



DARK SUN™

CAMPAIN SETTING

The Crimson Sphere

Spelljammer/Dark Sun Crossover Sourcebook

HRSY!

The Crimson Sphere

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Chapter 1 - Introduction

Gaben looked at his brother, who responded with an irritated glance, as if to say, "What do you expect ME to do about him?"

The wild-eyed human—the subject of their exchange—had seemingly appeared out of nowhere on the edge of the village's hunting grounds east of Small Water. He had been ranting about being "abducted by space warriors" and "taken beyond the stars" since they discovered him wandering among the rocks. Naturally, if he had merely been trespassing on their sacred lands, they would have simply killed and eaten him as was their custom. There was, however, some conviction behind the man's madness that made Gaben think twice. Clearly, the man had seen something.

Gaben wasn't sure how to approach the tribal elders about this matter and had decided to ask his older brother for advice, leading the two halfling hunters to stand there, exchanging glances, as the manic, disheveled castaway lectured at them about being carried to the stars in the belly of a giant insect. After a few minutes of listening to the man go on endlessly, Gaben's brother sighed and said, "We can ask the tribe's mindhealer to examine this human and see if what he has is contagious."

Monua the mindhealer rubbed his hands and touched the puncture wound on the village's archer. He called upon his nexus to visualize the closing of flesh and restoration of muscle. The day before, a raiding party of aarokocra had descended upon the village and inflicted many casualties. Monua had spent all the hours since tending to the wounded in preparation for another attack. As he was doing so, a young boy ran up and informed him that the hunters had brought back a live human. Monua rubbed his temples in irritation. "They were supposed to bring back food, not prisoners," he thought. "We have enough to worry about!"

Monua's first impression of the human did not improve his opinion of the hunters' decision: a barefoot human male in torn clothes with a confused, manic look to his eyes. He was about to dismiss him as a case of desert madness when the words "giant dragonfly" stirred a memory—

Monua recalled visiting the ruins of an ancient city to the northeast of the village as a young man. He had stared out over the cliffs at the endless silt sea below. It had been an unusually clear day, and the infinite stretch of silt had lain calm and undisturbed. That was when he had seen the beast. Because of its distance, Monua had—at first—

mistaken it for a normal dragonfly. Then he had realized it was many miles away. It had flown in a strangely stiff way, its wings and body rigid and unmoving, more like a child's toy than an actual insect. When it had approached the other side of the bay under the bluff where Monua had stood, its appearance had become larger and larger, clearly far too big to be any insect he had ever seen. He had seen a "giant dragonfly."

As neither his father, the chieftain, nor any of his other tribemates present had seen it, he had always assumed it to have been some kind of strange vision, but the human was now describing the very same creature. "Bring him to my hut," the mindhealer said to the hunters. The human's gaze drifted about the tribe of child-sized man-eaters, his fingers twitching nervously as he was jostled towards the hut. After the human was forced to duck under the flap at its entrance, the warriors on either side of him butted their spears into the backs of his knees and pushed him into a seated position. Monua's desire to know gave him the resolve to reach into himself and, despite being exhausted, call upon what psychic reserves he had left to reach into the human's mind. "Show me what you have seen," he said to the human, and the man's mind opened...

The Crimson Sphere lies far off the known space lanes. It is the home of Athas, the world of Dark Sun. This document details the crystal sphere around the world of Athas. Although there were once well-explored and documented routes to this sphere, they have been long unused. Traders and travelers alike have chosen to forget the sphere, for it is said to be cursed. In over two thousand years, few have journeyed to the Crimson Sphere, and far fewer still have returned. This is an interpretation of how such a sphere could exist and Athas has remained a remote and isolated location in the Spelljammer universe.

Sphere Overview

Known as the Crimson Sphere, the crystal sphere of Dark Sun is massive, or at least seems as such to its few denizens. Between the outermost world and the sphere-wall lies the Black Gulf: a cold, dark region that takes no less than two months to cross. The Black Gulf is haunted by unimaginable horrors; most ships that

attempt to cross it are never heard from again. Those that do survive its traversal arrive on ships damaged and in near ruin to tell tales of near constant attacks. The Crimson Sphere is no more hospitable than the world of Athas found within it.

The spelljamming cultures of the Crimson Sphere are primitive. If anything, resources are scarcer in its wildspace than on Athas itself. The largest cities to dot its stellar bodies are ruled by terrible void wardens: powerful tyrants and generals who command armadas built from the husks of gigantic insects. They battle over rare verdant asteroids and tiny caches of ever precious metal. Illithids are an always present threat in the sphere's shadowy voids. Said to be invaders from beyond the sphere-wall, and simply called the "Invaders" by many of those who know of their existence, illithids await the time when the might of the void wardens will finally falter that the illithids might sweep over the worlds of the system and expand their rule. Anyone seeking respite from the cruelties of Athas among these spelljamming cultures will be sorely disappointed.

The ships of the Crimson Sphere are usually ramshackle affairs powered by psionic helms or terrible lifejammers; true spelljamming helms are much rarer. Catapults and ballistae are rare devices, highly coveted, but almost impossible to repair. Ships from other spheres, such as hammerships, are virtually unknown. If one were found, it would be a one-of-a-kind relic to be fought over until it falls apart from lack of repairs, for none would know how to, nor have the materials to properly repair such a craft.

History of the Crimson Sphere

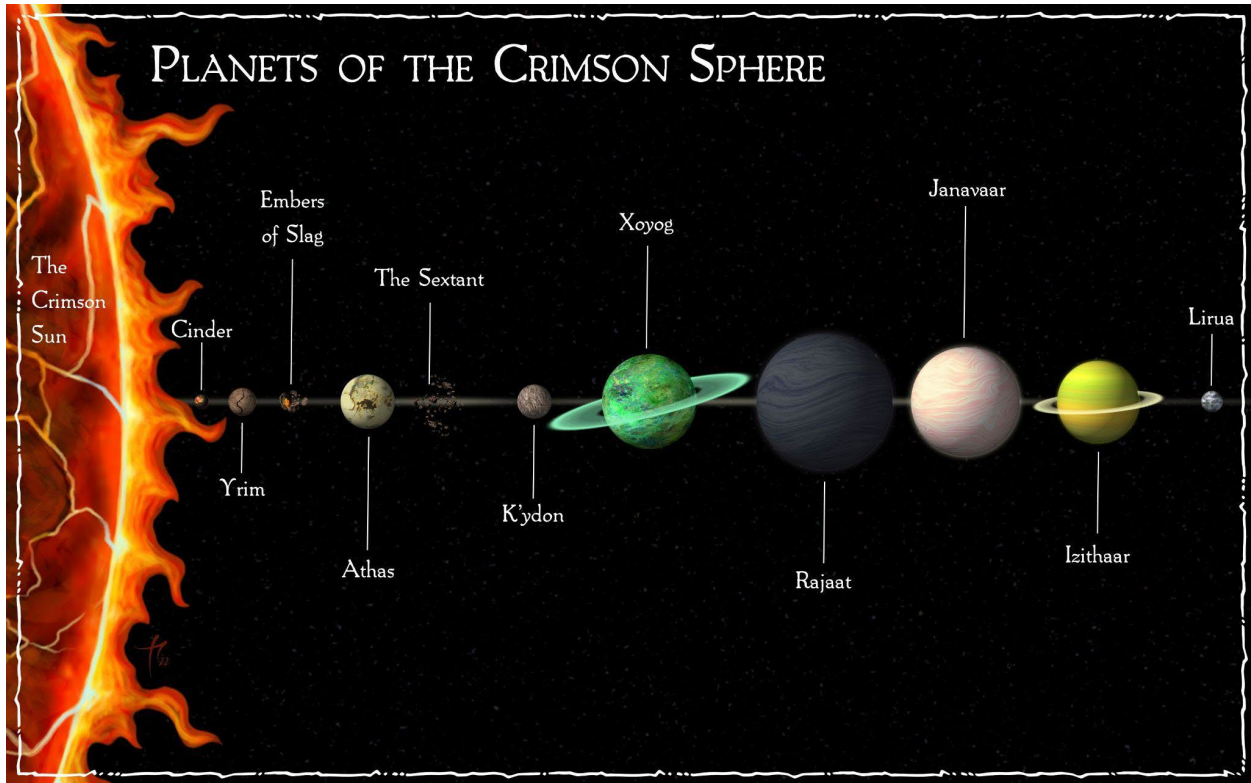
While Athasian records predating the Cleansing Wars are sparse, there are even fewer surviving records describing the rest of the Crimson Sphere. Fragments of ancient star charts hint at a prosperous system of planets, perhaps even ports and civilizations beyond Athas, but much like on Athas, war swept through the sphere like a plague: Rajaat anticipated that the Cleansing Wars would attract those seeking to take advantage of the warfare for their own ends, not

his own. To counter possible threats from other worlds, Rajaat anointed twelve void wardens—each a student chosen from among those at the Pristine Tower. One by one, each warden constructed a great ziggurat. In each of these ziggurats was placed one of the twelve Shards of the Zodiac. For a full year, as preparations were completed and as each zodiac sign reached its zenith in the sky, a ziggurat lifted off and disappeared into the night. Each bore a great army within their stone halls led by their void warden general. Because of the dearth of records, few know of the warlords Rajaat sent off-world.

As Rajaat had foreseen, the start of the Cleansing War caught the attention of beings from other worlds. Alien creatures, known elsewhere as illithids, sent their agents and fleets. Others came as well: pirates from a hundred spheres and countless petty warlords. The wardens battled them all, leaving much destruction in their wake. Sometime during the 162nd King's Age, the wardens' defense of Athas was on the brink of collapse. Fearful of being overrun, they brought about the Black Gulf to cut off the reinforcements of their many enemies. The tactic worked all too well: the Invaders' supply lines were severed, but no one else, not even the wardens themselves, could escape the Crimson Sphere either. In modern times, travel into or out of the Crimson Sphere has become virtually unheard of.

The void wardens played little part in Borys's rebellion against Rajaat. Indeed, so focused were they on destroying the last of the Invaders that the event passed them by without their knowledge. It was not until the 170th King's Age that they learned of Rajaat's imprisonment after being approached by Borys. The wardens were given a choice: side with Borys or be destroyed. Those who sided with Borys gained great power not unlike that of the sorcerer-monarchs; those who did not perished. Borys instructed the void wardens to continue their vigilance against the surviving Invaders. The wardens each claimed or settled a city-state and began two millennia of petty warfare among one another.

Chapter 2 - Worlds of the Crimson Sphere

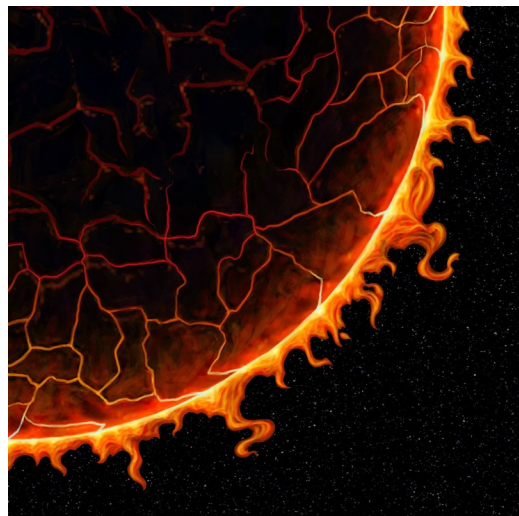


All stellar bodies are listed in order of their distance from the sun.

o. Crimson Sun

Size I, Spherical Fire body

The sun of the Crimson Sphere is a large, hot, dark-red, and fiery orb at the heart of the sphere. Ancient texts indicate the various ages of Athas's past by names largely taken from the state of the planet. Athas was covered in expansive blue oceans during the Blue Age and verdant forests during the Green Age. Modern ages have instead taken their names from the color of Athas's sun: it has become a red giant during the Red and Brown Ages. What manner of magic darkened the sun is a mystery that draws the ever-present attention of the illithids. If they could darken the sun more, they would no longer be adversely affected by its light, and their power would increase. For the time being, the sun



is a hazard that plagues not only the Invaders trapped in the Crimson Sphere, but because of the sun's increased size and heat relative to Athas, also life indigenous to the planet.

For all the mystery surrounding the sun, very little is found there. It is a desolate wasteland of fire. Neither cities of effreti, azer, nor any intelligent creature that makes fire its home dwell upon the sun. Although the sun is almost lifeless, occasionally, solitary creatures such as elmarin, lavaworms, and even a rare focoid have been found there.

Palace of the Dawn

The palace is a crystalline structure that bends light around it, causing it to be invisible until one approaches within five-hundred yards. It is inhabited by fire elementals and sun paraelementals under the control of a powerful sun cleric and his sun drake companion. The palace may contain untold treasures, but it is rarely encountered and even more rarely explored.

The Furnace Shrouds

Composed of small clouds that orbit the sun and visible only as a slight distortion in the ether that obstructs the vision of any creatures within, the Shrouds are material cast off from the crimson sun. As a result, the clouds are torrid, and entering them is like crawling into a baker's oven. The Furnace Shrouds are said to be the favored spawning grounds of a variant of night scavver inured to their searing heat.

Boneyard

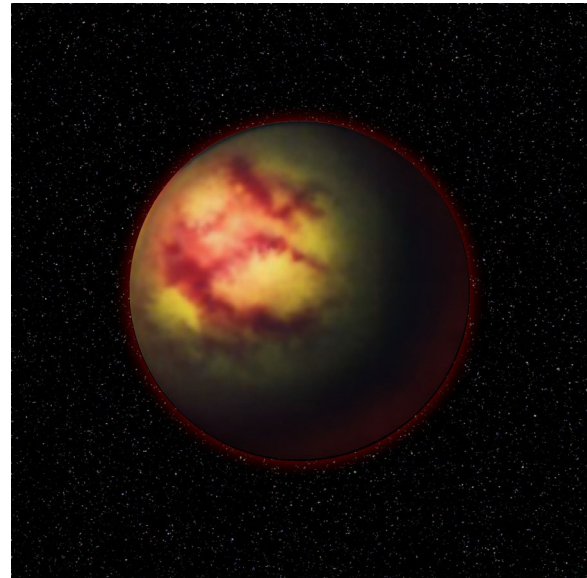
The Boneyard is a cloud of debris created by the long dead carcasses and desiccated remains of space whales. Over many thousands of years, ancient kindori from the inner system have come here to die. Their bodies decay quickly, leaving only bones behind. The cloud is home to packs of scavvers—shark-like predators that live in the void of wildspace—who pick the bones clean. It is also haunted by animated kindori skeletons, raised by a mysterious undead necromancer, who has used the oldest bones to craft some sort of citadel or ship in the cloud's heart.

The Suntime

The Suntime is the ancestral home of the wildspace-dwelling thri-kreen in the system and probably the largest tree in all of the Crimson Sphere. Several miles tall and orbiting close to the crimson sun, it is immune

to defiling magic and strongly resistant to efforts to drawn energy from it by preserving magic as well. The resident thri-kreen rarely venture away from their arboreal home, preferring to let ships come to them instead.

1. Cinder



Size C, Spherical Earth body

Orbit: 60 days / 0.16 years / 32 million miles

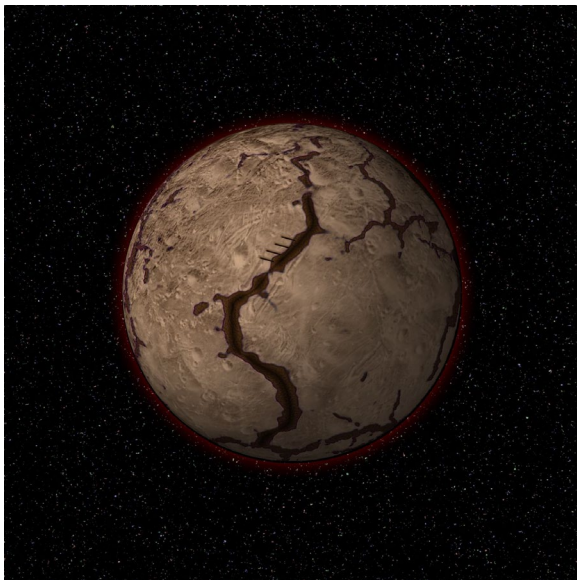
Cinder is the closest planetary body to the sun and called Macro by the astronomers of Nibenay. Cinder is all that remains of a verdant world long since consumed by the heat of the sphere's sun. Seared and nearly engulfed when the sun grew massive during its transformation into a deep, angry, red orb, any other names the world previously had have long been forgotten. Cinder orbits barely an hour's journey outside the sun's corona and is occasionally charred by solar flares.

Cinder is tidally locked and home to a city-state. On the planet's far side, facing away from the sun, exists a patch of habitable land approximately ninety miles in diameter. The grassland there gives way to thin, mountainous forests at the center—this is the domain of the city-state of Mahda. The ruler of this city-state is said to be an undead creature, his body charred and burned beyond recognition, who uses his subjects as cattle for his experiments.

City-State of Mahda

Standing in Cinder's protective shadow, Mahda is surrounded by a hot jungle that seems to press down on the city like a siege. It is ruled by the void warden Arun, who was burned horribly in battle, and his templars are frantically searching the sphere for anything that could heal him. Meanwhile, Arun takes his frustrations out on his people, ordering random executions. The citizens of Mahda live off the surrounding jungle as hunter-gathers, bringing its meager bounty to the city for trade. Several efforts have been made to clear the jungle, but Cinder's soil is too poor to support conventional agriculture, and the jungle's trees are too flexuous to make effective lumber.

2. Yrim



Size D, Spherical Earth body

Orbit: 120 days / 0.32 years / 56 million miles

The second planetary body from the sun and known to the sages of Nibenay as Morrow, Yrim is a fair-sized rocky body so riddled with tunnels and passages throughout its crust and core as to be nearly hollow. The planet's surface is mostly barren and crisscrossed with massive canyons running between the largest of its tunnel openings. How its canyons formed is unknown, but their crack-like appearance suggests that an event of terrible force fractured the planet's surface and exposed its caves.

Yrim was settled early by the void warden Mazu, who built the subterranean city-state Kol-ta within one

of the planet's larger tunnels, for the daytime temperatures proved too hot to support life on the planet's surface. Easily mining iron from within the planet, Kol-ta quickly became the chief supplier of iron to the entire sphere, which also made it a priority target for the illithids. These days, all that remains of the once proud city-state are the ruins of small villages, mines, and fortifications tucked within the planet's tunnels and the canyons scarring its surface.

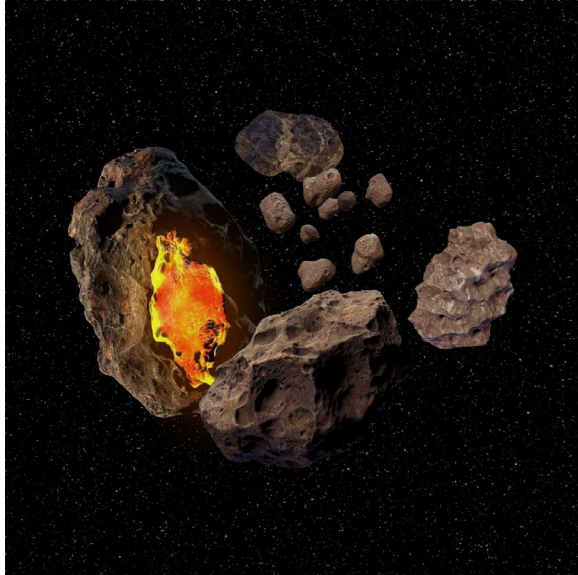
Wormrot Chasm

While there have long been countless, massive tunnel openings in the surface of Yrim, the largest and deepest of these was so named because of the way it causes the planet to resemble a rotten and worm-eaten fruit. Yrim is now bisected by an open gash running nearly from pole to pole, and it is questionable how anything could have survived the calamity that created this chasm. The remains of the city-state of Kol-ta are still located somewhere deep within the chasm, but it seems that only particularly hardy monsters still inhabit the caves. Legend holds that a *shard of the zodiac* is buried somewhere in the rubble of the city-state found in Wormrot Chasm's depths, but if true, it has yet to be found.

Lost Mines of Yrim

Now buried and forgotten, it is no secret that precious iron once came from the deep mines of Yrim. The challenge of accessing that iron safely has proven daunting even to the void wardens. If the lethal surface temperatures of Yrim and the mines' hidden locations were not enough of a barrier, monsters have long since overrun the planet's depths. All attempts to reclaim its mines over the centuries have failed, but it is said that if one could find and reclaim the mines, they would become rich beyond reckoning.

3. Embers of Slag



Size D, Cluster of Earth bodies

Orbit: 250 days / 0.66 years / 91 million miles

The Embers of Slag are the third stellar body orbiting the sun. They are the remains of a rocky planet once called Thagma by the sages of Nibenay. Its fragments are large and clustered tightly enough around the planetary core to still share a single atmosphere, and some stray plant and animal life can still be found clinging to the larger fragments. The exposed core is still clearly molten, providing light and heat to the planetary fragments. The molten core is a massive sphere of liquid rock and metal, far too dangerous for even cursory exploration, being lethally hot and inhabited by thoqqua, fire elementals, magma paraelementals, and the like. Legend has it that the planet was involved in an early battle between the void wardens and Invaders, but the legend does not speak to the manner of its destruction.

A colony of gravs—short, stocky humanoids who manipulate gravity—has settled amidst the rocky fragments, prospecting the exposed veins of ore. They dislike intruders, but careful negotiators can convince them to trade. An ongoing dispute brews between the gravs and a local clan of rock-hoppers—small humanoids who have been scavenging the smaller planetary fragments. While the rock hoppers are not malicious, they are mischievous, and they often aggravate the dour gravs. Willing to trade small items of iron for goods such as food and wood, the gravs are no fools, and they charge high prices for their iron tools and weapons.

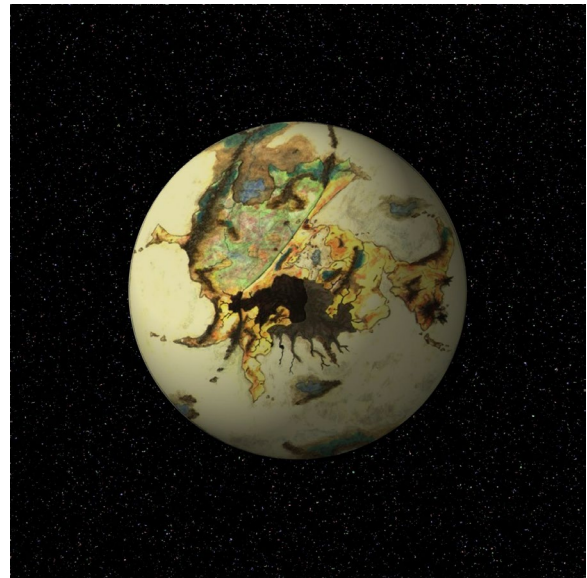
4. Athas

Size E, Spherical Earth body, 2 moons

Orbit: 375 days / 1 year / 119 million miles

Athas is the fourth planetary body out from the sun, a desert world, and the primary world of the sphere. Few ships land on or leave Athas these days. Even ships from the Crimson Sphere rarely visit Athas, for the problems surrounding such an undertaking usually outweigh any benefits. When the occasional ship does visit Athas, it nearly always lands in one of two locations.

The first is an otherwise unremarkable spot in the Hinterlands northwest of the Dragon's Crown mountains. Every 11 years, the void wardens arrange to meet with the sorcerer-monarchs of the Tablelands, using House Ha'kiin as an intermediary, to trade for the items and supplies each respective side finds difficult to obtain. The other location is on the far side of Athas from the Tablelands in a region of the silt sea known as the Infinite White. It is there that House of Ha'kiin goes to procure their raw materials for producing new spelljammers.



The Wildspace Accords

When Borys informed the void wardens of Rajaat's imprisonment, in addition to demanding that the wardens swear fealty to him, Borys forced them to make a nonaggression pact with the sorcerer-monarchs. The treaty, enforced by the Dragon, stipulated that both sides agree to full non-interference in each other's affairs. The sorcerer-monarchs would not enter wildspace (not that they wanted to), and the void wardens would generally avoid Athas, never allowing any of their ships to be seen above the Tablelands.

The agreement was also built upon the premise of mutual benefit. The two groups agreed to meet through a neutral third-party every 11 years to do business in an uninhabited location in the Hinterlands west of the Ringing Mountains. The goods traded with each visit vary greatly depending upon what each side needs at the time—wood, water/ice, trees of life, metal, or obsidian have all been traded during meetings. These meetings continue to this day.

Few but the most highly-placed agents of the sorcerer-monarchs and void wardens are aware of the agreement, so its specifics remain unknown. For the time being, both sides still find the treaty convenient, and the conditions that could cause either side to break their agreement remain a mystery along with the consequences of doing so. It is generally agreed that the sorcerer-monarchs would win in a war with the void wardens, but the cost would surely be terrible.

- Ral

Moon, Size C, Spherical Earth body

Ral is the smallest and closest of Athas's two moons. Blanketed by green-hued clouds, it is dominated by huge mountain ranges and ancient lava lakes that the Athasians misinterpret as seas. Ral has a thin but breathable atmosphere. The moon is rumored to host a small colony of ooze-like plasmoids, but the resident moonbeasts—tentacled creatures known as stalking horrors to Athasians—on the surface make it difficult to confirm these claims. From time to time, illithids attempt to settle the moon, but such efforts are met with swift and decisive hostility by the void wardens.

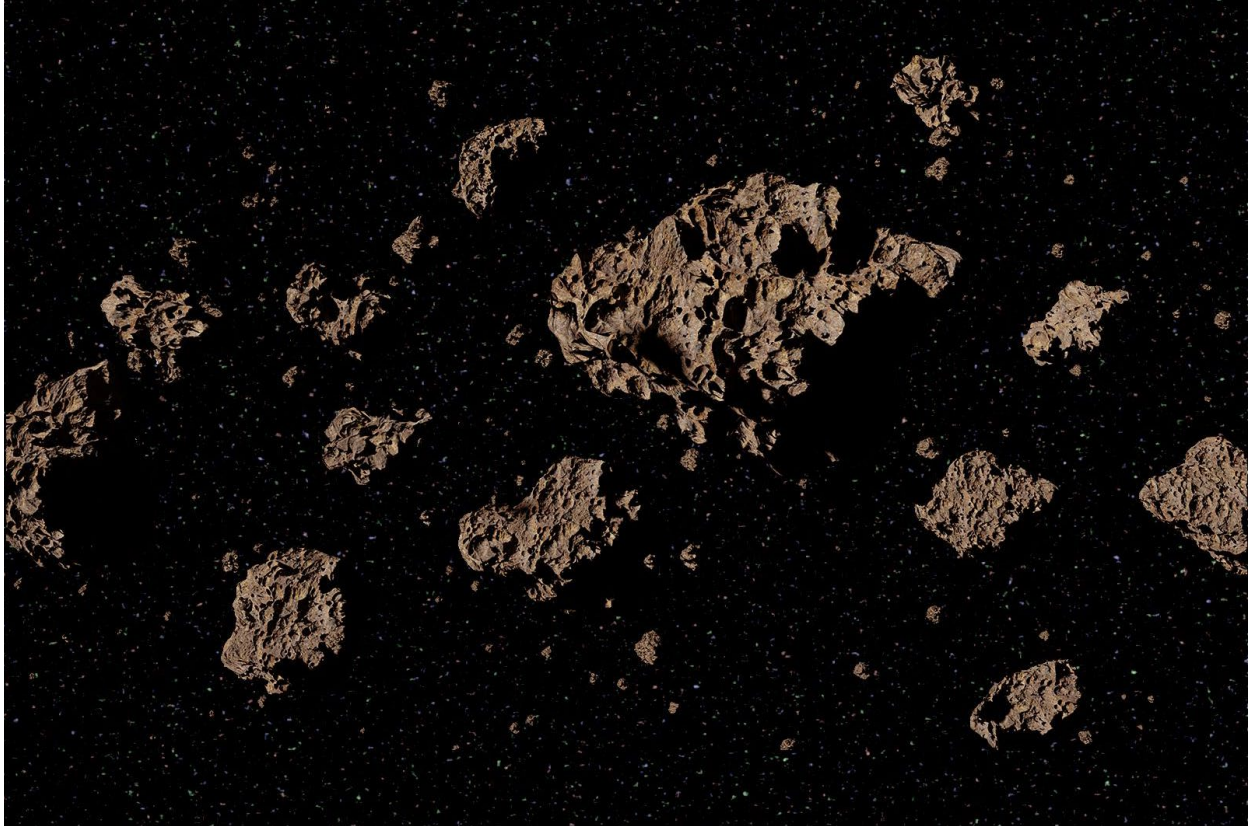
- Guthay

Moon, Size D, Spherical Earth body

Of Athas's two moons, Guthay is the farthest and largest, and it is also host to the city-state of Sentinel. Sentinel technically orbits Athas, but does so in close proximity behind Guthay, and for all intents and purposes, the city-state might as well be called Guthay's satellite. Because Sentinel is always positioned behind Guthay relative to Athas, the city is hidden from Athas by the body of the moon. Guthay is a golden-hued world. Some component of the upper reaches of Guthay's thick atmosphere reflects and refracts the light of the crimson sun more than one would expect, causing the moon to appear much larger than it truly is. One could be forgiven for assuming the moon was actually a binary planet nearly as large as Athas itself, at least when viewing it from the surface of Athas. This effect also obscures Guthay's surface, leading Athasians to fantasize that it is covered in seas and jungles. Extensive cave systems underneath the surface do host some water and life, but it is far from the paradise that some Athasians fantasize it to be. A few slave villages can be found on Guthay, well-hidden in its deep caves, but little else prospers there except for silk wyrms. As with Ral, the illithids are interested in establishing a base on the moon, but to date, their efforts have been foiled by the void wardens and the abundance of silk wyrms residing on the moon.

City-State of Sentinel

Hidden from Athas's view behind Guthay, Sentinel is a large, fortified city. It is shaped like a great nine-sided ziggurat measuring ten miles per side and three miles tall. Buildings stand along the ledges. The poorest citizens live at the bottom ledge while templars live along the top ledges. With strong walls and shelters designed to out-last a year-long siege, Rajaat built Sentinel as a last line of defense against any invasion of Athas from other worlds. Dabi, the void warden of Sentinel, has not been seen in over a century, and some suspect he has perished.



5. The Sextant

Asteroid Belt, Size A to B Earth bodies

Orbit: 750 days / 2 years / 191 million miles

The Sextant is a thin asteroid belt occupying the fifth orbit out from the sun. Ancient Blue Age texts suggest it was once a planet named Alia, but it shattered long ago in some unrecorded disaster. Today, the asteroids are found in six clusters that share roughly the same orbit. Most of the asteroids are barren rocks with thin atmospheres, unsuitable for habitation. A few have enough air and water to support plant life. These prizes are fiercely fought over by the city-states and raided for slaves by the illithids. The rare verdant asteroids in the belt amount to the breadbasket of spelljamming cultures in the Crimson Sphere.

Shard Islands

The largest cluster of asteroids in the Sextant are the Shard Islands. These asteroids are the domain of the city-state of Hopa. Nearby asteroids are farmed and fiercely protected by the Hopan navy.

The Dead Forest

On the outer edges of the Shard Islands float a smaller sub-cluster of asteroids known as the Dead Forest. They are named after the dead, butterfly-like trees that cover their surfaces. The trees, once magnificent and vast, are now black and shriveled. Strangely, all have interior hollows, as if they were once used as dwellings. The origin of the Dead Forest's strange vestigial flora is unknown.

City-State of Hopa

The asteroid that Hopa is built upon is shaped like a great coin. The disk is approximately five miles in diameter and one-thousand feet thick. Dwellings are built not upon the flat surfaces of the disk, but in shallow caves along its edge, as the disk's surfaces are reserved for farmland. Individual dwellings can easily be fortified, making invasion difficult, and tunnels connected in a complex network transform the entire asteroid into a well-defended fortress. Hopa is ruled by the void warden Hananka, who runs his city-state like a military camp.

Verdant Stones

The city-state of Nijhal is found at the heart of this asteroid cluster. There are dozens of farmable asteroids worked by slaves of Nijhal. The cluster is well-patrolled by Nijhal's navy, for the Verdant Stones are coveted as the most prosperous asteroids in the Sextant.

City-State of Nijhal

Nijhal, the Jewel of the Sextant, lies in the heart of the Verdant Stones. The city-state sits atop the highest of a cluster of sparse hills and is in a constant state of turmoil, for its various factions and peoples clash over petty issues. The ruler of Nijhal is the void warden Husam, who ruthlessly seized power ten years ago. As a politically savvy tyrant, he keeps the various factions at each other's throats in a bid to prevent them from uniting against him. Nijhal has seen more than one hundred coups, each as bloody as the last.

Cursed Cluster

This cluster is dotted with hundreds of abandoned villages. Ravished by battles between the Invaders and the void wardens, the Cursed Cluster has been stripped of all life.

Banshee Rock

Banshee Rock is an old dwarven citadel once known as the Anvil and renowned for the fine metalwork it had produced. It now lies abandoned except for the host of dwarven banshees that haunt it. During the last stages of the war against the Crimson Sphere's Invaders, in the years before the Black Gulf was created, illithids managed to infiltrate the fortress and use their psionics to bind a small force of dwarves to their will. The illithids used their thralls to orchestrate carefully chosen attacks against their fellows and touch off an

internecine war among the clans, leaving none alive. When the illithids then occupied the citadel, the entire dwarven population rose as vengeful undead. The illithids were cut down before they could escape. Today, banshees prevent scavengers from plundering the citadel's wealth, but the undead generally find it impossible to work together and form an organized defense.

Hexxid

The village of Hexxid is populated by escaped slaves from Nijhal who are so desperate to avoid going back to their previous masters that they are willing to hide in the Cursed Cluster. The ex-slaves live a meager existence, scraping ice-water from the shadows of craters and consuming lichens for sustenance, but they have sworn to die in wilderness before going back to a life of slavery. The villagers seem more than willing to trade, but turn on visitors in a heartbeat if they think they can overcome their guests.

Far Clutch

The Far Clutch is the most distant cluster of asteroids from the major cities, and as a result, it sees little trade. For this reason, it is a popular hiding place for escaped slaves, but illithids have begun to prowl the Far Clutch for a new source of sustenance and labor. This remote location is a place of desperation and danger.

Salt Shoals

Ruins of a city-state and its satellite villages are buried somewhere in this cluster, their names long since lost to history. The void warden of the city defied Borys, who ordered the city destroyed and the land around it salted as a lesson to those that would defy his power.

Gray Reef

The Gray Reef is a warzone found between the Shard Islands and the Verdant Stones. Ships from both Hopa and Nijihal stalk each other there. Free villages in the Reef are becoming few and far between as their scattered locations fall one-by-one to the powers of the two city-states.

Doomdock

Doomdock is an old naval yard where ships were built back when the resources to build ships such as galleons and hammerships were still available. Now, the shipyards lie long abandoned. The Doomdock is said to be haunted by berserk construction golems and unquiet spirits, and much of its most valuable equipment was stripped from the location long ago. It is possible that overlooked or forgotten equipment might still be found there by resourceful or desperate scavengers.

The Salt Citadel & House Ha'kiin

House Ha'kiin is based in the Salt Citadel, a fortress of white rock and salt crystal. House Ha'kiin exists independently of any city-state or void warden. It crafts spelljammers from the husks of dead insects and sells them to customers in the various city-states across the Crimson Sphere. Representatives of the house are found in each city-state, and they answer only to the mysterious head of the house, a shadowy figure known as Til'tal'tor who has not been seen publicly in centuries.

Til'tal'tor is a member of the mysterious people known as the arcane (or mercane, as they are sometimes called). Long ago, Til'tal'tor visited the Crimson Sphere and was subsequently trapped when the Black Gulf was created. He tried to escape the sphere only once, but the experience was so terrifying that he resigned himself to living out the remainder of his days in the Crimson Sphere. He is the only member of the arcane in the sphere and the only being with the knowledge of how to create a spelljamming helm living in the system.

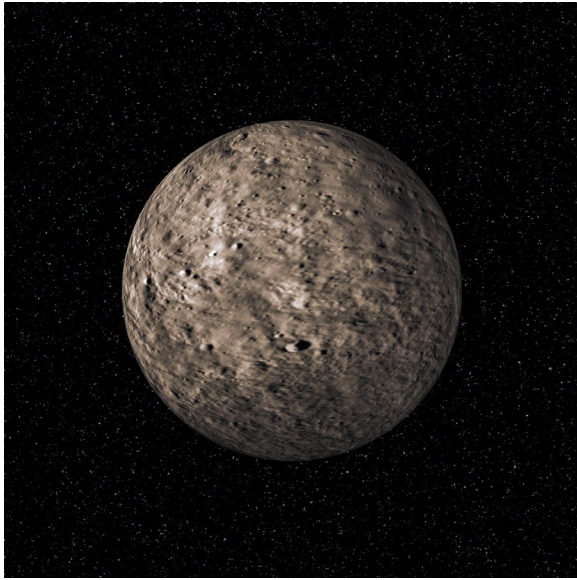
Agents of House Ha'kiin are granted safe passage to and from Athas. Til'tal'tor is said to have reached some manner of agreement with the Dragon, and the House is the sole means of trade between the void wardens and the sorcerer-monarchs. They rarely, however, visit the Tablelands (largely confining their visits to the regularly scheduled trade-meets in the Hinterlands), and when they do so, they do so in disguise to avoid trouble from the local templars and other agents of the sorcerer-monarchs. House Ha'kiin traders visit the Lost Archipelago to trade finished goods and supplies for the "sky-ships" of the Sky-Born (which are quickly converted into spelljammers for resale) more often.

Regardless, despite the agreement granting them unrestricted passage, their presence on Athas is limited and rare.

The void wardens and smaller trade houses of the sphere chafe at House Ha'kiin's political and economic power. As a result of the House's monopoly on helm creation, spelljammer construction, and trade with Athas, however, they have little choice but to tolerate the House, who continues to maintain their stranglehold on trade between wildspace and Athas, at least until the Dragon can be made to confirm or deny his arrangement with them. If House Ha'kiin's secrets were ever to be divulged, it is likely that the void wardens would cease to tolerate the House's existence, but all efforts to create a functional ship's helm by other parties have yielded only failures and abominations.



6. K'ydon



Size D, Spherical Earth body

Orbit: 1,500 days / 4 years / 301 million miles

The sixth planetary body from the sun is known as Ameron by the astronomers of Nibenay, but K'ydon by those in wildspace. It is a small, cold, habitable world located beyond the Sextant. Mostly covered in frozen desert chilled by long winters and short summers due to its axial tilt, K'ydon has belts of cold plains that are barely habitable as well as water near its poles. When its orbit passes near the Sextant, it is frequently bombarded by meteors and small asteroids.

A dwarf of a world far beyond the Sextant, K'ydon has much in common with Athas. Both are dry, desert worlds with little life and scarce resources. K'ydon is a cold desert with long winters and short summers. Water can be found trapped in its tundra's permafrost, but the resource is difficult to tap. Life on K'ydon is harsh and resources there are few.

K'ydon's most remarkable feature is the city-state Hu-Wat, ruled by the ruthless Warden-Queen Hu. The city is marked by a five-sided ziggurat, a solid stone fortress, and a market square. It is found on the equator in the shadow of four great hills.

Ashenbii

Ashenbii was once a 'resort' town featuring hot springs where officers from the wardens' armies could relax and heal between military campaigns. The town was buried by a volcanic eruption and covered by several dozen feet of ash. Recently, a group of escaped

slaves discovered Ashenbii's ruins and dug passages through the old city, creating an underground safe haven.

Craterim Forest

Growing along the outer edges of a particularly large crater, this alpine forest is fairly cold and stalked by many tribes of cannibalistic halflings. It is one of the best sources of lumber in the sphere, but the trees grow at a lethargic pace, and after being over-logged long ago, its existence has largely been forgotten. Today, it remains virtually unknown. Attempts to explore and exploit it by those who stumble on its location often meet with failure, for halflings are the least of the dangers to stalk the Craterim.

The City-State of Hu-Wat

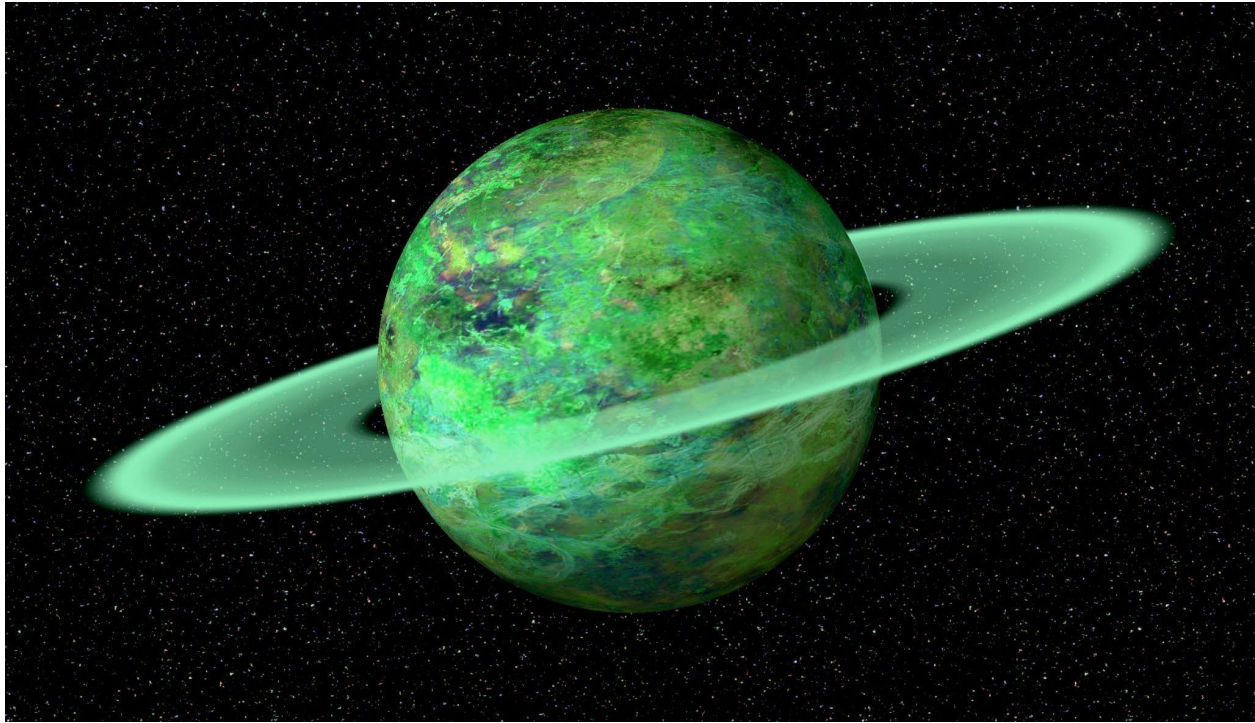
The city-state of Hu-Wat is ruled by the ruthless void warden Hu. Her seat of power is a five-sided ziggurat atop which sacrifices are made to her each day at dawn. Depending on the day, these sacrifices include such diverse offerings as fruit, roasted animals, or sentient beings. After the dawn sacrifice, her citizens are permitted to begin their daily activities. At the heart of the city lies a market square where anything can be bought, for a price. Above the city, on a tall, steep-sided hill sits Fortress Soom, which overlooks the approaches to Hu-Wat.

7. Xoyog

Size F, Spherical Air body

Orbit: 2,625 days / 7 years / 439 million miles

Xoyog is a planetary body that occupies the seventh orbit from the sun, but the sages of Nibenay refer to it by the name Seofea. From orbit it is a green world with a blue-banded cloud cover that obscures alternating layers of noxious and breathable air. The planet is best known for its glittering system of rings visible from Athas.



Xoyog is host to an unusual group of residents. Long ago, a merchant vessel from beyond the Crimson Sphere took damage from raiders and, with its air supply running low, dipped into Xoyog's atmosphere to gather fresh air and perform repairs. However, once the repairs were completed, it was discovered that the ship's helm had taken damaged rendering it too weak to leave the planet's atmosphere. In time, the stranded crew learned to survive by hunting the creatures that 'swim' the planet's skies. Today, descendants of the ship's crew form a community of hadozee—a species of intelligent, bipedal, gliding apes—living in several 'villages' that keep close proximity to each other, each created from various damaged spelljamming vessels that have come to be marooned there over time. None of the ships are capable of lifting off from Xoyog anymore, but their back-up helms keep the repurposed ships airborne and provide limited atmospheric maneuverability. The residents have built a society unlike anything found elsewhere in the sphere.

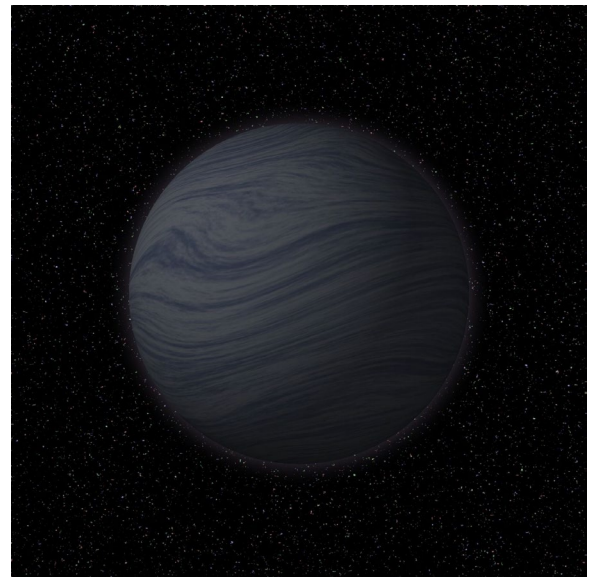
One wreck floats abandoned and unused in Xoyog's atmosphere: a derelict nautiloid whose name roughly translates to "human brains are delectable." The ship drifts, haunted by the spirits of its illithid crew, forlorn and confused shades who only wish to see their remains—or "prized possessions" as they describe the desiccated husks—returned to their home. Much of the nautiloid has rotted away, but the ship's minor helm is still functional.

8. Rajaat

Size G, Spherical Air body, 9 moons

Orbit: 4,125 days / 11 years / 589 million miles

Rajaat is the eighth planet from the sun, the largest planet in the Crimson Sphere, and was named by the wardens for their master. Known as Endlea in ancient texts, it is a dark, cold, ash-choked world of air devoid of life. Rajaat is circled by nine moons, but the greatest sages of Athas have discovered only six of them. Many



of the moons have been conquered by Invaders from other spheres. The interior of the planet remains unexplored but likely hides ships lost during the many battles fought above Rajaat's clouds against Invaders during the era of the Cleansing Wars.

- Kaincha

Moon, Size B, Spherical Earth body

Kaincha is a rocky moon covered in sheer mountains and treacherous foothills. Located somewhere on the moon are the ruins of a small githyanki outpost. The githyanki were originally pirates who followed illithids when they came to the system and then preyed upon them, but after a crushing defeat saw all of the githanyki ships destroyed, centuries of inbreeding and survival by the barest of margins saw the 'land-locked' survivors devolve into a feral state. Today, they are quite similar to the gith of Athas, save that they all seem to be born with terrifyingly powerful psychic abilities. Few visit the world, for its feral inhabitants have little worth taking and are powerful enough to pose a serious threat to interlopers.

- Asafrum

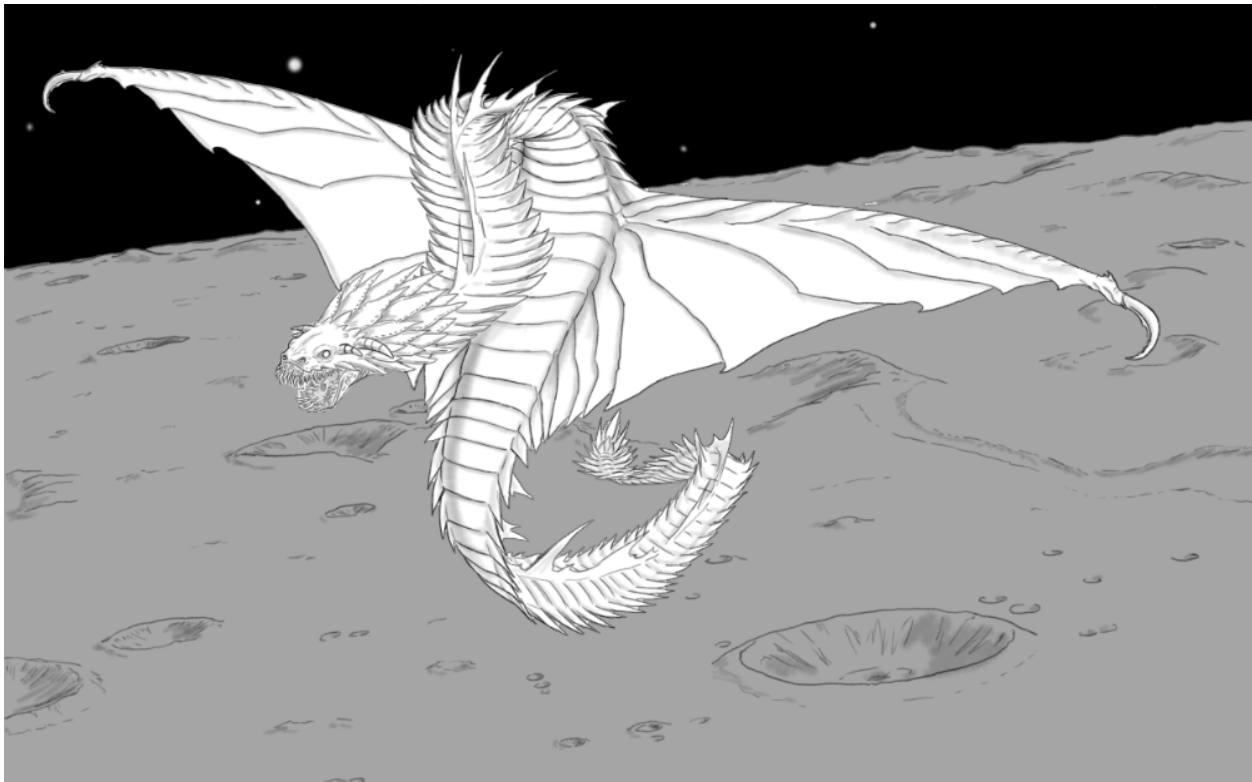
Moon, Size B, Spherical Earth body

Asafrum is a moon covered in deep canyons filled with rivers of lava and large islands of dense stone among oceans of boiling rock. It is a place racked by massive volcanic activity. Originally, it was a mining hub dating back to before the Cleansing Wars, but today, those mines are abandoned and destroyed, and the miners' descendants now live on the surface as cannibalistic head-hunters.

- Th-ki-chu

Moon, Size D, Spherical Earth body

The sphere's illithids command their remaining forces from their throne-world of Th-ki-chu, the largest of Rajaat's moons and one of the illithids' last strongholds in the sphere. Slaves toil away, psychically lulled into mindless bliss, in caverns under illithid fortresses. The ruins of dozens of similar fortresses, casualties of the void warden's war against the Invaders, dot the dark, sandy desert that forms the surface of Th-ki-chu. Such was the destruction wrought during the era of the Cleansing Wars that, even after two millennia, the remaining illithids are but



a fraction of the multitude that first arrived in the sphere.

- Doshvaar

Moon, Size D, Spherical Earth body

Doshvaar is one of the larger moons of Rajaat and possessed of a stunning geography. Lush jungles grow atop its great mesas and surrounding lowlands. It is home to several types of primates and a diverse population of feathered, tree-hopping reptiles. Despite its stunning beauty, dark rumors speak of degenerate clans of halflings prowling Doshvaar's polar regions.

- Hejin

Moon, Size C, Spherical Earth body, 1 Cluster

Hejin is a broken moon of Rajaat that was lucky enough to survive a collision with another stellar body. Whatever it was that collided with Hejin, that object was not so lucky, and the nature of that object is a mystery lost to time. Roughly eighty percent of the moon's original mass survived the apocalyptic impact, and these days, it is still inhabited by great, reptilian beasts. The remaining lunar mass has formed a cloud of free-floating fragments, haunted by corporeal undead, that still trails behind the moon. Those who have seen the moon up close have described the sight as a stark reminder of the dangers that plague the Crimson Sphere.



- Yuraj-Vul

Moon, Size B, Spherical Earth body

Yuraj-Vul is a small world of vibrant plant life that has long been a favored graveyard for kindori—or space whales—close to death. The creatures fly into a degrading orbit around the moon, dying there, after which their carcasses finish a violent descent towards the moon's surface. Vines, mosses, and other alien vegetation delivered to the moon by the aging space whales have choked the moon's surface, completely covering its shallow seas and mounds of ancient bones.

- Zan'vi

Moon, Size C, Spherical Air body

Zan'vi, another of Rajaat's moons, is a swirling ball of multicolored gas. Rumor holds that the illithids have a secret base near the moon's core, deep beneath its obscuring cloud cover. Scout ships from the city-states are occasionally sent to investigate the moon, but such ships rarely return to port. It is well known that the void wardens would pay handsomely for useful intelligence regarding Zan'vi, but for now, the world remains an enigma.

- Ta'ajr

Moon, Size B, Spherical Air body, toxic atmosphere

The moon known as Ta'ajr is composed entirely of toxic green gas. It is said to be home to terrible winged creatures that are immune to the moon's poisonous fumes and dwell deep beneath the top layers of the moon's cloud cover. No spelljammer crews are known to have successfully explored the depths of Ta'ajr and returned to tell the tale, but rumors abound regarding the treasures and terrors that supposedly await explorers there. For now, Ta'ajr remains a tantalizing and deadly mystery.

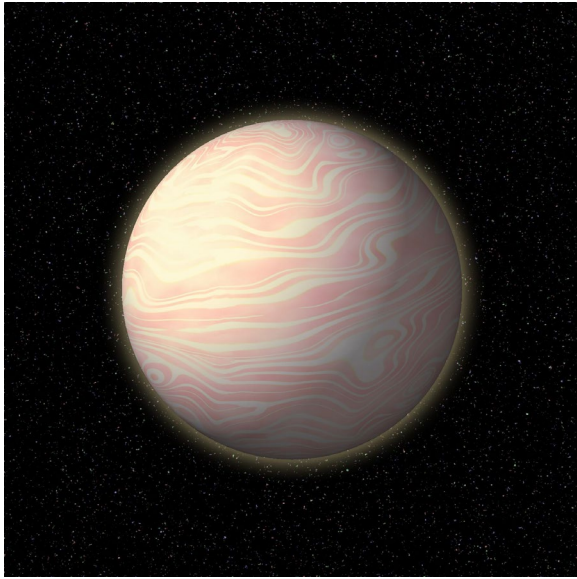
- At-ur

Moon, Size D, Spherical Earth body

At-ur is a moon of Rajaat once dominated by volcanic activity. Called the "Obsidian Moon" due to its ancient lava fields, today, its surface is dark but flecked with highly reflective minerals. Under its lava fields, At-ur is riddled with caves and tunnels, a result

of its highly volcanic past. A hive of grell—surpassingly arrogant and hateful creatures shaped like beaked brains trailing a mass of tentacles—make the caves their home and have resisted all attempts at subjugation or extermination. Any mineral wealth the moon might contain has yet to be exploited.

9. Janavaar



Size F, Spherical Air body

Orbit: 11,250 days / 30 years / 1,178 million miles

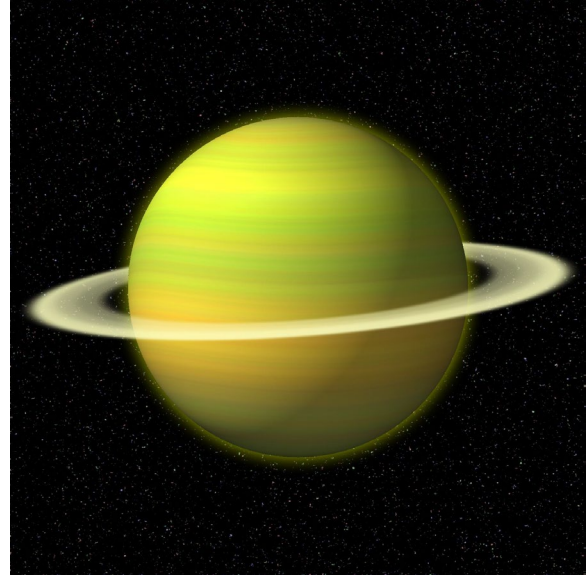
Janavaar is the ninth planet from the crimson sun. It is referred to as Anabas by the astronomers and sages of Nibenay. Janavaar is a pale, pink gas giant with no moons or rings. Beyond its color, its most remarkable features are its baroque, swirling surface patterns formed by the tremendous winds and violent weather that churn the planet's clouds. These weather patterns make Janavaar dangerous for any flying creatures or crafts foolish enough to enter its atmosphere. If the planet is home to any life, that life has yet to be discovered by the Crimson Sphere's other occupants.

10. Izithaar

Size F, Spherical Air body, 4 moons, rings

Orbit: 33,750 days / 90 years / 2,356 million miles

The planet Izithaar and its four moons occupy the tenth orbit from the Crimson Sphere's sun. It is referred to as Hoard by the astronomers of Nibenay. This greenish-yellow gas giant glows beautifully as a result of its reflective upper atmosphere and brightly



pigmented rings. Banded with both thin, white and dense, sulfurous-yellow clouds, no reports of explorers successfully delving beneath its opaque cloud cover are known to exist.

- Yojna

Moon, Size C, Spherical Earth body

Yojna is a tidally locked moon of Izithaar orbiting just beyond the planet's rings. Small asteroids of ice and rock are continually pulled from the nearby rings by the moon's passage and frequently impact the trailing face of this moon. The resulting rain of ice and fire make habitation of that side of Yojna hazardous at best and a choice only suitable for the truly desperate. The other side of the moon features mountainous land masses and abundant water, but Yojna's extreme weather makes even that side a dangerous locale, except during its calmer daylight hours. The remains of a city-state are a prominent landmark near the moon's equator, but its collapsed structures often bear little resemblance to their original shape, and the ruins that can be explored have long since been ransacked.

- Xin'Chil

Moon, Size D, Spherical Earth body

Xin'Chil is a moon covered in stubby grass-and-shrublands. This moon is home to various monstrous insects and small tribes of feral "thri-kreen." The feral insect-people are not actually thri-kreen from Athas,

but rather, all that remains of a once thriving colony of xixchil who wandered into the Crimson Sphere only to find themselves trapped by the Black Gulf. Mantoid cities, once glorious complexes that resembled crystalline hives, now lie in ruins, only their subsurface tunnels remaining. This colony was destroyed when it found itself caught in the crossfire between the Invaders and the void wardens. A handful of xixchil managed to survive, but their society has fallen into feral disrepair, and most have lost even the ability to speak. Despite their degraded state, an echo of the xixchilian philosophy regarding bodily augmentation has survived among these tribes, and as a result, many bizarre abominations created by tribal "surgeries" stalk the ruins and prairies of the moon. Xin'Chil's potentially farmable landscape has been transformed into a nightmare by the circumstances that populated it with biologically modified horrors.

- Ko'jai

Moon, Size B, Spherical Earth body

Ko'jai is a small rocky moon. Abandoned mines prove that mining efforts once took place along Ko'jai's equator, but they have long since lain dormant, and no evidence of what their creators were hoping to excavate has been found. A small oasis of life populated by small flying lizards and insects exists within a crater near the moon's northern pole. Despite its ruins and remote oasis, by and large, Ko'jai is a lonely, dead world.

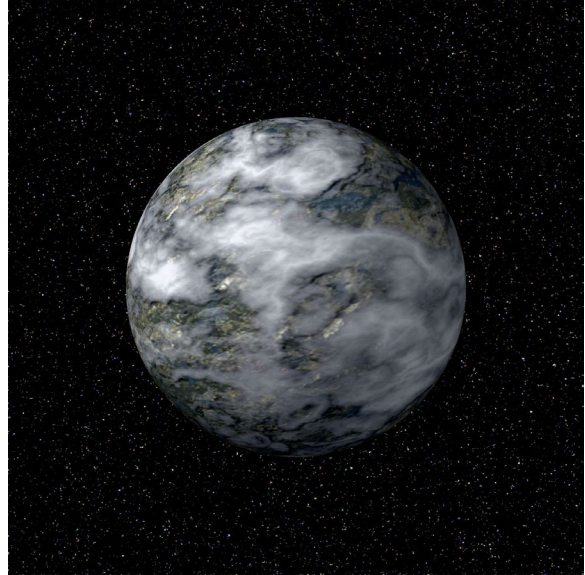
- Shurak

Moon, Size C, Spherical Plant body

Shurak is a bizarre moon that appears to be a gigantic briar bush, sans foliage, floating in space. Its branches are enormous. The main branches measure over five-hundred feet across and are covered with thorns that grow up to four feet long. Navigating a ship through the briar is almost impossible; explorers usually land on one of the outer branches and then disembark to explore this strange moon. The moon is inhabited by alien, intelligent, spider-like creatures who prefer to enslave visitors rather than trade with them.

11. Lirua

Size D, Spherical Earth (Water) body, very cold
Orbit: 67,500 days / 180 years / 3,769 million miles



Lirua is the furthest planet from the sphere's sun. It is referred to as Flagst by the sages of Nibenay. Here, far from the blazing crimson sun, ice becomes as hard as stone, and bodies of liquified gasses dot the landscape. The air is thin but breathable, and unusual forms of life have adapted to the world's inhospitable environment. Lirua is inhabited by remorhaz and crystal spiders made of ice.

One might think that a world of frozen water would attract prospectors from across the system, but its ice is harder than granite and dangerously cold to handle. The seas and lakes that dot its surface look to be composed of water at first glance, but are deadly to consume, causing fatal internal frostbite to those foolish or desperate enough to drink from them, and their liquid instantly boils into toxic gas in all but the coldest environments. Lirua is a cold, frozen world whose resources are difficult to gather.

The Messenger

The Messenger was a legendary comet that made a regular, 45-year cycle around the Crimson Sphere, but it mysteriously vanished in the year of Enemy's Slumber in the 190th King's Age (Free Year 7). Strangely, even before the Messenger disappeared, none could approach it. Those that tried were never heard from again. Whatever secrets the Messenger held and the nature of its disappearance are mysteries whose solutions remain as absent as the comet itself.

The Fallen Forge

The Fallen Forge is a rogue asteroid that measures about a thousand feet in diameter and has a great dwarven face carved into one of its sides. Tunnels and chambers run through the heart of the asteroid's mass, constructed with much artistry and precision, as if built by dwarves of great skill. Despite many centuries of looting, the Fallen Forge still yields treasure such as gold, gems, and even precious steel weapons from time to time.

The Black Gulf

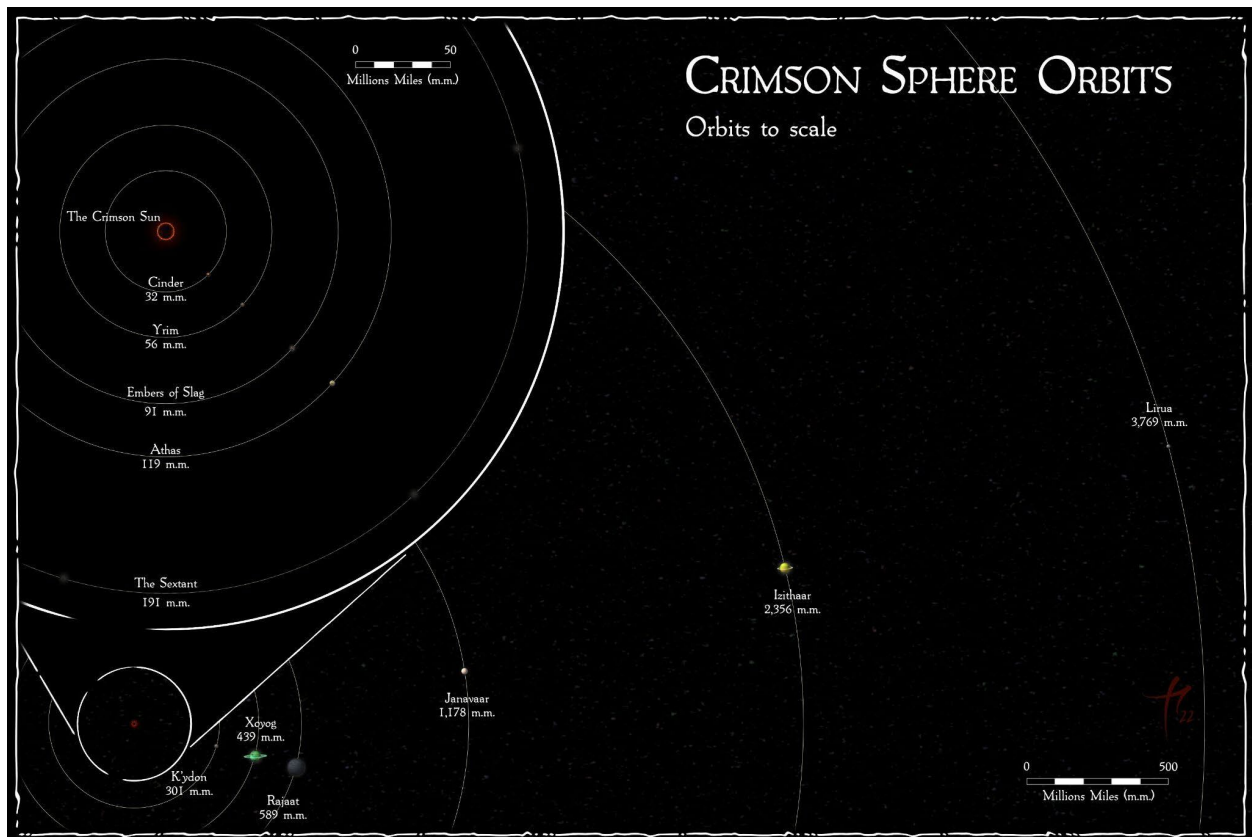
Just beyond Lirua lies the dreaded Black Gulf, the region that divides the worlds of the Crimson Sphere from the Spherewall. The Black Gulf has swallowed many ships that dared to venture into its inky depths. Survivor accounts from trips into this forsaken region are universally unsettling. According to such accounts, at first, light begins to dim all around a ship. After about two days, the stars twinkle out. After the fifth, the sun is no longer visible. In the Black Gulf, light from candles and lanterns dims, as if oppressed by

some unseen shadow, and crews report feeling as if they are being watched.

The unsettling beginning of a journey into the Black Gulf is far from the region's most terrifying feature. Shortly after five days' travel into the Black Gulf, the attacks begin. At first, lone watchmen are attacked by unseen creatures, but the attacks intensify. By the tenth day, the attacks come hourly. While light can drive the strange creatures away, survivors claim that many can summon darkness at will, snuffing out any light source. Stories of creatures so strong that they can rend metal and tear away whole sections of ships exist. The few ships and crews that manage to survive many days of attacks from the terrors lurking unseen in the Black Gulf eventually escape its umbral expanse.

Forlorn Sargasso

The Forlorn Sargasso is an odd collection of ancient ships that can be found not far from the outer edge of the Black Gulf. A terrible battle was fought here—one that left numerous ships smashed and ruined. Due to the defiling magic unleashed during the battle, nothing from the ships can be salvaged: all wood, metal, and weapons crumble to dust when touched. The Forlorn



Sargasso is as much an arcane graveyard as it is an unsettling, stellar landmark.

The Spherewall

The Spherewall is believed to give the Crimson Sphere its name, for it has a deep red hue the color of drying blood. Those who have touched it say it has a rough texture, almost like sandstone, and is cold enough to chill the hand. Standard portal spells work on the Spherewall, but any metal that travels through the Spherewall has a 75% chance of changing to stone. From up close, stars appear to be great fires just behind the Spherewall, burning furiously as if to escape from the wall's crystalline prison. Strangely, starlight from beyond the Spherewall can be seen through the Black Gulf from the sphere's planets, but those that travel within the Black Gulf cannot see that same light.

Paradise Forlorn

According to legend, somewhere in the system floats an asteroid with groves of bountiful fruit trees, water flowing from fountains, and lost caches of steel weapons. This "paradise" exists but is a false one, for the asteroid is alive and seeks to devour any that would dare tread upon it. Many spelljammer crews have touched down on this "verdant" planetoid since it first appeared in the Crimson Sphere, but none have escaped. The living asteroid seems to travel under its own power, for it has been encountered across various locations in the system.

Chapter 3 - NPCs of the Crimson Sphere

The Void Wardens

The void wardens are powerful defilers and psions who were handpicked by Rajaat to guard Athas from threats invading the Crimson Sphere from beyond the Spherewall. The void wardens are not unlike the sorcerer-monarchs of Athas: most are dragon-like creatures that, using the *shards of the zodiac*, grant spells to their Templar servants. As lesser students of Rajaat, they trained alongside the Champions at the Pristine Tower. Currently, the void wardens are still obsessed with and occupied by their efforts to eradicate the Invaders, but the wardens occasionally pause their battles to look upon Athas with an appraising eye and longing.

The void wardens hunger for the power and resources of the sorcerer-monarchs. Should a warden discover the existence of a city state free of its sorcerer-monarch, it is likely only the Dragon himself could stop them from landing their ziggurat-ship in the city center, conquering the city, and enslaving its population. Furthermore, were a void warden to learn of the *Dark Lens's* location, they would stop at nothing to obtain it, for the lens could be used to complete their draconic transformation and grant them the power to bring the whole of the system under their control.

Arun

Void Warden of the City State of Mahda

Arun was horribly burned in battle decades ago. Although his flesh was charred to a crisp, he did not die. Instead, he locked himself away in his city to nurse his injuries. The wounds are magical in nature and cannot be healed naturally. Rather, he must rely on rare herbs and powerful healing magic to restore himself. His templars have been frantically searching the Crimson Sphere for the magic needed to heal their king. Those that return empty-handed are executed, but powerful spells keep the templars bound to Arun and prevent them from simply fleeing the city and not returning. Arun has not been seen by any but his templars for many years.

Dabi

Void Warden of the City State of Sentinel

Dabi was once the greatest and most powerful defiler of the void wardens. Rajaat himself recognized Dabi's arcane strength and named Dabi his "Shield." From the city of Sentinel, Dabi directed the defense of Athas against the Invaders. Despite being the most trusted of Rajaat's wardens, he was also the quickest to betray his master. After Borys's visitation, Dabi attempted to take short-cuts to become a full-fledged dragon. His attempt failed miserably, and he is now a terribly deformed, yet still powerful and dangerous, creature. Today, Dabi's templars keep him secluded in the depths of his ziggurat-city, tending to him in hopes that he will recover his sanity.

Hananka

Void Warden of the City State of Hopa

Called the Warrior-Warden by his followers, Hananka is the strongest and most ruthless of the void wardens. He is unafraid to board his personal warship—a fully-armed hammerhead—and lead his powerful navy into battle from the vanguard, for Hananka has a personal hatred of illithids. At the edges of his city—Hopa—hundreds of illithid skulls have been placed on pikes, a sign that Hananka will never rest until the last of their number has been felled. Three *shards of the zodiac* are rumored to have fallen into his possession.

Hu

Void Warden of the City State of Hu-Wat

The so-called "Queen of a Thousand Faces," Hu is a vicious and brutal warden. Every year she selects the most beautiful girl in her city and drains her of all vitality and life. The process gives Hu the appearance of her victim. After, however, she ages rapidly, and by



the end of the year, she appears to be in her 80s. Hu's rule is harsh and unyielding, even in comparison to the other void wardens. Her city—Hu-Wat—is the farthest from the crimson sun and has thus been on the frontline of the war against the Invaders for centuries.

Husam

Void Warden of the City State of Nijhal

Husam seized power roughly ten years ago, claiming Nijhal's symbol of authority, a black obsidian sword known as Slayer. He is an aggressive, ambitious king who seeks to expand his rule at the expense of other city-states. Despite being a recent addition to the wardens, he is vocal in his desire crush the sphere's invaders once and for all. Husam, however, is not what he seems. In truth, he has been possessed by Slayer, a magical blade said to have been forged by Rajaat himself. Long ago, the warden who first wielded it perished, but he transferred his essence into the sword. He now possesses those who would attempt to use Slayer and masquerades as them. The sword

influences those around it, encouraging bloody coups so that only the strongest warriors will try to "claim" it.

Zol

This preserver has the distinction of being the only known creature to have escaped the Crimson Sphere and then return. He left the sphere believing that the means to save Athas lay somewhere in other spheres, but after many centuries of searching, Zol has come to believe that the key to Athas's salvation is to be found on Athas itself, not in some distant sphere. He has only recently returned to the sphere but has not yet landed on Athas. Since his return, Zol has begun the process of transforming into an avangion—an entity of radiant silver and possessed of wide gossamer wings—but he has only achieved the earliest stages of the metamorphosis and still retains almost all of his human characteristics.

Chapter 4 - The Last Flights Out of Athas: The Lost Archipelago

From wildspace, one can see that a third of Athas's surface is little more than an endless sea of silt dotted with a few tiny, barren islands and mudflats. Far from the Tablelands, the air above the silt there is thick with monstrous insects, but hiding in the shells of these beasts are some of the last survivors of Remaan. They live and die in the shadows and on the bodies of these insects. The survivors living in this region are the Sky-Born, and they are the only Athasians still capable of traveling to wildspace.

The Lost Archipelago

The Lost Archipelago was once a long chain of atoll islands located deep within a trackless stretch of ocean

located to the southwest of the now ruined continents of Remaan and Fyanralas. Legend has it that, before the Cleansing Wars ravaged the world, this chain of low islands was a tropical paradise frequented by a dazzling array of plant and animal life. Many species of insects that did not exist anywhere else on Athas thrived here. Now, the islands are gone, swallowed up by an endless ocean of silt known as the Infinite White. In their place lie mudflats: small 'islands' of life fed by springs from deep beneath the silt.

The mudflats host a diverse population of small insects, rodents, kluzd, and plants: small bushes, vines, and several carnivorous varieties can all be found there. These plants and creatures form an ecosystem that supports a staggeringly large number of floaters—jellyfish-like creatures hovering above the silt sea and the islands. The life found on the mudflats sustains



these floaters, but they are in turn preyed upon by the true masters of the Lost Archipelago: titanic flying insects.

Whether due to mutation or accelerated evolution, the flying insects have grown into gargantuan creatures. The adults frequently grow to be around one-hundred-foot long, and especially large specimens as long as three-hundred feet have been recorded. These insects have evolved psionics to reduce their need for food consumption, taking much of their energy from the sun, but they still greedily devour floaters. Their steady diet of floaters makes these colossal insects buoyant, allowing them to suspend themselves in the air effortlessly even when they are at rest. This buoyancy extends to their floating egg-sacs. The gargantuan insects of the Lost Archipelago descend only to consume floaters, otherwise spending virtually their entire existence suspended in the air.

The Sky-Born

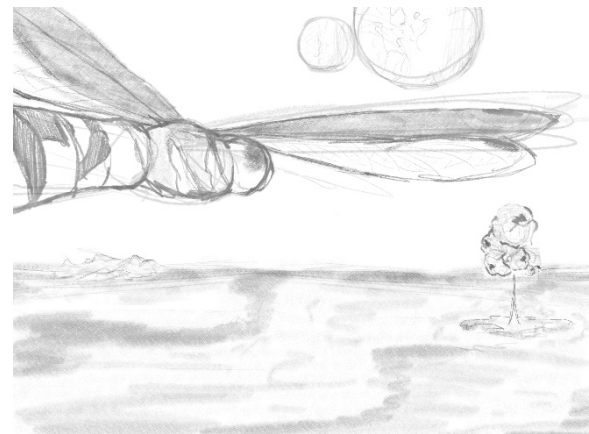
When the Remaan continent was destroyed, survivors fled in their boats to the archipelago only to watch the ocean die around them. Somehow, over the centuries, their descendants learned to adapt to the mutating fauna and took to the skies with them. These days, the Sky-Born, or Akaash-Jaanme as they call themselves, live as parasites on the bodies and in the nests of the massive insects that inhabit the skies above the mudflats. They eat the insects' flesh, strain water from their ichor, and make armor and clothing from the chitin and gossamer of the insects themselves. The decedents of Remaan's survivors are born, live, and die in the skies above the Infinite White.

The Sky-Born are a mixture of elves, half-elves, humans, and dwarves. While various members might seem to be fully human or elven, the truth is that over the centuries their mixed families have yielded a people who all have varying degrees of human and elven ancestry—all except the dwarves, that is. Dwarven Sky-Born are an outlier among their people. However, despite being incapable of producing fertile offspring with their fellows, Sky-Born dwarves are nonetheless fully a part of Sky-Born society. It is a rare clan that does not have a family or two of dwarves within it, and few families do not have an adopted dwarven 'aunt,' 'uncle,' or perhaps even child. Muls, while rare among the Sky-Born, are always welcomed as a product of a loving union and treated as a full member of their clan. The Sky-Born

are, much like the Eloy of the Trembling Plains, a truly mixed society.

Sky-Born ride the colossal insects while the creatures live, and when they die, their innards are quickly consumed for food, husked out (before their buoyant gases can escape), and converted to "sky-ships." With the help of a bit of pheromonal camouflage, the Sky-Born are able to disguise the presence of their ships from the living insects. These sky-ships attract traders who descend to the Lost Archipelago seemingly from the stars above. The traders bring with them goods that are otherwise unattainable by the Sky-Born: items made from wood and metal, food-producing vines, and more besides. The price the traders set is dear, however, for they take only one thing in payment—the sky-ships. Because intact insect carcasses are difficult to obtain and hard to maintain, the sky-ships are a dear resource, but they are still sometimes traded because the goods proffered by traders from wildspace are otherwise impossible to come by.

On occasion, a sky-ship led by a powerful and influential spellcaster or psion will be reinforced for travel to wildspace, and with the use of certain spells or psionic powers, the newly minted spelljammer will escape Athas, its crew hoping to find better opportunities and resources among the other stellar bodies of the crimson sphere. Few are so lucky. Most such crews, bereft of even a true minor helm, are captured by raiders or die of deprivation. The luckiest are found by House Ha'kiin traders and serve as shipwrights or crews-for-hire.



Chapter 5 - Far in the Future: Doomspace

In recent years, some astrologers, seers, and diviners have experienced glimpses of the future—or perhaps one possible future—of Athaspace, and all have been traumatized by the experience. Scholars across the Tablelands would have merely dismissed this as psychic damage from psionics gone awry, were it not for the fact that they all seem to repeat the same warnings about “angry gods,” “the shattered sphere,” and “the Eye of Doom.”

The End Times

All reports speak of the Spherewall shattering. Some say it will fail completely, leaving Athaspace open to whatever exists beyond the Spherewall. Others simply mention its broken shards filling the outermost regions of the system. The prophecies also speak of the disappearance of the system’s largest planet, the gas giant Rajaat, and the collapse of the sun into a black, all-consuming vortex. Mad seers prophesize of an ensuing chaos that will disrupt the orbits of the planets and moons, flinging many of them into a collision-course with an imploding sun, where each such world will slowly be torn apart. Seers scream of the skies raining shards of burning ice, and the most learned of sages admit that if there is accuracy to the prophecies, then orbital changes and Spherewall shards cascading towards the center of the system could send comets and icy asteroids, once hiding unseen beyond the Black Gulf, hurtling into the inner system to bombard the worlds remaining there. Beyond that, the details of various prophecies are highly contradictory.

None can agree on the year of the cataclysm, but all sources seem to place it far in the future. Some say it will come to pass in as few as twelve years, but others claim that it will be as many as seventy-seven king’s ages before its dark events will occur. Similarly, none can agree on the source of the Crimson Sun’s destruction. Explanations have included many horrific possibilities:

- The Messenger will fly into the sun, and the explosion will open a vortex in space.
- The gods will break through the Spherewall and punish Athas for its lack of faith, destroying the sun as retribution for the world having rejected them.
- Rajaat will finally lash out from the Hollow, collapsing the sun and using the resulting vortex to suck all things into the Hollow with him. There, he will finally reign supreme.
- The undead sorcerer-monarch Dregoth, in a bid to become a ‘true god,’ will draw upon the last of the crimson sun’s power and overtax it, destroying the sun and dooming all things.
- A reborn Rajaat will take vengeance on the world, smiting the sun as his ultimate end to all life on the planet, before breaking the crystal sphere to disappear into the universe.
- The sun will hatch like an egg, releasing a primordial dragon the likes of which the universe has never seen—the Eye of Doom is its all-consuming maw.

Interestingly, several sources have even indicated that the Black Gulf will disappear, but the timing of its disappearance remains unclear.

Changes to the System

In this far future, it is said that the names and even the natures of the worlds will change.

The Lost Worlds:

All of the following planets and moons will be completely lost, swallowed by the Eye of Doom:

- Cinder
- Yrim
- The Embers of Slag
- The asteroid cluster known as The Sextant
- Xoyog
- Rajaat
- Janavaar
- Izithaar
- The moons of Izithaar: Yojna, Xin'Chil, Ko'jai, and Shurak
- Lirua

Valt (formerly known as Guthay)

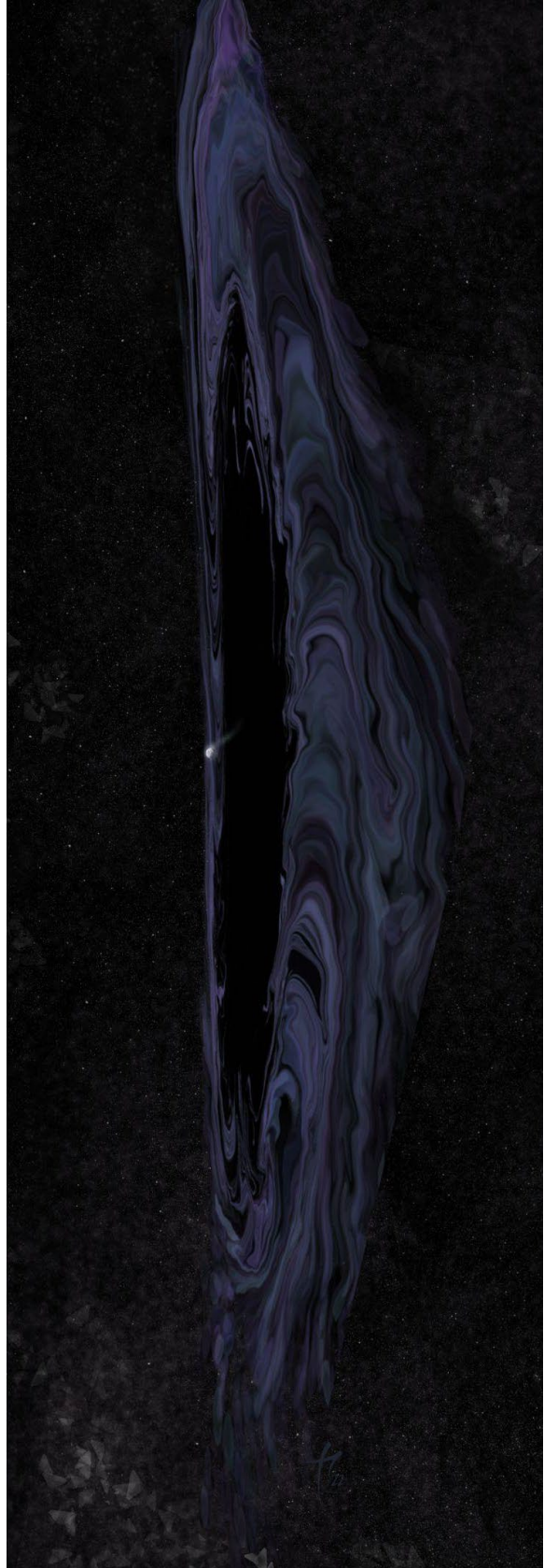
Size C, Spherical Earth body

This former moon will be ripped from its orbit, and in prophetic visions, it appears to be only days from falling into the vortex of the Eye of Doom. Valt will likely be torn apart and drawn into the Eye's dark maw. As debris from the moon swirls into the black vortex, it will briefly form a glowing ring of dust and debris. This ring, surrounding the Eye's central vortex, will be visible throughout the sphere for days after Valt is consumed.

Fyreen (formerly known as Athas)

Size E, Spherical Earth body, 1 moon

According to prophetic visions, Fyreen will have begun to cool dramatically, but the intense volcanic activity on the planet—either an unlikely positive byproduct of Paraelemental Magma's continuing ascendancy or a side effect of the planet's proximity to the Eye of Doom—will have stopped it from freezing over completely. The coolest regions of the world will no longer be habitable, but the hottest regions of the world will have become far more livable, for many will still be heated by the planet's volcanic activity. The White Mountains north of the Tablelands will be locked in a permanent winter, glaciers crawling further down their slopes every year, while nearby the Lava Gorge will host a thriving



population of refugees who will huddle around the lake of lava. These refuges will be supported by a thin river of water running down out of the mountains. Fyreen will not be like the Athas known today — it will be far worse.

Taking advantage of the access afforded by the broken Crystal Sphere, mercane and dowars will enter the system and land spelljammers on Athas, evacuating thousands. Before the evacuation can be completed, however, the remaining powers on Athas will chase off the would-be saviors, forcing them to leave the majority of the planet's inhabitants behind. The populations of Kurn, Kled, and Tyr will be almost completely evacuated, but attempts in Urik, the Bandit Kingdoms, and the Kreen Empire will have to be abandoned.

Those left behind will face an even more hostile environment than ever before. The inhabitants will live in points of dim light created by active volcanos that dot seas of silt now shrouded in permanent darkness. Four sorcerer-monarchs will remain, and all will have fully transformed into dragons during the intervening years.

Templars and slaves will irrigate Urik with lava flows from the Smoking Crown Mountains. The vast majority of the world's survivors will congregate around the light and heat that these flows will provide. Urik will become the last bastion of light in a dark and dying world, but access to it will come at the cruel whims of its maned, draconic despot: Hamanu, the Lion of Light.

Andropinis, the Mad Wanderer, will have been freed from the Black. He will not, however, be as he was before. Whether driven mad by his escape from the Black or during the events surrounding the collapse of the sun, he will wander the banks of lava flows shouting prophecy at the dark vortex in the sky, and woe to those who interrupt him, for they shall see his true form.

The Crescent Forest will become the Shadow Crescent and a dying wood; if not for an alliance formed between Lalali-Puy and Nibenay, it would have become a dead one. Nibenay's magic will keep Dregoth's hordes at bay, and Lalali-Puy's magic will keep the forest alive despite the lack of sunlight normally required to do so. Their magic, however, will require a steady supply of life, and only so many souls can be sacrificed from among their adherents before the population of the crescent will collapse and its magical wards shortly after. The Oba and Shadow King will hunt for one of the strange sky-ships that whisked so many of the free people of Tyr away before Dregoth and Hamanu will have rained death

and fire upon the visitors, for unlike Dregoth and Hamanu, both will have lost interest in this world and dream only of the void between worlds and the verdant sources of life beyond that could power their magic.

This so-called Black Age will truly belong to Dregoth, Lord of the Dead. Across the cold, barren, lifeless lands, the last patches of vegetation will die and the dead will rise. With his draconic transformation finally complete and alliance with the Dead Lands secured, Dregoth will crash waves of the dead against the magical wards of the Shadow Crescent and lava moats of Urik. He will hunger to wrest the last vestiges of life from this world and then to find his way off-world in search of another to consume.

Crios (formerly known as *Ral*)

Moon, Size D, Spherical Earth body

This moon will still orbit Fyreen, but its orbit will be highly unstable, and within a month of the period that most prophetic visions seem to focus on, it will likely meet the same fate as its sister moon, careening towards the Eye of Doom. Whatever will have caused the increased volcanic activity on Fyreen will have a similar effect on Crios. In fact, the moon will come to glow with its own dim light. While Crios will not provide enough light to benefit Fyreen, the various dots of volcanic light on the moon's surface will provide enough light for it to still be visible in Fyreen's sky.

Malas (formerly known as *K'ydon*)

Size D, Spherical Earth body, 1 moon

This former desert planet will have been inundated with water for a time, but it will then completely freeze over and become almost entirely uninhabitable. A shard of ice, likely a captured comet or asteroid, will come to orbit Malas as an oddly-shaped moon. Unlike Malas itself, its newly acquired fusiform satellite will be inhabited by yeti as well as other creatures from the far reaches of the system.

En (formerly known as *Rajaat*)

Size G, Spherical Air body, 9 moons

The gas giant called En will be absent and presumed destroyed, but its nine moons will still linger in the planet's former orbit. These moons will become gathering and staging points for the evacuation of the system. The vast majority of life remaining in the

sphere will come to rest here for a time before finally dispersing across other spheres.

G'vek (formerly Kaincha)

Moon, Size B, Spherical Earth body

The sheer mountains dotted across G'vek's surface will become the home of relocated aarakocra evacuees from Fyreen while b'rohg refugees will dwell in its foothills. These two species will be far from the only creatures to stalk the moon's lowlands. The prophets also whisper of monsters new to the sphere that will dwell in the foothills alongside the b'rohg, perhaps creatures transplanted from other worlds.

Thrydd (formerly Asafrum)

Moon, Size B, Spherical Earth body

Thrydd will no longer be internally heated by its proximity to En, and after being pummeled by comets, this world will become a ball of ice marked by deep canyons cutting across its surface. Thermal vents will still heat the canyons, allowing braxats, gaj, megapedes, remorhazes, ssurans, and thri-kreen to survive. Thrydd will be an icy glacier with oases of life festering in the moon's wounds like parasites.

Lesk (formerly Tik-ti-chu)

Moon, Size D, Spherical Earth body

Largest of nine moons and former throne-world of the system's illithids, Lesk will become a dark desert. Illithids will have disappeared from the world, perhaps finally eradicated from its surface by the void wardens. Clans of ssurran evacuees from Fyreen will scavenge the illithids' ruined fortresses and wrecks, seeking anything that could make their lives more comfortable.

Aruun (formerly Doshvaar)

Moon, Size D, Spherical Earth body

This lush, rocky world, while still inhabited by smaller life forms, will become the home of aaruks who will settle its plateaus and crevasses. Far less credible are the prophecies that rave about terrible beasts—creatures of pure destruction—that will roam below the mesas. Aruun will largely be left alone by the evacuation fleets.

Shalar (formerly Hejin)

Moon, Size C, Spherical Earth body, 1 Ring (water/ice)

This once broken planetoid will, with the help of several asteroid and comet strikes, coalesce back into

a whole moon. An ice world with a ring around its equator composed of leftover dust and frozen crystals, Shalar will still be just warm enough to sustain plant and animal life. Its great reptilian beasts, developing into feathered creatures even more territorial than before, will somehow survive the re-amalgamation process, and the undead once haunting its tail will not have been seen in ages.

Yort (formerly Yuraj-Vul)

Moon, Size B, Spherical Earth body

With the loss of the crimson sun, Yort will grow colder and wetter, slowly killing off all but the heartiest and most vicious species of its plant life. The shallow swamps once hidden under blankets of exotic vegetation will become grim and stagnant, exposing the petrified bones of the kindori that fill them. Yort will become an unpleasant lunar graveyard.

Inivar (formerly Zan'vi)

Moon, Size C, Spherical Air body

A swirling ball of multicolored gas, Inivar will remain largely unchanged. If the illithids did have a secret base near the moon's core, the 'light bomb' dropped by an unnamed warden's fleet decades ago will have surely driven them off with its strobing radiance. Nevertheless, none of the evacuating fleets will dare to venture too close to the moon's atmosphere. Inivar will become a sort of stellar navigational beacon.

Vocath (formerly Ta'ajr)

Moon, Size B, Spherical Air body, toxic atmosphere

A moon of toxic green gas, Vocath will remain largely unchanged by the loss of the crimson sun. The winged beasts that once preyed upon passing ships will have been driven off or destroyed by some force, or so those in the system will come to believe, but details are sparse, and most ships will still steer clear of this moon. Some prophets say it will become the home of a particularly mercenary mercane.

Yisheen (formerly At-ur)

Moon, Size D, Spherical Earth body

Now shining with black frost rather than its volcanic minerals, Yisheen will be the subject of rumors about a terrible creature dwelling in its caves, and wise crews will avoid it. Some of the rare prophets with knowledge of the void wardens claim

that it will be one of their number and the result of a metamorphosis not unlike that completed by the sorcerer-monarchs on Fyreen. Others claim that such hypotheses are too far-fetched to be taken seriously.

The Black Remnants

Strangely, according to prophesy, the Black Gulf will largely dissipate when the crystal sphere is shattered, but there will still remain patches of Gulf-like space floating between shards of the Spherewall and the remnants of the star system. In these floating patches of darkness, nightmares will still lurk. Not even prophesy can clarify exactly what haunts the Black Gulf or quantify its future remnants.

The Shattered Sphere

The destruction of the Spherewall, whether partial or complete, will have created a cloud of massive grayish-red crystal shards surrounding what's left of the star system. The stars will still be visible. Whether their light shines through the shards or somehow out from them is a subject that the prophets cannot seem to agree on. While the future population of Doomspace will try to harvest or utilize the crystals, they will discover that the shards are far too massive to transport, impervious to shape or work, and smooth to colonize.

NPCs of Doomspace

The destruction of the Spherewall and the crimson sun will affect not only the worlds and populations of the sphere, but also the mightiest figures of the system as well.

Arun

When the crimson sun implodes, the Warden-King Arun will have little warning. Only moments before Cinder falls into the Eye of Doom, Arun's ziggurat-ship will lift off packed with the nobles, slaves, and few remaining templars of Mahda. With few supplies for his people and no other recourse left to him for the purpose of prolonging his life, Arun will turn to necromancy to prolong his existence. He will feed on the life force of slave and noble alike to fuel his transformation. Arun's still-living templars will command a large force of undead and eagerly feed those they encounter to their undead king and slaves, for should the templars fail to keep either sated, they risk their own souls and flesh being used to satiate the

ravenous. Becoming a ship of death, Arun's ziggurat will wander the inner system hunting for prey.

Dabi

When the Eye of Doom replaces the sun, chaos will wash over the sphere. As planet after planet will fall into the black vortex, the chief templars of Dabi will meet in secret and come to a decision: striking as one, they will slay the ailing warden-king and install his former high templar Munira Koz as warden-queen. Munira's first order will be to maneuver Sentinel to Fyreen, landing just outside a major population center, and evacuating the population. The residents of Balic will thus come serve as slaves to the people of Sentinel. The mobile city-state will prowl the remaining worlds, looking to find a world to settle on and rule over.

Hananka

As planets tumble out of their established orbits, crisscrossing the system to ultimately be consumed by the Eye of Doom, the asteroids of the Sextant will be rapidly dispersed. Some will join other asteroids that, displaced by the shards of the Spherewall, will crash into worlds throughout the sphere. Others will dive straight through the center of the system and into the black vortex found there. Knowing his city-state would likely suffer a similar doom, Hananka will abandon Hopa and its asteroid, escaping on his hammership with his fiercest warriors. The illithids, however, will be waiting. The void warden Hananka will be presumed dead, and illithids will come to control both his hammership and warriors.

Hu

Pummeled by asteroids and comets, flooded, and then frozen beneath a planet-wide glacier, the city-state and people of Hu-Wat will be no more. Their few survivors will whisper the same about the fearsome warden Hu, for she will not have been seen since before the collapse of the sun. Hu, however, will not die and will instead be entombed in ice beneath the surface of Malas, silently dreaming of once again bringing terror to interlopers and native residents of the sphere alike.

The Dragon of Yisheen

Several evacuation fleets will attempt to settle refugees on Yisheen only to be rebuffed by an unknown creature. Massive in size, the winged beast

will be said to have laid waste to several large ships using fang, claw and powerful magic that drains the lives of those around it. Refugees will be heard whispering, “The Dragon,” during the attack but refuse to elaborate further. When questioned, the sphere’s most knowledgeable sages will suggest that perhaps one of the void wardens lost in the war against the sphere’s invaders will have returned, but rumormongers among spelljammer crews will not see the supposed connection.

Kharag

Husam will have been long overthrown by the time the Eye of Doom appears. The queen of Nijhal, Tulwa, will evacuate the city-state with a motley collection of attack ships, each crewed by a different faction or people. During the evacuation, a slave named Kharag will slay Tulwa and claim both the ragged survivors and Slayer for his own. “Admiral” Kharag will then lead his pirate fleet in guerilla attacks against the evacuation fleets, raiding them for supplies, with Slayer driving him to take an increasingly dangerous spiral of risks. It will only be a matter of time before the ostensibly poor choices being made by this newest admiral lead another captain to mutiny, name themselves admiral, and hoist Slayer as their own.

Vylrila Void-Dancer

A cutthroat and mercurial half-elf from beyond the Crimson Sphere, Vylrila will be surprisingly tall, nearly reaching the height of an average Athasian elf. Vylrila will only have been in Doomspace for a short time before conning an evacuation ship’s captain out of his command, looting a *shard of the zodiac* from one of the Black Remnants with her new crew, and setting

course for Fyreen. There, she will proceed to locate and rescue several tribes of elves before lifting off from the dark world. Eventually, she will come to command a small fleet of ships crewed by long-limbed elves. They will travel the remaining worlds herding scavvers, trading, and stealing from targets throughout the sphere.

Fyreen’s elves will by and large find sailing with this “half-breed,” as she will often be described when not within earshot, surprisingly satisfying to their wanderlust. There will even be talk that perhaps this ‘Void-Dancer’ is Coraanu reborn. Many, however, will have legs that still ache to run. Several elves, former members of the Shadows—a tribe of elven spies and assassins—will come to plot a mutiny, hoping to strike before “this half-human” develops a cult following.

Zol

The preserver Zol will mysteriously disappear. He will finally return to Fyreen just after the Eye of Doom will have appeared, and when questioned about his disappearance, he will report, “I found what, or rather whom, I was searching for before they died.” He will be rumored to have transformed into a glowing, silvery creature with gossamer wings before disappearing again. His acquaintances will claim that Zol willingly went into the Eye of Doom looking to “redeem it.”

Appendix 1 - Ships of the Crimson Sphere

Sphere

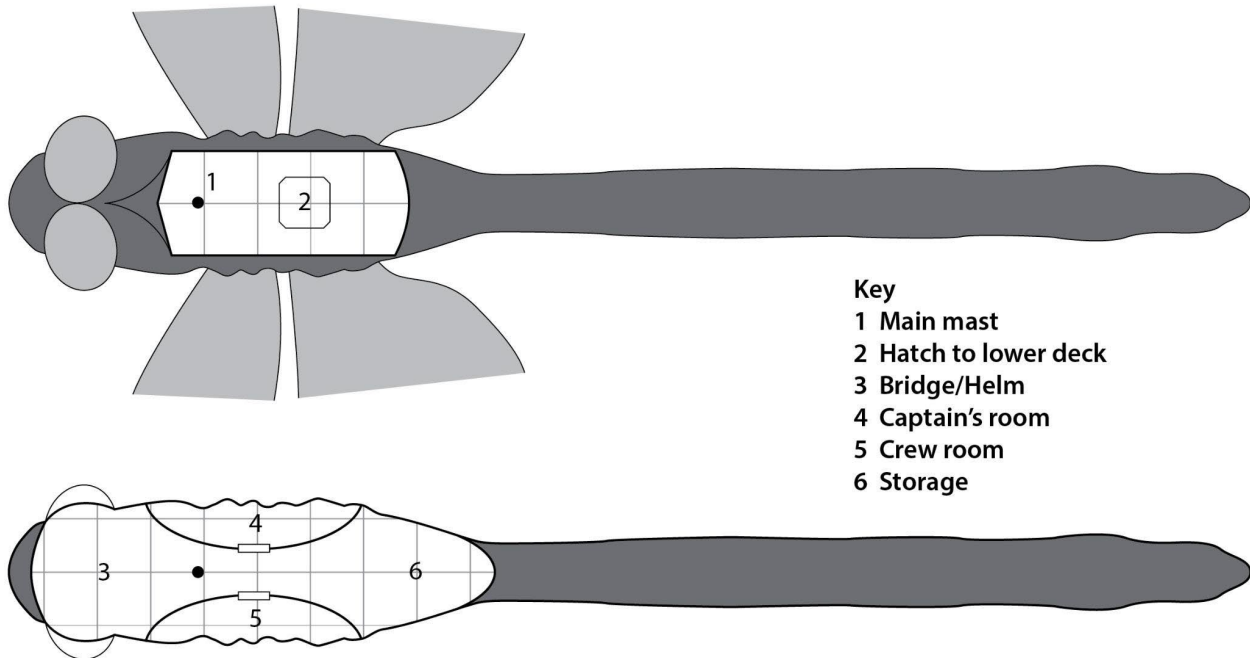
There are few types of ships in the Crimson Sphere. Shortages of wood and tools have forced most travelers to use the carcasses of giant insects and other creatures. Ships from other spheres might be encountered, but they will be virtually unique in the sphere. The ships presented below represent the most common crafts found in the sphere.

Dragonfly

Jalath'gak (Kreen Dragonfly Exoship)

1 Square = 5 feet

Deckplans by
Neil Cherriman and Jack Meyer



Tonnage 5 tons, Hull Points 5, Crew 1/5, Maneuvering Class C, Landing – Ground only, Armor Rating 9 (11), Saves As thin wood, Cargo 2 tons, Keel 30 ft., Beam 15 ft.

The thri-kreen often make use of these small, unusual ships. A dragonfly's hull is the carcass of a giant insect while its wings are made from an unusual, paper-like material that the thri-kreen produce. Dragonflies usually travel in packs, for they are easy prey otherwise. Athasian dragonflies have the same deck-plan as a dragonfly from the standard Spelljammer setting, but, with the following modifications: the ship's weapons and cargo hold are absent and the dimensions of the forward half of the ship have been reduced to thirty feet by fifteen feet. Thri-kreen also remove the stairs to the upper deck, for they can simply jump to get to the top deck.

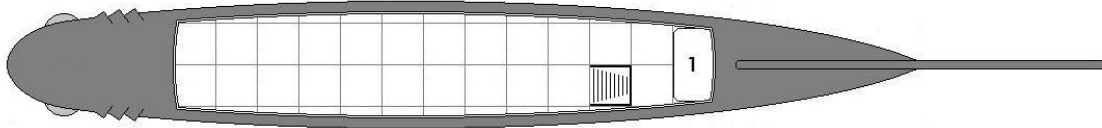
Eel

Crimson Eel Ship (The Crimson Sphere)

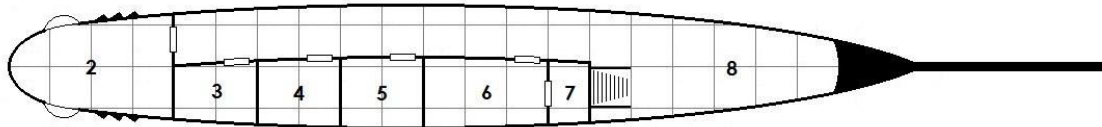
1 sqr = 5 ft.

Deckplans adapted by
NCherriman

Upper Deck



Lower Deck



Key

- | | |
|------------------------------|-----------------|
| 1 Cargo Hatch | 5 Crew Quarters |
| 2 Bridge / Spelljamming Helm | 6 Galley |
| 3 Captain's Quarters | 7 Pantry |
| 4 Helmsman's Quarters | 8 Cargo Hold |

Eel Ship © TSR Inc 1990

Tonnage 15 tons, Hull Points 15, Crew 4/15, Maneuvering Class C, Landing – Water only, Armor Rating 8 (12), Saves As thin wood, Cargo 8 tons, Keel 110 ft., Beam 15 ft.

Eels are commonly used as trading ships in the Crimson Sphere. It is the simplest and most inexpensive type of ship that can still be built, even if reclaimed pieces of chitin and bone are used instead of wood. All eels are to remain unarmed by order of the void wardens. Athasian eels use the deck-plans of an eelship from the standard Spellammer setting, minus the weapons.

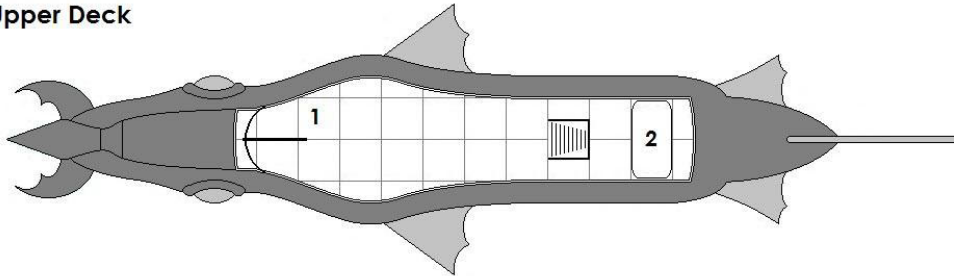
Lamprey

Crimson Lamprey Ship (The Crimson Sphere)

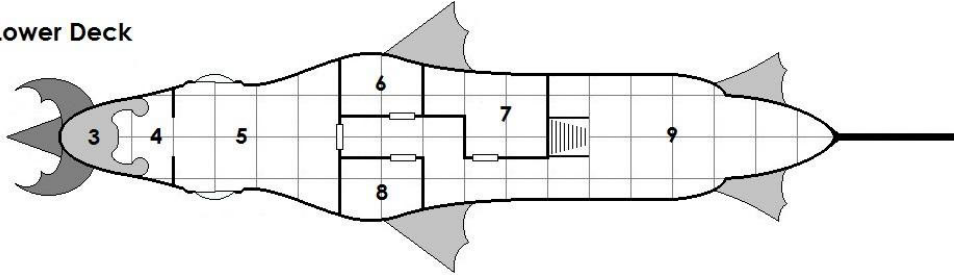
1 sqr. = 5 ft.

Deckplans adapted by
NCherriman

Upper Deck



Lower Deck



Key

- | | |
|---|------------------------------|
| 1 Ballista | 5 Bridge / Spelljamming Helm |
| 2 Cargo Hatch | 6 Captain's Quarters |
| 3 Grapple Machinery | 7 Crew Quarters |
| 4 Control Room /
Boarding Staging Area | 8 Helmsmans Quarters |
| | 9 Cargo Hold |

Lamprey Ship © TSR Inc. 1990

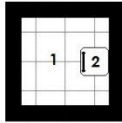
Tonnage 15 tons, Hull Points 15, Crew 6/15, Maneuvering Class D, Landing – Water only, Armor Rating 7 (13), Saves As thin wood, Cargo 8 tons, Keel 100 ft., Beam 20 ft.

The lamprey is the primary type of vessel used by the sphere's illithids. These ships are often made from bones and chitin. A terrible vessel to behold, they are usually decorated with skulls and have sails made from skin. Lampreys load a forward facing, medium-sized ship-to-ship weapon. Other weapons found on the lamprey from the standard Spelljammer setting are usually lacking from the Athasian lamprey's deck-plan, for illithids do not have the resources to properly outfit such crafts. The mess-hall has likewise been removed, making room for slave quarters at the stern of the ship. The illithids who invaded the Crimson Sphere once had a great number of nautiloids, but after the appearance of the Black Gulf, they have not been able to acquire the resources required to support the construction of new nautiloids and have since resorted to constructing the much simpler lamprey.

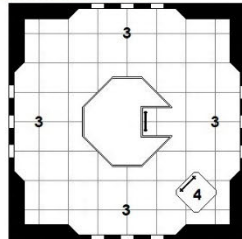
Lesser Ziggurat

Lesser Ziggurat
(The Crimson Sphere)
 1 sqr = 5 ft.

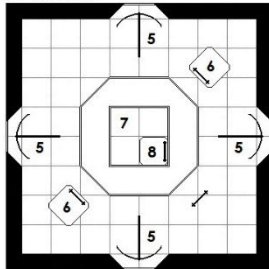
Pinnacle



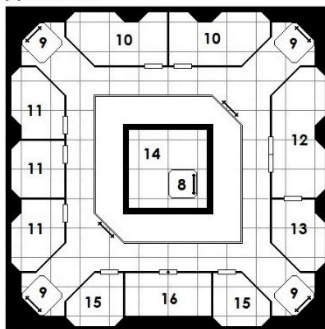
Observation Deck



Battle Deck

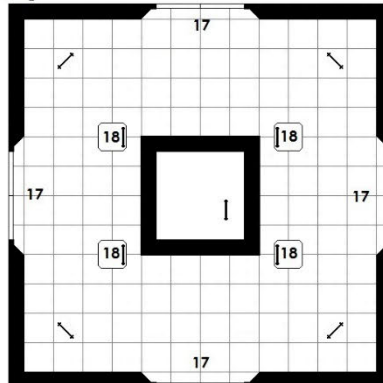


Upper Deck

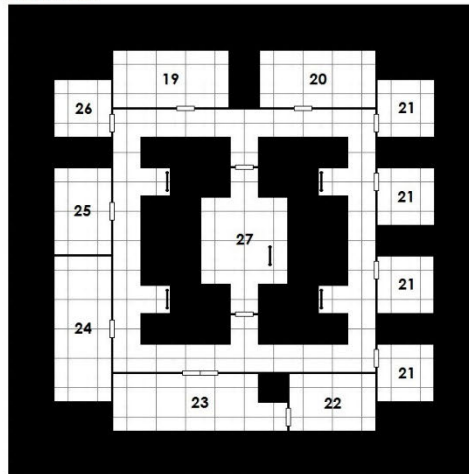


Deckplans adapted by
 NCherriman

Cargo Deck



Lower Deck



Key

- 1 Secondary Helm
- 2 To Observation Deck
- 3 Observation Deck
- 4 To Battle Deck
- 5 Ballista
- 6 To Upper Deck
- 7 Bridge
- 8 To the Spelljamming Helm
- 9 To Cargo Deck
- 10 Officers Quarters/ Stateroom
- 11 Crew Quarters
- 12 Wardroom
- 13 Galley
- 14 Captain's Day Room
- 15 Stores
- 16 Brig
- 17 Cargo Doors
- 18 To Lower Deck
- 19 Captain's Quarters
- 20 Helmsman's Quarters
- 21 Crew Quarters
- 22 Galley
- 23 Mess
- 24 Workshop
- 25 Armory
- 26 Stores
- 27 Spelljamming Helm

Flying Pyramid © TSR 1990

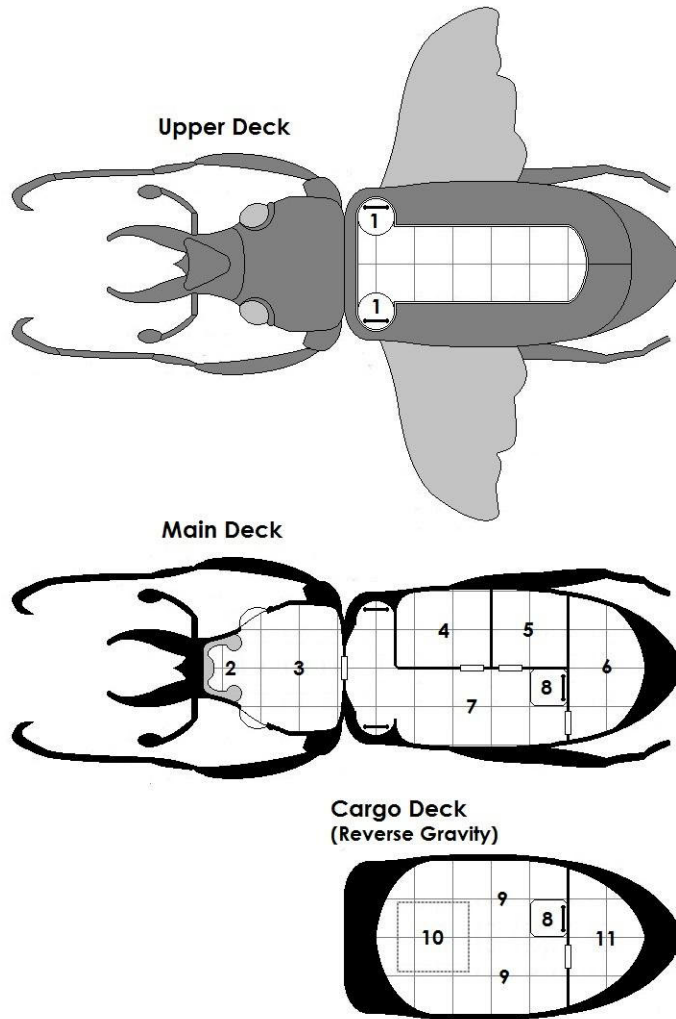
Tonnage 90 tons, Hull Points 90, Crew 6/90, Maneuvering Class F, Landing – Ground only, Armor Rating 1 (19), Saves As stone, Cargo 25 tons, Keel 80 ft., Beam 80 ft..

Lesser ziggurats are pyramid-shaped and serve as the battleships of the Crimson Sphere. Their interior is largely hollow with a much smaller pyramid at their center. From there, a templar commands their minions. A small army of up to six hundred men can be carried aboard a lesser ziggurat. These ships use the deck-plans of the flying pyramid from the standard Spelljammer setting but are only armed with four heavy ballistae and lack most of the flying pyramid's gun ports.

Scarabship

Crimson Scarabship
(The Crimson Sphere)
 1 square = 5 feet

Deckplans by
 NCherriman



- Key**
- 1 To Main Deck
 - 2 Grapple Machinery
 - 3 Bridge / Spelljamming Helm
 - 4 Captain's Quarters
 - 5 Helmsman's Quarters
 - 6 Crew Quarters
 - 7 Mess / Galley
 - 8 To Cargo Deck
 - 9 Cargo Hold
 - 10 Overhead Cargo Doors
 - 11 Storage

Tonnage 15 tons, Hull Points 15, Crew 6/15, Maneuvering Class C, Landing – Ground only, Armor Rating 8 (12), Saves As bone, Cargo 12 tons, Keel 75 ft., Beam 20 ft..

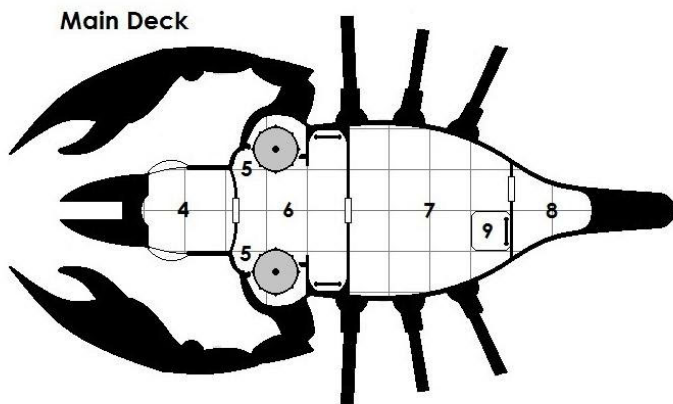
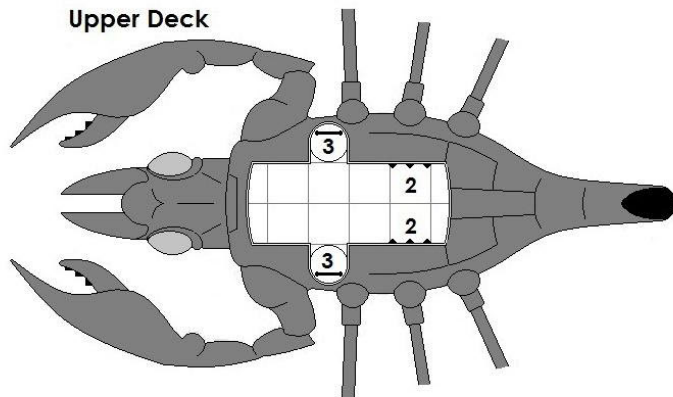
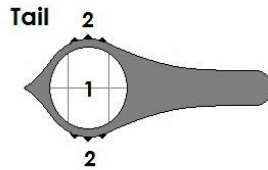
Scarabships are made from the chitinous hide of a colossal beetle. It features a pair of wings used to improve its maneuverability, but such ships are rarely armed. They are commonly used to carry important cargo or as a transport for troops. These ships use the deck-plans of the scorpionship from the standard Spelljammer setting, but with the following modifications: all ship weapons (including the claw rams) are removed except for the piercing ram, the tail is removed, and the legs are shortened to one-quarter their original length.

Scorpionship

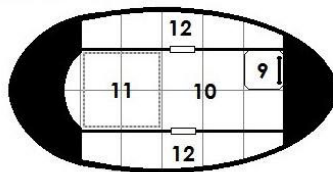
Crimson Scorpionship (The Crimson Sphere)

1 sqr = 5 ft.

Deckplans adapted by
NCherriman



Cargo Deck
(Reverse Gravity)



Key

- 1 Observation Platform
- 2 Netting / Ratlines
- 3 To Main Deck
- 4 Bridge / Spelljamming Helm
- 5 Claw Machinery
- 6 Wardroom
- 7 General Quarters / Galley
- 8 Hemsmans Quarters
- 9 To Cargo Deck
- 10 Cargo Hold
- 11 Overhead Cargo Doors
- 12 Storage / Armory

Scorpion Ship © TSR 1990

Tonnage 15 tons, Hull Points 15, Crew 6/15, Maneuvering Class D, Landing – Ground only, Armor Rating 7 (13), Saves As bone, Cargo 12 tons, Keel 75 ft., Beam 20 ft..

Scorpionships are made from the shell of a colossal scorpion. Wooden decks are installed, but conditions can be cramped. The only armament of these ships is their claws, which are kept operable by wooden gears. A pair of half-giants often operate these appendages. A ship's helm is typically kept in the head of the scorpion and watched over by a third half-giant or other strong guard. Athasian scorpionships use the scorpion deck-plans from the standard Spelljammer setting, minus the ballista and catapults.

Appendix 2 - New Items

There are only two types of helms commonly found in the Crimson Sphere: the psijammer and the lifejammer. Standard spelljamming helms exist but are far less common due to both the unique way that arcane magic works in the Crimson Sphere and the relative rarity of elemental clerics in wildspace.

Psijammer

Psijammer helms are the most common power source for vessels in the Crimson Sphere. A psijammer helm requires the possession of psionic abilities to operate, but otherwise functions as a standard spelljamming helm. Psijammer helms can also be found serving as back-up helms on the majority of ships within the sphere.

Lifejammer

Lifejammer's are especially brutal and wasteful devices, and most captains will utilize a lifejammer helm only as a last resort. A lifejammer helm feeds off the life energy of an individual seated on it, draining their hit points. Lifejammer helms are normally only used by those with enough slaves to power them—namely, by illithids and the templars of the void wardens.

Shards of the Zodiac

The *shards of the zodiac* are said to have been crafted by Rajaat at the same time as the *dark lens*. They are the means by which the void wardens first left Athas and the source of much of their power. Rajaat gifted a segment of this artifact to each of the void wardens to mark them as his agents in wildspace and to power their ziggurat-ships.

The artifact is a series of faceted, midnight-black, obsidian-crystal, blade-like shards. Each *shard* has been set into a silver frame that bears a carving of one of the signs of the Athasian zodiac. A single *shard* can be worn individually around the neck, but all twelve *shards* can also be fitted together into a single, large, obsidian and silver star.

Possession of a single *shard* provides great power to the owner. A shard of the zodiac functions as an especially powerful *crown of stars*, providing the abilities of a major psijammering helm in the form of a compact, wearable item. In addition, those who know how to access its full power can use a lengthy and difficult attunement process to gain the power of a sorcerer-monarch, linking them to a living vortex and allowing them to grant spells to templars. Possession of multiple shards increases a ship's maximum speed with each additional shard.



Constellations of the Crimson Sphere

