powerful Figureheads.

Smiling Figurehead: This Figurehead improves the reaction roll of encounters. It provides a -2 bonus to all encounter reaction rolls.

Figurehead with Headgear: This Figurehead allows the owner to re-roll a single ship-related die roll in any given session. The headgear might include a helmet, hat, bonnet, flower, wreath, etc.

Armless Figurehead: These Figureheads protect their ships from ram attacks. Such attacks are a -2 penalty to the ram attack roll against the ship.

Armored Figurehead: This Figurehead increases the Armor Rating of the ship against large ship weapons. It provides a +1 bonus to the ship's Armor Rating.

Full-bodied Figurehead: This Figurehead is a full body, as opposed to the more common bust or half-bodied Figurehead. It regenerates and purifies air at the rate of 1-12 man-days of air every day.

Eyes-closed Figurehead: This Figurehead protects the ship against scrying and all forms of magical location.

Sideways-glancing Figurehead: This Figurehead gives the crew of the ship to which it is mounted a -1 bonus to their morale checks.

Keel of Gravity Stability

This large object looks like a standard keel typically mounted on a groundling ship. It operates whenever the ship it is mounted to approaches or is approached by another ship (or other object with a gravity plane). When so approached, the Keel automatically aligns the ship so that its gravity plane matches that of the other gravity plane. It is an item of convenience for many HackJammer captains.

Masthead of Durability

This small, silver item is nothing more than the lower support for a mast. It physically bolts the mast to the deck, rendering the mast indestructible from all forms of damage other than fire. If a ship attempts to shear the mast off, the mast actually tears into the attacking ship, causing 1-2 points of damage per 10 tons of the attacking ship (e.g. if a 40 ton ship attempts a shearing attack, it would suffer 4-8 points of hull damage). If the mast is subjected to fire, it makes its saving throw normally. If this roll fails, the mast burns as it normally would. The masthead still functions, but is useless until the burned mast is replaced with a new one.

Rudder of Maneuverability

This item is enchanted such that it will override the base Maneuverability Class of the ship to which it is attached. On large, unwieldy ships, this will improve the ship's maneuvering. On smaller vessels, the Rudder of Maneuverability can actually hamper maneuvering!

Roll (1d10)	MC Provided
1-4	E
5-7	D
8-9	C
10	B

Rudder of Propulsion

This magical rudder was created as a cheap means of moving small boats. It can propel boats of 6 tons or less at a Ship's Rating of 2, so long as the craft is in WildSpace. It lacks sufficient power to escape from any planet larger than size Class A. A Rudder of Propulsion is sometimes fitted to smaller boats to make landfall on asteroids while the main ship remains safely in orbit.

Rudder of Speed

This item grants a vessel a bonus to its Ship's Rating. Some Rudders are cursed, reducing the Ship's Rating score by one, to a minimum of 1.

Roll (1d10)	SR Bonus
1-4	-1
5-7	+1
8-9	+2
10	+3

Ship Weapons & Turrets

Animated Turret

The Animated Turret has been enchanted to operate under voice command, requiring no additional crewmen to operate. The Turret operates under simple commands, such as "left 60 degrees" or simply "right" followed by "stop".

Ship Weapon, Magical

Any ship weapon, including the ram, can be enchanted with a magical bonus ranging from +1 to +3. Sixty-five percent of these weapons gain the bonus to both their attack and damage rolls. Thirty-five percent of the weapons gain the bonus to the range of their attacks (with each bonus equivalent to 100 yards extra range). All rams apply the bonus to their attack and damage rolls.

Ship Weapon, Magical

Roll	Adj.	EP Value	GP Value
1-2	-1	—	—
3-14	+1	1,000	5,000
15-19	+2	1,500	7,500
20	+3	2,000	10,000

Turret of Protection

The Turret of Protection provides magical protection to the weapon crew. The Turret of Protection provides an additional +2 bonus to the Armor Class of the crew, for a total protective bonus of +6 to the weapon crew. Any catapult, ballista, jettison, Greek fire projector, or like weapon can be fitted in the Turret of Protection.

Magical Ammunition

Clinching Harpoon

Clinching Harpoons are large, barbed spears shot by any ballista to grapple another ship. They are attached to a magical rope that lengthens from 100 feet to up to 3,000 feet. The ship can be then be hauled in. Usually several harpoons are fired into the side of a ship so that if one line were cut, the others can still function. Harpoons do no damage to ships but cause 1-10 hit points of damage if used against Gargantuan creatures. A Clinching Harpoon has a +2 bonus to hit.

Helmseeker

The Helmseeker is a specially enchanted missile fired from a ship weapon. It is shaped like a small cylinder. Any catapult, ballista, or jettison can use a Helmseeker. When fired, the Helmseeker travels three hexes before it locks onto and move towards the HackJammer ship it was aimed at. The missile moves with a Ship's Rating of 6 and Maneuverability Class A. If it comes within 100 yards of the ship it is aiming at, it makes an attack as the weapon that fired it. If it hits, the Helmseeker causes 3-12 points of damage. If it misses, it immediately targets the nearest ship in its forward arc. Since it tracks helms, it is not hampered by smoke or other obstructions.

Table B5: Ship Weapons & Turrets

Magical Item	EP Value	GP Value
Animated Turret	900	5,000
Magical Ship Weapon	See text	See text
Turret of Protection	1,000	8,000

Table B6: Magical Ammunition

Magical Item	EP Value	GP Value
Clinching Harpoon	100	1,500
Helmseeker	200	700
Mage Shot	150	500

Mage Shot

"Mage Shot" is a common name for unusual ammunition used in any large ship weapon. Mage Shot that misses dissipates harmlessly.

Ring-shot: On contact with metal ships, this shot causes the ship to ring loudly for 1-4 rounds. Everyone aboard the ship must make a saving throw versus spell or be incapacitated for 1 round longer than the ringing.

Dust-shot: When this shot strikes a ship, it explodes into a white cloud that envelops the ship. This dust obstructs the view of weapon crews, who suffer a -4 penalty to hit with large weapons. Attacking ships suffer a -2 penalty to their attack rolls against the partially obscured ship. The dust settles after 2-8 rounds.

Snow-shot: This shot creates a large snow storm when it hits, with clouds forming above and below the ship. The snow is fierce and frigid, causing 1-4 points of damage to all on exposed decks (saving throw versus spell for half damage) per round. The snow storm lasts 2-8 rounds. Ship weapons fired during the snow storm must make a saving throw versus cold or be rendered inoperable until repaired.

Rust-shot: Useful only against metal ships, rust shot causes severe rusting and corrosion when it hits. The ship suffers no impact damage, but suffers a -1 penalty to its Armor Rating due to the rusting. Repairing the damage requires repairs equal to repairing 5 hull points of damage.

Bee-shot: This shot unleashes a swarm of angry bees when it hits. The stinging bees force everyone on an exposed deck to make a saving throw versus breath weapon or be unable to take action until the bees dissipate. The bees magically vanish after 2-8 rounds.

Termite-shot: This shot works solely against wooden ships. When it strikes, countless termites crawl out and begin boring into the ship's hull. The damage weakens the sides of the ship, reducing the ship's Armor Rating by 1. Repairing the damage requires repairs equal to repairing 5 hull points of damage.

Other Magical Items

Crown of the Void

This plain metal circlet functions continuously and automatically, and need not be worn or displayed openly. It magically creates a continually-regenerating bubble of breathable air around itself, identical to the air around the maker at the time the Crown was enchanted.

The extent of the atmosphere created by a Crown of the Void varies from 10 feet to 90 feet, centered on the Crown itself. In space, this item can be used to keep a drifting individual alive indefinitely, or to continually renew the atmosphere of a ship. The air created by the Crown drives out fouled or poisonous gases in its area of effect in 1-2 rounds. Note that ships using such

Table B7: Other Magical Items

Magical Item	EP Value	GP Value
Crown of the Void	4,000	20,000
Hold of Holding	4,000	50,000
Hold of Life Holding	See text	See text
Lantern of Continual Light	—	300
Net of Pishing	800	4,000
Peg Leg of Walking	900	4,500
Planetary Locator	—	2,000
Plank	700	3,500
Ship's Cloak	5,000	50,000
Spell Projector, Greater	10,000	50,000
Spell Projector, Lesser	3,000	15,000
Studs of Communication	1,500	4,000

a Crown can be much tinier or far more overcrowded than ships with normal air envelopes.

The size of the Crown's air envelope is mentally controlled by the being wearing it, who must be sane, conscious, and not engaged in spell casting to change it. The air envelope cannot be "turned off" or extended beyond a 90-foot radius, and when being willfully changed, alters the radius by 10 feet per round.

The atmosphere of a Crown of the Void cannot be "stolen" by a larger body in space, but is magically maintained about the Crown. If the Crown is destroyed, the atmosphere is destroyed instantly. If an operating Crown is placed in a furnace and used to power a ship, it ceases to function immediately.

Hold of Holding

The Hold of Holding is actually a knocker that one bolts on the door of the cargo bay. When this item is placed on a door inside a ship, it creates a portal to an extradimensional space. The number of knocks and the command word must be known in order to enter this special extradimensional space.

The space can be accessed by speaking the command word, knocking a set number of times, and then opening the door. Closing the door and opening it again grants access to the non-extradimensional space behind the door. The Hold of Holding cannot be accessed while in the Phlogiston.

Hold of Holding

Roll	Size	Volume
1-50	20 ft. x 25 ft. x 10 ft.	5 tons
51-75	40 ft. x 25 ft. x 10 ft.	10 tons
76-85	50 ft. x 30 ft. x 10 ft.	15 tons
86-95	50 ft. x 40 ft. x 10 ft.	20 tons
96-00	50 ft. x 50 ft. x 10 ft.	25 tons

The Hold of Life Holding (Meat Locker Knocker)

This variation of the Hold of Holding creates an extradimensional space that is specifically designed to hold a number of living creatures. Inside the Hold, they are perfectly aware, but cannot open the door regardless of what they do. This Hold creates food and water for a set number of human-sized beings daily, and also holds sufficient air for a ninety-day voyage. However, it is inactive while it is open, and can't be closed while a HackJamming force is in operation. If opened, the living beings in the space can quickly overwhelm the air supply of the ship.

This Hold was originally designed by enterprising magic-users to bring livestock into space safely and easily, as they got excellent prices for fresh-slaughtered meat. However, it quickly came to be used to transport people who for all intents and purposes were simply cargo – soldiers, missionaries, colonists, and slaves. One of the benefits of the Hold is that a disease outbreak is confined to the Hold until the Hold is opened. As any Hold of Holding, the Hold of Life Holding appears to be a knocker, seal, or doorknob that doesn't do anything until affixed to a door.

Hold of Holding (Meat Locker Knocker)

Size	EP Value	GP Value
60 humans	3,000	15,000
100 humans	4,000	25,000
250 humans	5,000	40,000
600 humans	6,000	55,000
1000 humans	7,000	70,000

Lantern of Continual Light

These items are popular, especially in the Phlogiston. They illuminate the interior of ships with a constant light source without heat. The Lantern's glass is tinted to dim the Continual Light spell within. A hood allows the lantern light to be covered at will.

This item has a 300 gp value. For an extra 10 gp, the Lantern of Continual Light can have a shutter installed to be used as a signal to ships as far as five miles away.

Net of Pishing

Nearly identical to standard nets used for fishing on the open seas, the Net of Pishing is used only in HackSpace or the Phlogiston. When cast overboard, any pish within 100,000 miles will be attracted to it. The net will catch 10-1,000 pounds of pish per day of use.

Peg Leg of Walking

This magical item can only be used by those who have lost one or both of their legs. By attaching the item to the stump, the peg leg conforms to the precise configuration for greatest comfort. The Peg Leg of Walking allows the recipient to walk at a normal pace, even run, as though whole.

Planetary Locator

The Planetary Locator is a black crystal disc about a foot in diameter and an inch thick. The locator tracks planets of size Class B or larger. The display shows the system with the primary at its center. Planets are displayed as small green dots, but the Locator provides no information about the size or type of planet displayed. Planets must be visited to learn that information. Some asteroid bases have magical devices called Lighthouses that cause them to appear on the Planetary Locator as a yellow dot. It should be warned that pirates have stolen these devices and use them to lure unsuspecting ships into a trap.

The Planetary Locator will not operate in the Phlogiston. The recommended use of the Planetary Locator is to determine landmarks of a system that can be used as a guide to the traveler so that he may reach a civilized area where he can purchase a reliable star chart.

The Plank

This magical item is popular in piratical circles. When extended, the Plank magically stretches far beyond the gravity plane and air envelope of the ship. Prisoners destined to "walk the Plank" are sent out on this Plank to be set adrift in WildSpace to suffocate. There is a minor distance distortion effect, causing every step taken to be the equivalent of four steps. This prevents prisoners from delaying their fate. The Plank can be extended once per hour.

Ship's Cloak

These crystal balls hold an image of a ship in the center. When a magic-user casts Invisibility or Improved Invisibility into the ball, the ship is hidden as per those spells. The image of the ship within the ball is normally the ship on which it resides; it takes a year for a Ship's Cloak to attune itself to a new ship. Ship's Cloaks are very fragile; they need a 19 or 20 to successfully save versus crushing blow.

These devices are the creation of the Pan-Elf Union. The elves guard their prized possessions jealously.

Spell Projector

This device looks like a large, round, faceted crystal a foot in diameter, resting a top a large pedestal and varying in color. When a spell is cast into the crystal, the crystal glows and the next round it projects the spell in a beam on a target up to 800 yards distant. The spell is not enhanced, but has its normal effects at that target.

The color of these crystals (and beam) varies depending on the school they can project:

Red: Invocation/Evocation

Orange: Conjuration/Summoning
Yellow: Divination
Green: Alteration
Blue: Enchantment/Charm
Indigo: Illusion
Violet: Abjuration
Black: Necromancy
White: Wild

Spell Projectors take up 1/2 ton of cargo space, and need only the magic-user casting the spell to target it. When the caster would normally release the spell, he places both hands on the projector.

Spell Projectors come in two varieties. Lesser Spell Projectors can project up to 5th level magic. Greater spell projectors can project up to 9th level magic.

Studs of Communication

These Studs normally come in sets of four, two for the tongue and two for the ear. They are attuned to each other (one tongue Stud to one Ear Stud. When inserted, they permit speech between the users, regardless of physical distance, although planar boundaries prevent communication. The tongue Stud is required to speak, the ear stud is required to hear. Those who wish to conceal their use of the devices often remove the tongue Stud, leaving the ear Stud in place (and often place a similar, non-magic stud in the other ear). No one but the wearer can hear the message from the ear Stud.

Studs of Communication are used primarily by pirates and by militaries.

NEW SPELLS

Magic-User Spells

Locate Portal
(Divination)
Level: 2
Range: Special
Components: V, S, M
Duration: 1 round
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

The caster of a Locate Portal spell can find the nearest portal leading into or out of the Flow. The spell indicates the direction and distance (either in miles or in travel time, at the choice of the magic-user). On average, a portal for a normal-sized ship will be 2-20 days away from any location. At the GM's option, there may be more or fewer portals than normally available. This spell can only be cast within 100 yards of a crystal shell (if in the Phlogiston) or after a ship has traveled to a point where portals can be created (normally twice the distance from the primary to the outermost planet). The material component is a conch shell.

Chill Fire
(Alteration)
Level: 3
Range: 10 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2 segments
Area of Effect: 40-yard radius
Saving Throw: None or Neg.

The Chill Fire spell functions only in the Phlogiston and will not function in other environments. In the Phlogiston, the spell counteracts the flammable nature of the Phlogiston for one full turn per level of the caster. While any fire spell cast by a caster in the area of effect will still center on the caster, the damage will be normal. This applies to both magical and non-magical fire. The material component is a sliver of glass or ice.

Enhance Rating
(Alteration)
Reversible
Level: 3
Range: 10 yards
Components: V, S, M
Duration: 1-4 rounds plus 1rd./level
Casting Time: 3 segments
Area of Effect: 1 individual using a HackJammer helm
Saving Throw: None or Neg.

This spell can only be cast upon an individual using a HackJammer helm. This spell will raise the speed of the ship using the helm by 1-2 Ship's Ratings for the duration of the spell. Only one Enhance Rating spell may be used at a time, and the caster many not use it on himself.

The reverse of this spell, Decrease Rating, reduces the speed of the HackJamming helm and its user by 1-2 Ship's Ratings for the duration of the spell. The helmsman has an opportunity to make a saving throw versus spells, with the effects negated if he succeeds.

The magic-user must be able to see the person on whom he is casting Enhance Rating or Decrease Rating spell. Neither spell will work if the intended target is well hidden.

The material component is a small ivory arrow. It is pointed upward for the Enhance Rating spell or broken for the Decrease Rating spell.

Unseen Repair Crew
(Alteration)
Level: 4
Range: 50 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 1 ship
Saving Throw: None

This spell creates an invisible crew of workers that dutifully repairs ships, so long as materials are available. The crew repairs 1-2 hull points per turn of work. For every five levels of the caster, the workers will take a one-turn break. They cannot be forced to work during this time, and will go on strike if any attempt is made to force them to give up their coffee break and will refuse to work for the remainder of the spell.

The material components of this spell are a scroll upon which the terms of the contract are drawn up and 100 gp. When the spell is cast, the scroll and gold disappear.

Create Portal
(Alteration)
Level: 5
Range: 100 yards
Components: V, S, M
Duration: 2-12 turns
Casting Time: 5 segments
Area of Effect: Special
Saving Throw: None

From the Phlogiston, this spell can only be cast when less than 100 yards from a crystal sphere. From WildSpace, the spell can only be cast when a ship has traveled the distance from the primary that allows for portals to be opened (usually twice as far as that from the primary to the outermost planet). This spell creates a portal through the shell, allowing the ship to enter or exit the Phlogiston. The spell-created portal lasts for up to 12 turns, in which time other ships or items may pass through. It takes a segment for a ship to pass through the portal. Portals created by this spell are magical and temporary, so they can be dispelled. If the portal is dispelled or otherwise permanently closed, roll 1d10 to determine the fate of the object passing through the opining as it closes:

1-5	Portal closes before the ship passes through. Ship might ram the shell, or pass into deep space.
6	Portal closes on the ship. Ship is cut in half.
7-10	Portal closes after ship passes through.

The material component of this spell is a piece of wire crapped around a bit of amber.

Enhance Maneuverability
(Alteration)
Reversible
Level: 5
Range: 10 yards
Components: V, S, M
Duration: 1-4 rounds plus 1/level
Casting Time: 5 segments
Area of Effect: 1 ship of up to 10 tons/level
Saving Throw: None or Neg.

This spell can be cast on any ship to either increase or decrease its Maneuverability Class (MC). A ship MC may only be increased or decreased by one category using this spell. No ship can have its MC increased or decreased by more than one category by means of this spell.

The material component for this spell is a vial of wind from an air world.

Retain Air Envelope
(Alteration)
Level: 5
Range: 100 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 6 segments
Area of Effect: 1 ship or 1 person/level
Saving Throw: None or Neg.

The Retain Air Envelope spell prevents the air envelope of a ship or an individual from mixing with another atmosphere. This is handy when exploring a hostile environment, such as a fouled-air ship or a moon with deadly atmosphere. The spell also keeps the character safe from spells such as Stinking Cloud or Cloudkill, so long as the spells are cast outside of the character's personal air envelope. If such a spell is cast inside the character's air envelope, he suffers the full effects of the spell until the Retain Air Envelope spell expires or is dispelled. A Dispel Magic spell immediately removes this spell, with potentially deadly results.

The material component of this spell is a small silver seal.

Create Minor Helm
(Enchantment/Charm)
Level: 6
Range: 10 yards
Components: V, S, M
Duration: 1 week/level
Casting Time: 1 turn/level
Area of Effect: 1 item
Saving Throw: None

By casting this spell, the magic-user may transform one normal chair or seat into a minor HackJamming helm suitable for powering a ship through space. The spell does not replace the need for a permanent magical helm aboard and is used primarily as a back up in emergency situations.

The minor helm may power a ship of no more than two tons per level of the magic-user. A 20th level magic-user may therefore create a helm capable of powering a 40-ton ship. The helm operates as a normal minor helm, but if it is successfully dispelled, the helm loses all magic.

The material component for this spell is a chair, stool, or other seat suitable for use as a helm.

Create Major Helm
(Enchantment/Charm)
Level: 7
Range: 10 yards
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 turn/level
Area of Effect: 1 item
Saving Throw: None

By casting this spell, the magic-user may transform one normal chair or seat into a major HackJamming helm suitable for powering a ship through space. The spell does not replace the need for a permanent magical helm aboard and is used primarily as a back up in emergency situations.

The major helm may power a ship of no more than three tons per level of the magic user. A 20th level magic-user may therefore create a helm capable of powering a 60-ton ship. The helm operates as a normal major helm, but if it is successfully dispelled, the helm loses all magic.

The material component for this spell is a chair, stool, or other seat suitable for use as a helm.

Create Atmosphere
(Alteration)
Reversible
Level: 8
Range: 10 yards/level
Components: V, S, M
Duration: Special
Casting Time: 6 turns
Area of Effect: 1 cubic mile/level
Saving Throw: Special

This difficult, unreliable spell creates not merely air, but a magically self-renewing atmosphere that survives for one standard month (28 days) per level of the caster, unless altered by contact with other atmospheres. It will last until exhausted or until the reverse of this spell is cast – Dispel Magic has no effect.

The atmosphere can be cast on any object, and will remain with it regardless of the object's gravity or state (e.g. if a ship is destroyed, it remains centered on the largest chunk or a random fragment, as the GM desires). This created atmosphere will replenish the atmosphere of other ships it encounters, but the spell cannot be cast on living things.

This spell requires a small, stoppered flask and a drop of water. One hit point is permanently drained from the caster (a Wish or Limited Wish can restore it), each and every time the spell is cast.

CLERIC SPELLS

Contact Home Gawd
(Conjuration/Summoning)
Level: 2
Range: Unlimited
Components: V, S, M
Duration: 1 week
Sphere: Devotional
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

The user of this spell establishes a tenuous link through the Astral Plane between his present location and that of the gawd he venerates. This link permits the cleric or druid to regain his spells as if the gawd is recognized and venerated within the system.

Distance has no effect upon the cleric's attempt to contact his gawd, but dimensional gates, anti-magical fields, and the effects of Dispel Magic will prevent the use of the spell. Also, the spell will not function in areas from which the gawd's power has been specifically banished. When the spell is cast in such areas, the cleric is informed by a feminine voice that the gawd cannot be contacted at the current time and to try back later. Gawds like to appear really busy and important.

The duration of the spell is one week, as long as the cleric remains in the same system in which he cast the spell. Passage into another plane will break the spell, as will a successful Dispel Magic. While the spell is in effect, the cleric will appear to emanate an aura to a Detect Magic when he is receiving new spells. This spell cannot be cast in the Phlogiston.

The material component for this spell is a small horn. When winded, the horn calls the attention of the gawd to its servant. Of course, it also attracts the attention of others within earshot.

Detect Gawds
(Divination)
Level: 2
Range: 240 yards
Components: V, S, M
Duration: 1 turn
Sphere: Devotional, Divination
Casting Time: 1 round
Area of Effect: 1 star system
Saving Throw: None

Casting this spell while in the Phlogiston near a crystal sphere allows the cleric to determine if there are friendly gawds and/or other powers nearby, so that he may recharge his higher level spells within its bounds. The Detect Gawds spell also reveals whether the gawds revered by the cleric are worshipped within that system.

If the sphere is one known to the GM, or one which has its major gawds already designed, then the spell will reveal if the cleric's gawd, a gawd with a similar portfolio, or if gawds of the same pantheon exist. Two different war gawds from two different worlds are probably sufficiently similar to justify "related" status. However, a gawd of smithing may have no parallel in a world without developed metalcraft. In this situation, the cleric would not find a power to recharge his spells.

In cases when the cleric's gawd does not exist in the sphere, the spell determines which gawd (if any) would be willing to give the cleric spells. Accepting spells from a strange gawd is dangerous. Doing so requires the cleric to perform a quest or atonement to regain favor of his gawd. Until this is done, the cleric cannot advance in his class.

If the sphere is new to the DM (i.e. the characters have just discovered it) and he has no clear idea what lies within, then roll on the table below for a possible response to the spell.

Die Roll	Response
01-10	Gawd is known in this sphere. The cleric can recharge spells normally.
11-50	Power is unknown in sphere, but a related power exists. The cleric may regain spells normally after contacting clerics of the related deity.
51-90	Power is unknown in sphere. The cleric may not regain spells above second level until contact is restored with venerated power.
91-00	Power is unknown in sphere. There is a related power, but his relationship is not good compatible the cleric's power. The cleric may not regain spells above second level until either contact is restored with his original gawd or the cleric performs a great task for the new power.

The material component of this spell is a handful of sand, which the cleric casts into the crystal sphere.

Create Minor Helm
(Enchantment/Charm)
Level: 5
Range: 10 yards
Components: V, S, M
Duration: 1 week/level
Sphere: Creation
Casting Time: 1 turn/level
Area of Effect: 1 item
Saving Throw: None

Except as noted above, this spell is the same as the fifth level magic-user spell Create Minor Helm.

Druid Spells

Create Air
(Alteration)
Reversible
Level: 1
Range: 30 yards
Components: V, S, M
Duration: Permanent
Sphere: Elemental Air
Casting Time: 2 rounds
Area of Effect: 1 person per two levels
Saving Throw: None

By means of this spell a druid may generate a bubble of fresh, breathable air around a person. This air will drive out the stale air around a person and restore it to the "fresh" state. In cases of individuals adrift in space, this permits another rolling of the die to determine the duration of the fresh air (use the longer duration).

Within a larger envelope of air (such as the deck of a ship or in the atmosphere of a planet), the freshened air will drift off, combining with the existing air. The spell can replace air that may be stale or befouled, including air that is poisoned or tainted by a spell such as Cloudkill or Stinking Cloud.

For every two levels over 1st, the druid may create sufficient air for an additional person. A 3rd level druid may create air for two human-sized individuals, at 5th level sufficient air for three, and so on. Creating additional air around an individual does not create a larger envelope; the excess air will simply drift off. The caster can refresh the air in his own personal air envelope and that of the others within the range of the spell, without needing to touch those individuals.

The reverse of this spell, Destroy Air, immediately reduces the air around one target to "fouled," with all attendant effects of that change.

The material component for this spell is a small, stoppered flask.

Contact Home Gawd
(Conjuring/Summoning)
Level: 2
Range: Unlimited
Components: V, S, M
Duration: 1 week
Sphere: Devotional
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

Except as noted above, this spell is the same as the second level cleric spell Contact Home Gawd.

Detect Gawds
(Divination)
Level: 2
Range: 240 yards
Components: V, S, M
Duration: 1 turn
Sphere: Divination
Casting Time: 1 round
Area of Effect: 1 star system
Saving Throw: None

Except as noted above, this spell is the same as the second level cleric spell Detect Gawd.

Softwood
(Alteration)
Level: 4
Range: Touch
Components: V, S, M
Duration: Permanent – see text
Sphere: Plant
Casting Time: 1 round
Area of Effect: 1 man-sized target per 3 levels
Saving Throw: Neg.

The recipient of a Softwood spell immediately has his body surrounded by soft, spongy wood, similar to that of a rotting stump. The soft wood is a living entity that inhabits the air envelope of the individual, sustaining that individual's life at a lower level than normal. The character is placed in suspended animation in a manner similar to that of individuals lost in the Flow.

The softwood surrounding a body is extremely resistant to heat and cold, and while the form within is unconscious, it cannot be harmed. A character in a softwood cocoon could fall to the earth and the heat and impact of the fall would be absorbed by the spell.

Softwood dissolves in open air. If a character enters and stays in a new envelope of fresh air for longer than three turns, the softwood will dissolve, letting the individual loose. A Softwood spell cast in the open air will be effective for three turns, cocooning the target for 30 minutes, then dissipating in a single round.

The Softwood spell was created as a defensive measure, to preserve those cast adrift in space. For every three levels of experience, a druid can affect an individual. Enterprising and aggressive druids have turned the spell into both a handy method of containing enemies as well as a way of sending both foes and mutinous friends into WildSpace without having to slay them.

The material component is any bit of bark. The softwood becomes that type of bark covering the body. If maple is used, for example, then the covering will appear as maple. If the bark of a sentient or monster-type plant is used, the softwood will be of similar physical features, but will lack any special abilities of the original plant.

Create Atmosphere
(Alternation)
Reversible
Level: 7
Range: 10 yards/level
Components: V, S
Area of Effect: 1 cubic mile/level
Sphere: Elemental Air
Casting Time: 6 turns
Duration: Special
Saving Throw: Special

This spell is slightly different from the magic-user version. It requires no material component. The reversed spell, Destroy Atmosphere, does not destroy an existing atmosphere, but alters it from clean to foul (or from foul to deadly). This alteration can quench fires or lessen fiery damage in some cases.

Appendix C

Beyond HackSpace

Sooner or later, even the wonders of HackSpace may begin to pale. The player characters will desire to find other star systems, called "spheres" due to their appearance from the Phlogiston, to explore and leave their mark on. Or perhaps they will make enemies and find even that even other worlds are not far enough to run. This chapter details information on spheres beyond HackSpace, and how to get to them.

The Phlogiston

Beyond the outermost planet of a sphere, it becomes possible to enter the "Phlogiston", a mysterious ocean of rainbow and iridescent light. It is a sea within which ships can journey to new spheres.

To enter the Phlogiston, travelers need to journey beyond the outermost planet of a sphere and either find a natural "portal", or create one of their own. Portals are places in space where the Phlogiston and real space meet, and a ship can cross between the two. Portals can occur naturally, but these can require a good deal of searching to discover. Most voyagers would rather create their own via a spell or device rather than waste time searching for a natural portal. The rules are similar when approaching a sphere from within the Phlogiston.

Star systems are marked in the Phlogiston by shells of indestructible crystal. These crystal barriers seem to exist in the Phlogiston only, but legends claim that there are energy spheres that are bound physically by these crystal spheres. The term "crystal sphere" or simply "sphere" is spacer slang for any star system reachable from the Phlogiston.

The Phlogiston varies in thickness and forms dense rivers between spheres. Voyagers have discovered that the denser the river, the faster the current. Thus by submerging deep inside a river, a ship can travel very quickly. Sails can catch these mystic currents as well, so ships with extensive sails move very quickly.

Voyagers can move through the Phlogiston by following one of the rivers or charting their own course. Following a river is much faster and has less chance of wandering aimlessly for weeks. Rivers can, but do not always, flow in both directions. Sometimes, voyagers need to chart a different return course rather than simply reverse their initial course.

The relationship of position and distance between spheres has no bearing on spheres in the Phlogiston. Two spheres that are connected by a brief trip through the Phlogiston might be thousands of light years away in "real space".

The Phlogiston is none of the recognized elements. It is neither air nor earth, fire nor water. It cannot be reproduced or brought into real space. Even magical containers cannot keep the Phlogiston bottled up, as it inexplicably dissipates without a trace. Phlogiston simply cannot exist within real space, almost as if it is simply incompatible with the physical laws that govern the regions inside the crystal spheres.

Finally, Phlogiston is dangerously flammable, much like oil-soaked cotton, which poses its own dangers. Any flame exposed to Phlogiston causes the surrounding area to burst into flame. The flame expands immediately to three times its normal diameter and inflicts three times its normal damage. For this reason, Fireballs, bombards, arquebuses, and other weapons that rely on a spark or flame are not used in the Phlogiston by sane spacefarers.

The effects of the flame exposed to the Phlogiston are as follows:

Match (fuse)	1-2 (plus immediate misfire if used for a Smoke Powder weapon)
Candle (lit)	1d4 Fireball, four inches across
Lantern (lit)	3d4 Fireball, one foot across
Oil Flask (lit)	3d4 Fireball, three feet across
Cooking Fire	4d4 Fireball, ten feet across
Fireball	3 times size and damage dice

These effects occur immediately. For example, lighting a flask will cause it to explode immediately in a Fireball centered on the character. The explosion is limited by the size of the spark and the amount of fuel and air available. A match will not destroy a ship, nor will a bombard destroy the Phlogiston.

Because of the explosive nature of the Phlogiston, all flaming light sources and cooking fires are extinguished before entering the flow. Phlogiston is radiant, so no other lights are needed on the exposed decks. Below decks or in the rare Dark Regions (which are haunted) things simply remain dark. So-called "cold light" sources, such as fireflies and fluorescent mosses) can be used to light the darkest bowels of a ship.

Note that infravision can still function , though the overwhelming heat of the Phlogiston limits its use on deck. Ultravision is overwhelmed and of little use in the Phlogiston.

UNIVERSE BUILDING

As the heroes move out into the Phlogiston, they will discover new systems and universe to adventure in. The GM has the option of using preplanned, GM-created, or random universes to challenge the player characters.

Preplanned Universe

The Known Spheres, centered on HackSpace, comprise the primary universe for HackJammers. The chart below shows their relative positions in the Flow only; the related star systems could be in different galaxies across the universe. Several flow rivers head off the map to destinations unknown, left to the GM to detail as he sees fit.

Ashspace

The ten worlds of Ashspace are a war zone. Originally the primary worlds were inhabited by pacifist human colonists seeking the "simple life" in a remote part of the TeraVerse. It has been invaded, in succession, by Orcs, Ogres, Beholders, Mind Flayers, Neogi, and most recently the Gagwallers. Any trace of the original human culture has been buried under the ashes of countless wars. Due to the intense conflicts, two worlds have been reduced to rubble and dust. The Mind Flayers are the strongest faction, having recently driven the Beholders back. It is unknown why the Gagwallers have an interest in the sphere, but their ships are becoming increasingly common.

Casaspace

The Casaspace system is a relatively small system of countless minor worlds orbiting a dwarf sun. When it was first discovered, there were few native creatures. Settlers from Caz-Adar quickly moved in. The system now bustles with many minor fiefs and baronies founded by retired adventurers. Most recently a spat between the elves and the Orcs have erupted into full-scale war.

Elysak System

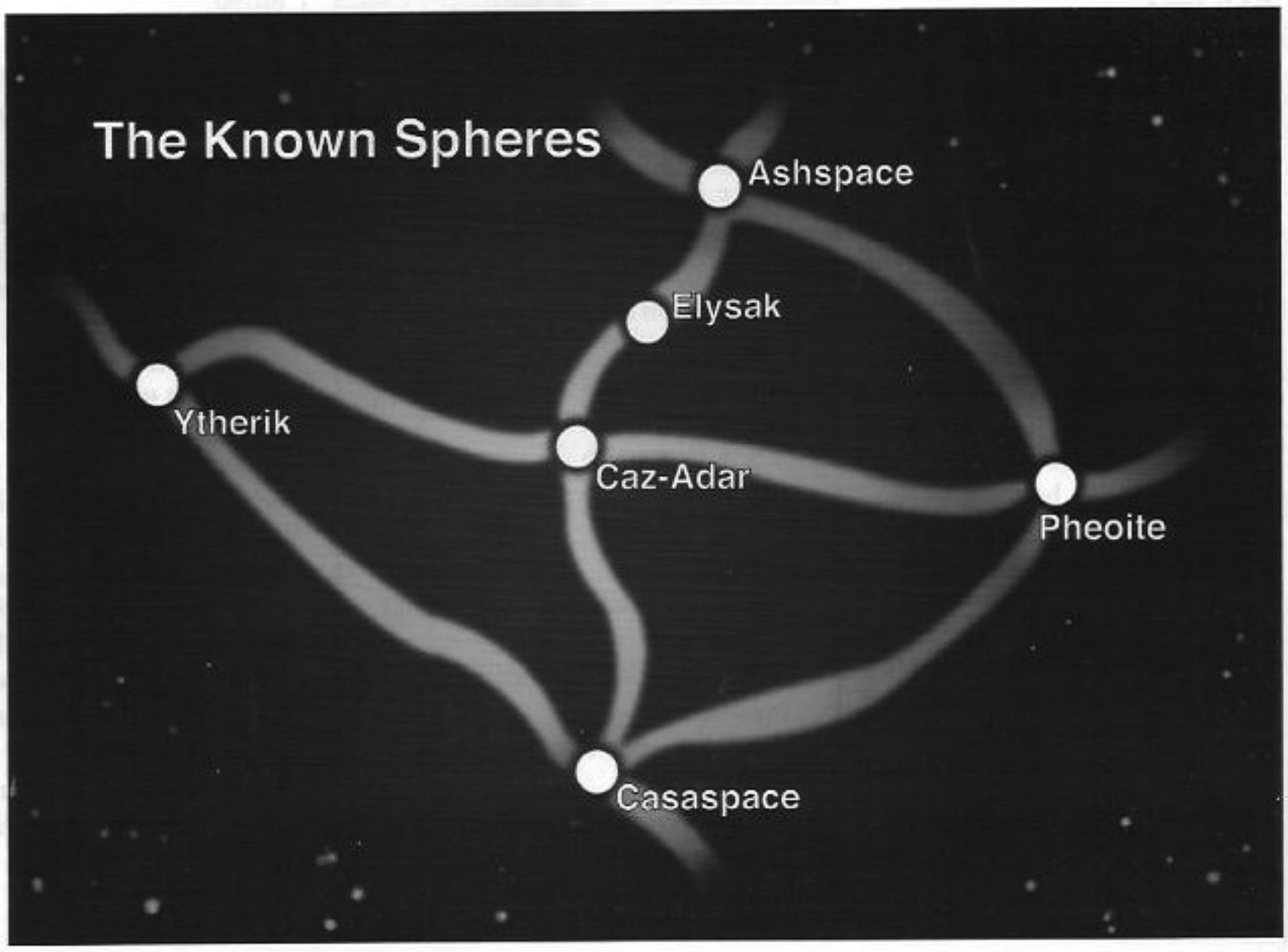
Elysak is a small system of five planets orbiting a hot, orange sun. The outer two planets are gas giants with extensive moon systems, the inner three are small earth bodies, with a water and an earth belt between them. HackJamming is unknown to the natives of the system, although there has been settlement of the outer moons by adventurous and independent souls from the Caz-Adar system, and the beginnings of commerce back and forth between these settlements and Caz-Adar. Ippruk is the second planet of the system and the only one with any significant population. The populace is a mix of humans, elves, dwarves, Ogres, and Orcs, with bronze-age technology. What has intrigued the spacefarers who have observed them is that the races have not become locked into their traditional alignments and hatreds. Alliances form based upon common enemies or interests, rather than by race, making the system highly unusual.

Pheoite Sphere

This small star system has five worlds orbiting Pheos, a bright golden sun. A broad asteroid belt divides the inner and outer worlds. Two of the outer worlds have abundant moons that have been exploited by the natives. All of the worlds are inhabited and make use of HackJamming for trade and travel. The primary world is Dethwuulf, a blue sphere of oceans and continents where most races familiar to Aldrazar, such as humans, elves, Orcs, and dwarves, dwell. The trade guilds of the sphere have established trade routes to Caz-Adar. Explorers from Aldrazar report that Pheoite is a gateway to an entire group of HackJamming spheres sometimes called the Mal'E Struum.

Ytherik System

Only four planets orbit the cool, pale-yellow star Ytherik – Karakos, Charax, Onozuki, and Huatepec. However, all four are gas giants with extensive habitable moon systems, and each has become the haven for a different pantheon (Greek, Sumerian, Japanese, and Aztec, respectively). Before HackJamming was discovered, this wasn't a problem. Now, however, the four are locked in a bitter religious war, with no alliances. They happily trade with outsiders for weapons, helms, and ships – their usual tender is slaves taken in



raids on their enemies. As a result, the Neogi and the Mind Flayers have gained a presence in the system. The races of the moon systems are similar to those of Aldrazar (human, elf, dwarf, gnome, Orc, etc.) but the racial pantheons do not seem to have much of a hold here. Traders are most likely to be given a mixed bag of slaves in exchange for their own goods. Few in Ytherik give much thought to leaving the system themselves, and most merely seek a better price for their slaves.

Beyond the Known Spheres

Several Flow rivers lead off of the map to unknown spheres. Where they lead is left to the GM to decide. Perhaps they lead to the legendary home spheres of the Mind Flayers, dracons, giff, or Beholders, or to other strange and remarkable spheres.

GM-CREATED SPHERES

The GM may create systems both for his own campaign and for those new systems that the characters discover in their travels. He can use the random method presented below or design a system without such aid. In creating a new system, the following checklist must be considered:

.1) Type of System: Is it a standard system or a special case?

.2) Assuming a standard system, what is the primary type (star, planet, black hole, etc)?

.3) What is the number of main planets orbiting the primary body?

.4) What are the orbit rings of each body?

.5) For each planetary body:

.a. What is its size?

.b. What is its type?

.c. What is its shape?

.d. Are there other notes, such as moons or type of inhabitants?

.6) Do some or all of the civilizations in the area have HackJamming capabilities?

.7) How far into deep space must one travel to enter the Phlogiston?

Generating Random Spheres

OK, you're tired of putting brain power into figuring out civilizations, orbits, and all that rot. Or, worse yet, your party decides to ignore adventuring in your carefully crafted system and heads unexpectedly into the Phlogiston on some sort of "tour" of what's out there. Now what?

Well, a good GM won't be caught completely unprepared, but thankfully for you we understand how sometimes you just don't have the background prepared. Because of your fallibility, we present a system for random generation of spheres and systems. Consult each Table (C1: System Type through C11: The Goodies) and record the results. Don't forget to name the system and keep your notes in case your players decide to visit again!

Our own real-world solar system is presented here as an easy reference.

Sun
Size H Spherical Fire, primary
Mercury
Size D Spherical Earth
Venus
Size E Spherical Earth, hotter than normal
Earth
Size E Spherical Earth, moon
Mars
Size E Spherical Earth, moons
Asteroid Belt
Size A Belt Earth
Jupiter
Size G Spherical Air, moons
Saturn
Size G Spherical Air, moons, rings
Uranus
Size F Spherical Air, moons
Neptune
Size F Spherical Air, moons
Pluto
Size D Spherical Water (ice)
Kupler Belt
Size A Belt Water (ice)

Table C1: System Type

D100	Roll Result
01-95	Standard system
96-00	Special system (roll again on Table C2: Non-Standard System Type)

Table C2: Non-Standard System Type

D100	Roll Result
01-20	Fixed system (planets do not move)
21-30	Random movement within confines of star system
31-40	Semi-random movement within confines of star system
41-70	Single planet 71-80 Void of planets
81-95	System bound by a crystal shell/sphere
96-00	Special (dyson sphere, entire system a solid element, etc.)

System Details

Crystal Shell: A hollow, indestructible shell of opaque crystal surrounds the solar system. Stars are varied, from giant gemstones to portals to the phlogiston to fiery bowls held aloft by gigantic statues of long forgotten gawds. Most often crystal shells are uninhabitable, but there are a few documented cases of people actually living on the sphere walls.

Dyson Sphere: A dyson sphere, in the Hackjammer TeraVerse, is a hollow planet of great size that wraps completely around a sun. Distance from the planet's surface to the sun is 10d20 millions of miles. Obviously this creates an enormous habitable area that can lead to a challenging campaign.

Solid Element Sphere: The entire solar system is one element. "Planets" will be pockets of other elements. Like the dyson sphere, adventuring in a solid element sphere is a challenging experience.

Table C3: Primary Type

D100 Roll	Result
01-70	Normal Sun
71-75	Dwarf Sun
76-80	Giant Sun
81-85	Fire Ring
86-90	Black Hole
91-95	Planet (roll again)
96-99	Nothing (planets orbit an empty space at the center)
00	Portal to another plane (roll on Table A4: Plane Type)

Normal Sun: A very large fiery body of size G or larger.

Dwarf Sun: A smaller fiery body of size E or smaller. Dwarf suns tend to be cooler than normal suns, resulting in colder than normal planets.

Giant Sun: A bloated, monster of a sun that is larger than some solar systems. Giant suns are of size I or larger and normally red in color. Usually suns of this nature are in the last stages of life before burning the last of their energy and diminishing into dwarf-status.

Fire Ring: A fire ring is a portal to some mysterious plane that leaks an endless stream of flammable gas into space. The gas has ignited and provides light and heat for the entire system.

Black Hole: A black hole is a tear in the TeraVerse. If a ship flies too close, it will be sucked in and possibly sent to another TeraVerse, although no one has ever returned to tell the tale.

Note to GMs: If the system has no fire bodies or portals to the Positive Material Plane or the Elemental Plane of Fire, then the sphere is in darkness (except for starlight) and the planets suffer in eternal night. Space is colder than normal, but the planets are unaffected, and life remains on them (of course, science may say this is impossible, but the will of the gawds prevails).

Table C4: Plane Type

D100 Roll	Plane
01-30	Outer Plane
31-50	Elemental Plane of Fire
51-60	Elemental Plane of Earth
61-70	Elemental Plane of Water
71-80	Elemental Plane of Water
81-90	Positive Material Plane
91-00	Negative Material Plane

Table C5: Number of Planets

D100 Roll	Result
01-05	One planet
06-10	Two planets
11-15	Three planets
16-20	Four planets
21-30	Five planets
31-45	Six planets
46-55	Seven planets
56-65	Eight planets
66-75	Nine planets
76-85	Ten planets
86-90	1d20 planets
91-00	No major planets; entire sphere has small asteroids, debris, etc. (roll no further)

Table C6: Planetary Movement

D100 Roll	Result
01-10	No movement – fixed planets
11-15	Planets move randomly through the sphere (5% chance per standard year of a planet leaving the system entirely)
16-50	Planets move clockwise in orbit
51-85	Planets move counter-clockwise in orbit
86-90	Planet carried by starbeast (see below)
91-00	Roll on this table for each individual planet.

Starbeasts are creatures (or objects) that carry planets. Possible ideas for starbeasts include:

- A giant boat that carries the planet around the sun in a sea of WildSpace.
- The planet is mounted on an infinitely tall pillar; there is no base.
- Planets are moved by gigantic clockwork gears.
- A titan that carries the planet on its back.
- A mule that pulls the planet around the primary.
- Planets are embedded in invisible crystal shells that surround the primary.

Planet Details

Roll on the following tables for each of the planets involved. At the GM's option, all of the planets can be made the same shape, size or type with a single roll to simplify his life.

Details

Moon: Moons will be no larger than one size smaller than the planet they orbit. Planets of size Class A will have moons of size Class A.

Double planet: Two planets will be of the same size. The GM should determine the details of each world individually.

Table C7: Planet Type

D100	Roll Result
01-40	Earth type
41-60	Fire type
61-80	Air type
81-99	Water type
00	Liveworld (optional)

Table C8: Planet Size (Air & Fire Types)

D100	Roll Result
01-02	Size A
03-05	Size B
06-10	Size C
11-20	Size D
21-35	Size E
36-50	Size F
51-70	Size G
75-85	Size H
86-95	Size I
96-00	Size J

Table C9: Planet Size (Earth and Water Types)

D100	Roll Result
01-05	Size A
06-10	Size B
11-20	Size C
21-40	Size D
41-60	Size E
61-85	Size F
86-95	Size G
96-00	Size H

Table C10: Planet Shape

D100 Roll	Symbol Result
01-06	Amorphous
06-15	Belt
16-20	Cluster
21-65	Spherical
66-70	Cubic
71-90	Flatworld
91-95	Elliptical
96-99	Regular
00	Irregular

Table C11: The Goodies

D100	Roll Result
01-10	Single moon. Roll again, ignoring a second result of 01-10. 11-15 1-4 moons
16-20	Double planet
21-25	Cluster of asteroids
26-30	Trojan asteroids
31-40	Ring (earth)
41-50	Ring (fire)
51-55	Ring (water/ice)
56-60	Planet hotter than normal
61-65	Planet colder than normal
66-70	Vacuum
71-75	Atmosphere thinner than normal
76-80	Atmosphere thicker than normal
81-85	Civilization – world empire
86-90	Orbital HackJamming port
91-95	Homeworld
96-99	Roll twice
00	Roll three times

Cluster: Similar to a moon, a cluster consists of a tight bundle of asteroids in orbit around the planet.

Trojan asteroids: This is a cluster of asteroids in a tight bundle that orbit on the same orbital track as the planet, but lead or trail the planet by 30 degrees on that track.

Ring: Rings can be asteroid belts, ice rings, or ribbons of fire (which could provide light in an otherwise dark system.

Planet hotter than normal: The greenhouse effect has run wild on this planet. The planet might have baked deserts, steaming jungles, dripping rainforests, and tropical swamps.

Planet colder than normal: Locked in an ice age, which might be permanent, this world is frigid. Wind-swept mountains, drifting snow, and mile-deep glaciers are the norm planet-wide.

Vacuum: The planet has no atmosphere. Only earth and water worlds can have this attribute. For earth worlds, the planet's surface is exposed to raw space, while on water worlds a layer of ice covers the water beneath. Any civilization (or even simple life) will be found beneath the surface, protected by magic, or under shielding bubbles.

Atmosphere thicker than normal: The atmosphere on this planet is much thicker than standard Earth-normal. Characters will take twice as long to tire out.

Atmosphere thinner than normal: The atmosphere is barely thick enough to support life; characters get tired in half the normal time.

Civilization–world empire: An empire has managed to subjugate the entire planet to its will. Such civilizations usually have both HackJamming technology and the desire to use it. Space containing such civilizations will have large numbers of standard HackJamming ships and be willing to challenge interlopers in their claimed space.

Orbital HackJamming port: A city orbits the planet, on an asteroid or other size Class A object. It will be the center of HackJamming activity around the planet and will have services that cater to HackJammer ships. The Rock of Brawl is an example of such a port.

Homeworld: The characters have stumbled on the homeworld of some race, such as elves, giff, or Neogi. The exact race, and the conditions on their homeworld, is left up to the GM. This result can be very, very dangerous for a party.

Placing the Planets

Start at the center of the system and roll 1d6. Multiply this number by 20 million miles. This is how far out the first planet is. Repeat the process for each planet past the first, counting out from each previous planet.

When the planets being placed move out past the 200-million-mile mark, multiply further results by 400 million. Continue the procedure by rolling a 1d4 until you run out of planets.

The edge of the system will be twice as far from the system primary as the last planet. In cases of randomly moving planets, use the outermost planet's setup location as its orbital distance.

Example of Creating a Solar System

Using the tables just presented, we want to create the system of Taur-Utu.

The Gamemaster decides that Taur-Utu will be a standard system of planets orbiting around a central primary star. It could just as easily have had planets carried on the backs of turtles or floating on an ocean between planets, but he decides to keep it simple.

The primary body is a small, very hot star. He marks down on the planetary system chart that the primary is size G, spherical, fire type.

The Gamemaster then rolls 28 on a d100 and determines the system has five planets. He has decided that he wants civilizations on two of the planets to be on the brink of a great war. He decides those will be the first and third planets. Rolling randomly, he determines the distances of the planets from the primary, Taur-Utu, to be:

1 – 120 million miles

2 – 140 million miles

3 – 180 million miles

4 – 300 million miles

5 – 1,900 million miles

The furthest planet is 1,900 million miles out, meaning that the closest that characters can access the Phlogiston is 3,800 million miles from the primary. This is a fairly small system.

As stated above, a big fight is going on between civilizations on planets 2 and 3, and the Gamemaster wants them to be somewhat Earth-like (big earth spheres with breathable atmospheres). The rest of the system probably does not contain too much choice territory. The GM rolls those planets randomly and gets:

Planet 1	Size E	Spherical	Earth	1 Moon, World Empire
Planet 2	Size A	Asteroid Belt	Earth	
Planet 3	Size G	Spherical	Water	Homeworld
Planet 4	Size D	Spherical	Earth	Trojan Asteroids
Planet 5	Size A	Cluster		Fire

Since planets 1 and 3 have hackjamming civilizations, they must be inhabited. The GM decides to populate the first planet with a powerful, Roman-like empire of minotaurs who only recently migrated to this planet. The third planet is a water planet, with countless islands chains inhabited by elven kingdoms. It is also the homeworld of a rare breed of winged elves in the GM's campaign. Both the minotaurs and the elves maintain strong hackjamming navies, based throughout the thin asteroid belt that lies between their planets. The GM determines the fourth planet to be inhospitable, with many volcanoes, hot springs, mud pots, and the like. There are a few mining towns, but not much else. The GM decides that the outermost planet is actually clusters of tiny fire bodies that appear as bright constellations from planets closer to the primary.

Beyond this, the details of these civilizations are up to the GM, as is the fate of any ship that happens to fall into their picket lines. Both sides hire dwarves to build up their bases on asteroids and prepare for the inevitable showdown between these two different, feuding cultures.

GLOSSARY

Aft – The rear of a ship.

Bow – The front of a ship.

Cast Off – To untie a ship, allow it to drift free.

Crystal Spheres – Spacer slang for star systems that can be reached by HackJammers without the use of portals.

Foul – An entangling on ropes or sails.

Galley – A ship's kitchen.

HackJammer – A ship that is equipped with a HackJamming Helm and can fly through space.

HackJamming Helm – A magical, throne-like device that can move ships through space.

HackSpace – Any space that is reachable via a HackJamming ship.

Head – A ship's bathroom.

Magazine – Storage area for Smoke Powder. Usually it is heavily reinforced to prevent an accident in the magazine from destroying the ship.

Mess – A ship's dining area.

Mooring – The place a ship is kept at when it is docked or anchored.

Phlogiston – An ocean of light and color that travelers must traverse to reach other spheres.

Port – Naval slang for the left side of the ship, looking forward.

Starboard – Naval slang for the right side of the ship, looking forward.

Stern – The rear of a ship.

Voicetube – A tube that connects two rooms and can be used to communicate aboard ship.

WildSpace – An alternate term for HackSpace.

HackMaster

To my esteemed colleagues,

What is HackSpace? A simple question, really, yet it one not easily answered. My journeys through this mysterious place, this emptiness, this Sea of the Darkness have taken me to wurlds I would never have imagined in my wildest dreams. How can I describe the feeling of lifting into the sky aboard a rickety galleon, escaping the protective sphere of air around Dethwuulf, heading out into an infinite sea of emptiness? Or of the first time I laid eyes on the spinning Moons of Khaos, or the ringwurld of the Suungirdle. Or even the Phlogiston, the Rainbow Ocean that allows travel to even more distant wurlds, some all the way across the TeraVerse.

So what is HackSpace? It is travel between wurlds, without resorting to forcing one's way through planar barriers. It is boarding ships of wood and magic, protected by thin bubbles of air, to sail the void between wurlds. It is discovering strange, alien wurlds, battling deadly pirates and monsters, looting unimaginable treasures. Only the strongest souls survive, and may even prosper, in HackSpace.

I have enclosed my records and logs of my travels through HackSpace. These give details on the ships I have encountered and the monsters I have battled. Of particular importance is the Rock of Brawl; if you find yourself in HackSpace, head to this asteroid city. It may not be the safest port of call, but it is a good place to learn the ropes before heading out on your own. But whether you heed my advice or not, prepare yourself! HackSpace is not for the faint of heart, but it is a place of wonder, excitement, and many dangers. Enjoy!

Take your HackMaster campaign to the stars with this new reference work. Includes all the rules you need to run a spacefaring campaign along with valuable details on Aldrazar's [Garweeze Wurld's] solar system and nearby star systems. Also included are:

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- 18 new spells
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