

# DragonHelm's Guide to Krynnspace

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# Chapter 1: Welcome to Krynnspace

## Dedication

*Dragonhelm's Guide to Krynnspace* is dedicated to Jean Rabe, who made both Krynnspace and Dragonlance come alive.

## Introduction

Greetings, 'jammers and companions, to Krynnspace – the home sphere of the *Dragonlance* campaign setting!

What's that? You thought this was a *Spelljammer* campaign setting? Well, it is and it isn't. Allow me to explain.

The world of Krynn is home to the *Dragonlance* campaign, a romantic fantasy setting. *Spelljammer* is a fantasy space setting, allowing characters to travel from world to world through the endless void. Krynnspace would then be defined as a romantic space fantasy setting, allowing characters to travel back and forth from other worlds to the world of Krynn.

## What this supplement is and what it isn't

This supplement serves as an update and a companion piece to *SJR7 Krynnspace*. Further development is placed within the timeline, as well as with the various groups and factions within the sphere.

## What about the rules?

There are a few supplements that one can use for this mini-campaign setting. Third Edition supplements include the *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, the upcoming *Dragonlance Campaign Sourcebook* (available summer of 2003) and the *Shadow of the Spider Moon* mini-game found in *Dungeon #92/Polyhedron #151*. These will serve as the building blocks for this campaign setting.

There are a number of background sources that would be beneficial as well from both the *Dragonlance* and *Spelljammer* campaign settings. *Dragonlance* sources include *Dragonlance Adventures*, the *Tales of the Lance* boxed set, the *Dragonlance: Fifth Age Dramatic Adventure Game*, and the *Time of the Dragon* boxed set. More information can be found online at The Dragonlance Nexus (<http://www.dl3e.com>) or Dragonlance.com (<http://www.dragonlance.com>).

The primary *Spelljammer* resource is *SJR7 Krynnspace*. Players may also want to access the *Spelljammer: AD&D Adventures in Space* boxed set, as well as the *War Captain's Companion* and *The Legend of Spelljammer* boxed sets, as well as the *Complete Spacefarer's Handbook*. For more information online, see *Beyond the Moons* (<http://www.darkwood.org/sj/index.html>).

# Chapter II: Races of Krynnspace

## Part I. Dragonlance Races in Space

The inhabitants of the world of Krynn are relatively ignorant of spelljamming. However, a rare few individuals do make it to the stars, sometimes to the chagrin of the inhabitants of the spaceways.

### Centaurs

Centaurs tend to shy away from spelljamming. Their bodies are not conducive to the rigors of offworld travel, and they have a connection with nature. Only in rare cases do centaurs travel to other worlds.

### Draconians

Draconians are a race of dragon-men created from the eggs of the good metallic dragons native to Krynn. They are first seen in the War of the Lance as shock troops for Takhisis. Since that time, a few draconians have made their way into space. Draconians serve aboard the dozen ships of the Dragonfleet in various capacities, from simple foot soldiers to helmsmen. Draconians also serve on a few dozen ships outside the Dragonfleet in various capacities.

### Dwarves

Dwarves do not have contact with the spelljamming community, and they like it that way. The few dwarves that do travel from the world of Krynn usually have dealings with the dwarves of Reorx.

### Elves

The Qualinesti elves are more likely to become spacefarers than any other elven race. They are still reclusive, but are more tolerant of outsiders than other elven races. The Silvanesti, however, are very withdrawn, and contact with them has become nearly non-existent. The Kagonesti elves have close ties with nature, and rarely will travel to the stars. Dargonesti and Dimernesti, as sea elves, are not found outside of Krynn's oceans.

### Gnomes

While the gnomoi of Taladas view spelljamming with suspicion, the Tinker gnomes of Ansalon view spelljamming with vigor. Gnomes are always finding new ways of spelljamming, and the possibilities of using the natural resources of other worlds to further their inventions is tantalizing.

### Kender

Kender are naturally attracted to spelljamming. Their natural wanderlust and insatiable curiosity drives them to seek new adventures, and what better adventure than traveling to the stars? Kender find that they are attracted by the deity Celestian, whose teaching of exploring the stars and experiencing new things fits right in with a kender's wanderlust.

### Minotaurs

The minotaurs of the Blood Sea Isles have little interest in spelljamming at this time, as they see the continent of Ansalon as their birthright and seek to claim it. The Imperial League of Minotaurs of Taladas is a different story. The League has contracted the Arcane to construct a series of ships specifically for the League, which

would become the Minotaur Fleet. Conquest of the crystal spheres is not immediate upon their minds, but it is only a matter of time.

## Ogres

Irda ogres do not travel to the stars unless in the most dire of emergencies. The light of Solinari calls the Irda home to the Irda isle. However, there are records of Irda in ages past setting forth into Krynnspace.

The Nzunta ogres of the island of Fedron discovered a spelljamming vessel some years back, and a band of 30 ogres under the leadership of Doom have taken the vessel into the stars.

## Part II. Travelers from the Beyond

Those who come from beyond the sphere of Krynnspace often look upon the sphere as being a “primitive” or “backwards” sphere. This mindset often comes from those who are used to a more cosmopolitan outlook on life. However, to say that the denizens of Krynnspace are primitive is an uneducated view, for the people of Krynnspace, and specifically Krynn, are far from primitive.

To cover all those who would travel to Krynnspace would be a monumental task. There are many races throughout the spheres, and new races are being seen all the time within Krynnspace.

The reactions of many of these races differ from race to race. The halfling races view kender with a certain curiosity. At first, it seems the two races have much in common, but a halfling soon can become annoyed with the attitudes of the kinder.

When any of the orc races come to Krynnspace, they feel a sense of foreboding and dread. It is an unexplainable phenomenon, but these races all have a sense that they are unwanted in this sphere, and that they do not belong. Some have said that they felt that the gods were watching them, knowing full well that those with orc blood are not their children.

Within Krynnspace all orc races (orcs, half-orcs, scro, etc.) take a -2 morale penalty on all attack rolls, saving throws, skill checks, and ability checks.

“It is always a good idea to expect something new and different when traveling to new spheres. However, I’m not quite sure that one can prepare for Krynnspace...”

– *Krillan, Wanderer of Celestian.*

## Chapter III: Groups, Organizations, and Powers

Within the sphere of Krynnspace, a constant struggle between the forces of good and evil is being waged, with neutrality maintaining the balance. This struggle affects not only the natives of Krynnspace, but also those who travel to Krynnspace from beyond the sphere.

Beyond the spacefaring companies mentioned in other products, the following groups can be found:

### Dragonfleet

The Dragonfleet can trace its origins back to the War of the Lance. The Dragonarmies gained possession of a spelljamming helm and placed it within one of their flying citadels, as per Her Dark Majesty's wishes.

After the end of the Blue Lady's War, Takhisis had the flying citadel leave the world of Krynn, and head to the stars, where a new fleet would be assembled around the flying citadel.

Currently, the Dragonfleet has a total of 12 vessels. Each one is decorated to appear like a dragon.

The Dragonfleet is the largest group of pirates and conquerors within the sphere. Many rival pirate companies have fallen prey to the Dragonfleet. Some notable groups within Krynnspace are absorbed within the ranks of the Dragonfleet when faced with the choice of joining up or death.

The Dragonfleet plays an important role in the Chaos War, but eventually loses after the defeat of Chaos, due to the lack of presence and support from Takhisis.

### Elven Imperial Navy (Krynnspace Fleet)

Prior to the Cataclysm, the Elven Imperial Navy did not have much of a presence within Krynnspace. The Elven Imperial Navy decided that there would be a presence in Krynnspace, and the Krynnspace fleet was soon assembled.

Admiral Yerthad was assigned to head the Krynnspace fleet. He had sided with the wrong individuals in an internal political struggle within the navy, which in turn led to his Krynnspace assignment, considered to be a joke by the high ranking admirals of the Elven Imperial Navy. The EIN considered Krynnspace to be a backwater sphere.

The following was taken from the personal journal of Admiral Yerthad, and is a reflection on his feelings on his assignment.

*"I was 'awarded' the position of the Admiral of the Krynnspace fleet just prior to what the people of Krynn would call the Cataclysm. A friend of mine from my youth said two words that summed up what this assignment would be: 'Tough break.'"*

*"'Krynnspace is a backwater sphere,' he told me. 'All of its inhabitants are uneducated simpletons, who live in a primitive and uneducated society. You will find your stay there rather boring.'"*

*“It was anything but. During my first month there, I decided to take a tour of Krynnspace. I had heard that the world of Krynn was a beautiful one. I highly doubted that it compared to any elven world, but I thought that it would be good to take at least a cursory glance, for the sake of morale of course.”*

*“At this particular juncture in the tour, we were headed towards Zivilyn. Reports said that the humans there had developed extraordinary magical powers. In fact, they thought themselves to be so powerful that they could control the gods themselves.”*

*“I found it all rather amusing. I had no belief in these supposed gods of Krynnspace. The foolish groundlings could have faith all they wanted, it still wouldn't have made a difference.”*

*“What happened next was a blur. One of the mages aboard the ship, who had trained with the mages of Krynn, sensed an inordinate amount of magical power from the planet below.”*

*“It was at that moment that I saw the comet. I had never seen one like it before. It burned with a fiery radiance that pierced through my very heart and soul.”*

*“That's when I saw it. The comet was headed straight towards Zivilyn.”*

*“I ordered the fleet to turn full astern, but it was too late. I remember seeing fire and debris. Several chunks of rock flew past. It was a night of darkness and of fire. The stars themselves seemed to wink out.”*

*“The next morning, the nightmare was over. My ship was damaged, but safe. As I took inventory of everything, I found that every single ship escorting us was destroyed. Only my flagship remained.”*

*“Zivilyn was shattered. All that was left was an air body with several floating islands. It was livable, but not by much. We helped survivors as well as we could. Zivilyn used to be a planet with thousands upon thousands as its population. When all was said and done, only a few hundred remained.”*

*“We had heard reports later on that two meteors or comets had struck Krynn as well, causing mass destruction. I sent out ships to investigate the damage of Krynn. My orbital headquarters above the world of Krynn was destroyed. I set about the task of creating a new headquarters. I made a decision that it would be placed at Zivilyn, in memory of those there who died.”*

*“The night of the Cataclysm, I learned that gods did exist in Krynnspace. I was angered by their presence, though, as they abandoned their children, the people of Krynnspace, and lashed out at them through anger.”*

Since that time, Yerthad was bitter towards the gods of Krynn. This “joke” assignment became very real and very personal to him. He had lost several ships and their crews. He also lost the woman he loved.

Yerthad's bride-to-be, Liira, was an ambassador from the Elven Navy, and had established an embassy on Zivilyn. She died when the planet died. This affected Yerthad in a profound way. He has since never mentioned Liira to anyone, and no one has dared to ask about her. He never wrote down her name again, save on his flagship, which was renamed *Liira's Kiss*

Yerthad decided that he would work to do all he could for the peoples of Krynnspace, be they elven, human, dwarf, or whatever. He would use funds set aside to his fleet by the Elven Navy in order to help those in need.

Yerthad vowed to never follow any of the gods of Krynnspace, cursing them all. If the gods were to destroy Krynnspace, then it would be mortals who put the sphere back together again.

## Felljammer

Every family has a black sheep, and the smalljammer that would become the Felljammer is no exception. The Felljammer was "born" a mutant. It is all black with white sparkles, resembling space itself. It is virtually undetectable to the naked eye, even with infravision.

When the smalljammer was "born", it was lost and confused. The smalljammer grew weaker and more confused about its existence. As fate would have it, the smalljammer would soon enough be found. Lord Jonathan Harrington, Knight of the Sword, and his new bride Sarah, were spending their honeymoon traveling their native Krynnspace. Sarah had always dreamed of touching the stars, ever since she was a little girl. Harrington's galleon, the *Venture*, bumped into something along the way. They discovered the object to be a ship of some sort, black as the starlit skyline. They towed it in and examined it when they reached the nearest port. They discovered it to be a smalljammer.

Harrington decided to give this prize to his newfound bride, claiming that its beauty was only surpassed by her own. Sarah, a priest of Mishakal, was overwhelmed by the endless bounds of her husband's love. She settled into the helm of the smalljammer, where she found that it was alive! She discovered that it was dying for some unknown reason. She attempted a cure light wounds spell, which seemed to help. She didn't realize, though, that it wasn't the spell, but the magical energy itself that was healing the smalljammer.

The two spirits bonded. The smalljammer saw Sarah as a mother figure. Pretty soon Sarah's Star, as it would be known, was famous amongst spelljamming circles within Krynnspace. Lord Harrington was proud of his new wife and the marvelous spelljamming vessel she commanded.

However, all was not bliss. For the little smalljammer was not sick, it was hungry. As time went on, the ship began to drain more and more of her magical energy. Lord Harrington thought her to only be a little ill, and so commanded her to take a vacation aboard her ship. She agreed, thinking that the stars themselves would give her newfound strength. However, during this particularly long voyage, the smalljammer drained all of her magical energy, leaving her body a shell.

The smalljammer did not understand what it had done. It traveled back to Lord Harrington with the body of his wife. The body was taken out of the ship by Harrington's servants. Harrington, after realizing what had happened, responded by drawing his sword and attacking the tiny ship. Alone and confused over the wrong it had done and the betrayal of a friend, the smalljammer took off and sought escape to another crystal sphere. Harrington would later rename his ship the *Vendetta*, and vowed that he would spend the rest of his days hunting down the little smalljammer, no matter where it hid.

The smalljammer made its way to Greyspace. There it hid from any prying eyes. It was sorry for what it did and could not understand Lord Harrington's reaction. However, the tiny ship hungered once more and needed to feed.

It soon learned that it could disguise its appearance, although that cost it precious magical energy. It disguised itself as the only other spelljamming vessel it knew, and went into the City of Greyhawk disguised as a galleon. The port authorities were astonished to see a galleon sail in to dock without a crew. They quickly deemed it to be some sort of magical vessel and contacted the Guild of Wizardry.

Talanias Dralcona, a fat and pompous dignitary within the guild, headed up the investigation. He studied the galleon by all means magical and mundane and could not divine the truth of the matter. Finally, he decided to be brave and sat upon the helm. The galleon began to move. The illusion was quickly dropped, and the smalljammer escaped before a pursuit could even be called.

The smalljammer felt revulsion at what it had done, and towards the new helmsman. The smalljammer did not particularly care for the cruel human, who did not have the caress of Sarah. The ship thought that it could only drain enough magical energy to survive a while, and could let the mage go free. One day, however, the ship lashed out in anger against the mage and drained him completely, leaving him for dead.

As time went by, the smalljammer found new illusions and discovered new ways to lure someone in to be its helmsman. One person after another died at its hands, so that it may live another day. The ship hungered and would do anything to ease the pain. The smalljammer became numb to what it had to do to survive.

Soon, the ship became a legend, although one that no one truly believed. Save for Lord Harrington. He believed it all too well. He has hunted the fell ship through half a dozen crystal spheres. He will never stop until either he or the smalljammer is destroyed.

**Lord Jonathan Harrington:** male human, Knight of the Sword (ex-Paladin) 10; CR 10; Medium-size humanoid; HD 10d10+10; hp 65; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Atk +15/+10 melee (2d6+6/19-20, +2 *greatsword*); AL N; SV Fort +8, Ref +4, Will +4; Str 16, Dex 12, Con 13, Int 18, Wis 13, Cha 16. Height 5 ft. 11 in.

*Skills and Feats:* Balance +3, Concentration +14, Diplomacy +16, Heal +14, Knowledge (religion (Krynnish pantheon)) +17, Profession (cartographer) +3, Profession (wildspace navigator) +14, Spot +4; Cleave, Great Cleave, Power Attack, Spacefarer, Zero-Gravity Combat.

Possessions: +1 full plate, +2 greatsword ("Sarah's Avenger").

Lord Harrington is obsessed with destroying the Felljammer. He hires only the best as his crew, knowing that his enemy can be disguised as any ship or any stellar object. His hatred is pure, and he has lost touch with reality.

He will go to any length and do any deed to destroy the Felljammer.

"May the light of Sarah's Star never shine upon thee!"  
– *From the journal of Krillan, Wanderer of Celestian*

## Knights of Krynnspace (Star Knights)

The Knights of Krynnspace are the protectors and guardians of Krynnspace and its inhabitants. Originally, this group was known as the Star Knights (see *SRJ7 Krynnspace*). The Star Knights were founded by a retired Knight of Solamnia named Dante Lionmane.

Dante purchased a dragonfly known as *Dante's Pride* at the end of the War of the Lance. This ship was home to Dante Lionmane, as well as 6 other Knights of Solamnia; and Amaan, a wizard of the white robes.

Ten years later at the age of 75, Dante Lionmane passed away, he was "buried" in the clouds of freezing vapor found within the sphere. He passed on the company to Amaan, as well as plans for reorganizing the Knighthood.

The Star Knights would then cease to be, and would become known as the Knights of Krynnspace. The company, formerly used to protecting just Krynn and Reorx, would now be responsible for guardianship of the entire sphere.

The knighthood would then be divided into three distinctive orders:

**Knights of the Sun** are the warriors of the Knights of Krynnspace. They are trained very much like the Knights of Solamnia are.

### Knight of the Sun

Hit Die: d10.

In order to become a Knight of the Sun (KnS), a character must fulfill the following requirements:

- Alignment: any Good.
- Base Attack Bonus: +5.
- Feats: Combat Reflexes, Dodge, Expertise, Power Attack.
- Special: The prospective Knight of the Sun must be inducted into the Knights of Krynnspace during a special ceremony by another Knight of the Sun.

**Class skills:** The Knight of the Sun's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Intuit Direction (Wis), Jump (Str), Knowledge (Krynnspace) (Int), Knowledge (religion) (Int), Spot (Wis), Search (Int), and Sense Motive (Wis).

Knights of the Sun gain 2 + Int bonus (minimum 0) skill points per level.

**Weapon and Armor Proficiency:** A Knight of the Sun is proficient with all simple and martial weapons, all types of armor, and shields.

**Bonus Feats:** At 1<sup>st</sup>, 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> level, the Knight of the Sun gains a bonus feat. These feats must be drawn from the list of fighter bonus feats. The Knight of the Sun must still meet any prerequisites listed in order to qualify for the feat.

**Smite Evil (Su):** Once per day at 2<sup>nd</sup> level, the Knight of the Sun may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If the character has levels in another class with the smite evil ability (such as paladin), he may add that class when calculating damage, and in turn may add his Knight of the Sun level when calculating damage for a smite evil ability from another class held. If the Knight of the Sun accidentally smites a creature that is not evil, the smite has no effect but it is still used up. The Knight of the Sun may use smite evil twice per day at 5<sup>th</sup> level, and three times per day at 8<sup>th</sup> level.

**Heat Shield (Sp):** At 3rd level the Knight of the Sun begins to learn how to focus the power of the sun for protective use. He may cast *endure elements* once per day. He may only use it to resist fire or cold damage. The caster level is equal to the Knight of the Sun level.

**Sunburn (Sp):** At 6th level the Knight of the Sun learns how to focus the heat of the sun on metallic objects. He may cast *heat metal* twice per day. The caster level is equal to the Knight of the Sun level.

**Table 3-1: The Knight of the Sun**

Base						
Class	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	
-----						
1st	+1	+2	+2	+0	Bonus feat	
2nd	+2	+3	+3	+0	Smite Evil 1/day	
3rd	+3	+3	+3	+1	Heat Shield 1/day	
4th	+4	+4	+4	+1	Bonus feat	
5th	+5	+4	+4	+1	Smite Evil 2/day	
6th	+6	+5	+5	+2	Sunburn 2/day	
7th	+7	+5	+5	+2	Bonus Feat	
8th	+8	+6	+6	+2	Smite Evil 3/day	
9th	+9	+6	+6	+3	Sun Screen 2/day	
10th	+10	+7	+7	+3	Bonus Feat, Solar Flare 1/day	
*Resist cold or fire only.						

**Sun Screen (Sp):** At 9th level, the Knight of the Sun may harness the power of the sun to bring retribution to those who would harm him. He may cast *fire shield* twice per day. The caster level is equal to the Knight of the Sun level.

**Solar Flare (Sp):** At 10th level the Knight of the Sun learns how to call down a small piece of the sun itself. He may cast *sunburst* once per day. The caster level is equal to the Knight of the Sun level.

**Knights of the Star** are the clerics of the Knights of Krynnspace, and carry a medallion of faith, as do clerics on the continent of Ansalon. Star Knights are dedicated to the gods of good, save for Solinari (as he is revered by the Moon Knights). The Star Knights study the constellations of Krynnspace with great fervor.

### **Knight of the Star**

Hit Die: d8.

In order to become a Knight of the Star (KnSt), a character must fulfill the following requirements:

- Alignment: any Good.
- Spells: ability to cast divine spells of 3rd level or higher.
- Feats: Alertness, Combat Casting, Extra Turning

- **Special:** The prospective Knight of the Star must be inducted into the Knights of Krynnspace during a special ceremony by another Knight of the Star.

**Class skills:** Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (astrology), Knowledge (astronomy), Knowledge (religion), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis).

Knights of the Sun gain 2 + Int bonus (minimum 0) skill points per level.

**Weapon and Armor Proficiency:** A Knight of the Sun is proficient with all simple and martial weapons, and with medium and heavy armor.

**Spellcasting:** Whenever a new Knight of the Star level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. This spellcasting class must be one that casts divine spells however. She does not gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, etc). This essentially means that she adds the level of Knight of the Star to the level of some other divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Low-light Vision (Ex):** At first level, the Knight of the Star gains low-light from time spent being taught on how to gaze at things with only starlight to see by. If she already has low light vision, the range does not increase.

**Veil of Stars (Su):** At 2<sup>nd</sup> level, the Knight of the Star may once per day use starlight to protect her vision. For one round per character level,

she gains a +4 sacred bonus to saving throws against spells or effects that have the Pattern, Figment, or Glamer descriptors, as well as to saves against gaze attacks. She also becomes immune to blindness.

**Table 3-3: The Knight of the Star**

Base	Class	Attack	Fort	Ref	Will	Special	Spellcasting
Level	Bonus	Save	Save	Save	Save	Special	Spellcasting
1st	+0	+2	+0	+2	Low-light vision	+1	spellcaster level
2nd	+1	+3	+0	+3	Veil of stars	+1	spellcaster level
3rd	+2	+3	+1	+3	Sign of Majere	+1	spellcaster level
4th	+3	+4	+1	+4	Sign of Branchala	+1	spellcaster level
5th	+3	+4	+1	+4	Darkvision	+1	spellcaster level
6th	+4	+5	+2	+5	Sign of Habbakuk	+1	spellcaster level
7th	+5	+5	+2	+5	Sign of Kiri-Jolith	+1	spellcaster level
8th	+6	+6	+2	+6	Blindsight	+1	spellcaster level
9th	+6	+6	+3	+6	Sign of Mishakal	+1	spellcaster level
10th	+7	+7	+3	+7	Sign of Paladine	+1	spellcaster level

**Sign of Majere (Su):** At 3<sup>rd</sup> level, the Knight of the Star gains a deeper understanding of the workings of the god Majere through his constellation, the Rose. Once per day the Knight of the Star may receive a +4 sacred bonus to a saving throw against a spell or effect with the mind-affecting descriptor. Alternately, she may make a Will save against a mind-affecting spell or effect where none would normally be granted (calculate the DC normally), or may make a new saving throw when under a mind-affecting spell or effect. Neither of these secondary effects, however, gains a bonus.

**Sign of Branchala (Su):** At 4th level, the Knight of the Star gains a deeper understanding of the workings of the god Branchala through his constellation, the Harp. Once per day the Knight of the Star may perform an action similar to a Bard's *countersong* ability. The Knight of the Star may sing for as many rounds as she has Knight of the Star levels; during this time, all creatures within 30 feet of her may add her Wisdom modifier to saving throws against sonic or language-dependant magical attacks. While singing, the Knight of the Star may perform

other mundane actions, but cannot take magical actions (casting a spell, using a spell-like or supernatural ability, activating a magic item, etc).

**Darkvision (Ex):** At 5<sup>th</sup> level, the Knight of the Star gains darkvision to a range of 60 feet. If she already has darkvision, then the range increases by 30 feet.

**Sign of Habbakuk (Sp):** At 6th level, the Knight of the Star gains a deeper understanding of the workings of the god Habbakuk through his constellation, the Phoenix. Once a day, the Knight of the Star may cast *summon monster VII*, at a caster level equal to her Knight of the Star level. Only good-aligned creatures may be summoned.

**Sign of Kiri-Jolith (Sp):** At 7th level, the Knight of the Star gains a deeper understanding of the workings of the god Kiri-Jolith through his constellation, the Bison's Head. Once a day, the Knight of the Star may simultaneously bestow upon herself the effects of a maximized *bull's strength* and maximized *cat's grace*.

**Blindsight (Su):** At 8<sup>th</sup> level, the Knight of the Star no longer needs light to see, gaining visual information from the stars themselves. The Knight of the Star gains the blindsight special quality in a 10 foot radius. If the Knight of the Star already has blindsight, then the range increases by 10 feet. Effects that cause silence do not negate this ability. In order to use this ability, the Knight of the Star must close her eyes; it does not function otherwise.

**Sign of Mishakal (Sp):** At 9th level, the Knight of the Star gains a deeper understanding of the workings of the goddess Mishakal through her constellation, the Blue Infinity Sign. Once a day, the Knight of the Star may cast *mass heal*. The caster level is the character's Knight of the Star level.

**Sign of Paladine (Sp):** At 10th level, the Knight of the Star gains a deeper understanding of the workings of the god Paladine through his constellation, the Platinum Dragon. Once a day, the Knight of the Star may cast either *holy aura* or *holy word*. In addition, she may cast *holy sword* three times a day. Her caster level is her Knight of the Star level.

**Knights of the Moon** are the arcane magic-users of the Knights of Krynnspace. These Moon Knights are mainly recruited from known white-robed mages on Krynn, but wizards who are not of the Orders of High Sorcery may join as well. These Knights have their own tower on the moon Solinari, which is similar to the Towers of High Sorcery on the continent of Ansalon. While on Solinari, Moon Knights receive the benefits of high sanction, as if on the world of Krynn. Moon Knights are dedicated to the god Solinari.

### **Knight of the Moon**

Hit Die: d4.

In order to become a Knight of the Moon (KnM), a character must fulfill the following requirements:

- Alignment: any Good.
- Spells: ability to cast arcane spells of 3<sup>rd</sup> level or higher.
- Feats: Combat Casting, Spell Penetration, any two Item Creation feats

- **Special:** The prospective Knight of the Moon must be inducted into the Knights of Krynnspace during a special ceremony by another Knight of the Moon.

**Class skills:** Concentration (Con), Craft (alchemy) (Int), Diplomacy (Cha), Knowledge (arcane) (Int), Knowledge (religion) (Int), Knowledge (Krynnspace) (Int), Listen (Wis), Scry (Int), Spellcraft (Int), Spot (Wis)

**Knights of the Moon gain 4 + Int bonus (minimum 0) skill points per level.**

**Weapon and Armor Proficiency:** A Knight of the Moon gains no additional proficiencies in weapons or armor.

**Spellcasting:** Whenever a new Knight of the Moon level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. This spellcasting class must be one that casts arcane spells however. He does not gain any other benefit a character of that class would have gained (free metamagic or item creation feats, improved familiar benefits, etc). This essentially means that he adds the level of Knight of the Moon to the level of some other arcane spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Base	Class	Attack	Fort	Ref	Will	Special	Spellcasting
Level	Bonus	Save	Save	Save	Special	Spellcasting	
1st	+0	+0	+2	+2	Waxing Crescent	+1	spellcaster level
2nd	+1	+0	+3	+3	Silver Light	+1	spellcaster level
3rd	+1	+1	+3	+3	Solinari's Blessing	+1	spellcaster level
4th	+2	+1	+4	+4	First Quarter	+1	spellcaster level
5th	+2	+1	+4	+4	Moon Metal	+1	spellcaster level
6th	+3	+2	+5	+5	Lunar Insight	+1	spellcaster level
7th	+3	+2	+5	+5	Waxing Gibbous	+1	spellcaster level
8th	+4	+2	+6	+6	Solinari's Favor	+1	spellcaster level
9th	+4	+3	+6	+6	Moon Beam	+1	spellcaster level
10th	+5	+3	+7	+7	Full Moon	+1	spellcaster level

**Waxing Crescent (Ex):** At 1<sup>st</sup> level, the Knight of the Moon attunes himself slightly to the light of Solinari. His spell DCs gain a +1 bonus.

**Silver Light (Ex):** Solinari's silver light has often been compared to a blade. At 2<sup>nd</sup> level, the Knight of the Moon may add his Knight of the Moon level to a single damage roll with a melee weapon. This ability must be declared before the attack roll is made however, and if the attack does not hit, this power is wasted. This ability may be used once a day.

**Solinari's Blessing (Ex):** At 3<sup>rd</sup> level, the Knight of the Moon may reduce the spell slot addition of a single known metamagic feat by 1. The metamagic feat's level increase cannot be reduced below +0. Once the feat this benefit applies to is chosen, it cannot be changed to a different feat later.

**First Quarter (Ex):** At 4<sup>th</sup> level, the Knight of the Moon increases his attunement with the light of Solinari. His spell DCs gain a +2 bonus. This replaces (does not stack with) the bonus gained from Waxing Crescent.

**Moon Metal (Su):** At 5<sup>th</sup> level, the Knight of the Moon can extend the power of Solinari to his weapons. Any melee weapon used by the Knight is treated as silver for the purposes of bypassing damage reduction.

**Lunar Insight (Sp):** At 6<sup>th</sup> level, the Knight of the Moon has reached a new understanding of the way his magic flows from Solinari. He may cast *Lucubration* once per day.

**Waxing Gibbous (Ex):** At 7<sup>th</sup> level, the Knight of the Moon again increases his attunement with Solinari. His spell DCs increase to +3. This replaces (does not stack with) the bonuses from Waxing Crescent and First Quarter.

**Solinari's Favor (Ex):** At 8<sup>th</sup> level, the Knight of the Moon may add a metamagic feat to a single spell at no increase to the spell's level, once per day. Spellcasters who do not memorize spells ahead of time (such as sorcerers) need not extend the casting time when adding a feat in this manner. The metamagic feat used may be any that the caster knows.

**Moon Beam (Sp):** At 9<sup>th</sup> level, the Knight of the Moon may release a blast of concentrated moonlight three times per day. This attack is a ray with a Close range (25 feet + 5 feet for every two Knight of the Moon levels). The ray deals 1d6 points of damage per Knight of the Moon level and is considered the equivalent of a 2nd level spell.

**Full Moon (Ex):** At 10<sup>th</sup> level, the Knight of the Moon has become completely attuned to the light of Solinari. She retains the +3 bonus to her spell DCs, and additionally is considered to always be under the effects of High Sanction for Solinari when in Krynnspace.

## **Minotaur Fleet**

Stemming from the Imperial League of Minotaurs on Taladas, the Minotaur Fleet is a new and deadly power within the sphere. The League Minotaurs contracted the Arcane to construct a new series of ships specifically for use by the Minotaur Fleet.

While not up to the size of the Dragonfleet, the Minotaur Fleet is still a formidable foe. The fleet began with three vessels, but would soon increase that number to eight. The minotaurs are interested in exploration and colonization, seeking to get footholds on the remainder of the sphere in order to set the stage for the eventual conquest of the sphere.

## Chapter IV: Psionics in Krynnspace

Every sphere has its own laws of physics, which can bring about a surprise or two for those who are caught unaware. Krynnspace presents dangers to those with psionic capabilities, as it is a "psionic-null" sphere. There are no natives in the sphere who possess psionic abilities, and those from the outside find that their powers are temporarily lost.

### Natives of Krynnspace

Natives of Krynnspace are born without psionic abilities. Furthermore, they are unable to develop any psionic abilities while within the sphere. If they leave the crystal sphere, a Krynnspace native is able to learn the psionic arts like anybody else.

Within Krynnspace, characters who have no psionic abilities cannot take levels in any psionic class or prestige class, nor can any psionic templates be added.

### Travelers from Beyond

Those with psionic ability who come from other worlds may not notice any difference at first, but find that their psionic abilities will diminish after time.

These travelers soon discover that they are unable to regenerate their psionic power points after using their mental abilities. Once the traveler is out of psionic power points, he is unable to regenerate them while in Krynnspace. They also cannot gain any new levels or abilities in the sphere.

When the traveler goes beyond the boundaries of the sphere, he is finally able to regenerate psionic points as usual.

Psionic power points cannot be recovered within Krynnspace. This also applies to pocket dimensions (such as inside a *Bag of Holding*) and the Border Ethereal, since these areas still reside inside the crystal sphere, just in a different manner of existence. Creatures with psionic abilities can use those abilities the listed number of times (e.g. 3/day can be used three times, 1/week can be used once, etc.) but after that find that they cannot use them again until they have left the sphere. Powers that are considered "always active" or "useable at will" are lost twenty-four hours after entering the sphere (this includes Power Resistance). Psionic diseases cannot be contracted inside Krynnspace, and any creature already host to a psionic disease gains a cumulative +1 bonus per day on Fortitude saves against the disease upon entering the sphere.

Psionic items face the same restrictions to their abilities as psionic creatures (sentient psionic items that lose all their powers and power points go "comatose" until regaining some of their abilities). Psionic artifacts though, representing truly awesome levels of psionic might, are not subject to these restrictions. However, each day there is a 5% (non-cumulative) chance that the artifact is teleported to a different crystal sphere (whether by will of the gods, or the artifact simply wishing to leave a psionic-null sphere).

If the DM wishes, the following rules may also be applied while within Krynnspace, however, these represent an extremely stringent view on psionics in the crystal sphere, and psionic PCs may feel unfairly penalized. Within Krynnspace, even characters who already have levels of psionic classes cannot gain levels in those or any other psionic class inside the sphere, nor can psionic templates be added. Similarly, psionic or metapsionic feats

cannot be taken, since the character cannot explore the inner workings of their mind enough to learn these new tricks. Finally, psionic items cannot be created inside Krynnspace.

Upon leaving the sphere (entering a separate plane or the Phlogiston), characters with psionic power points begin to recover them at the normal rate. Monsters and psionic items that have limited use powers (e.g. 3/day, 1/week, etc.) regain them totally after the similar amount of time has passed (e.g. 3/day powers return after a full day has passed, 1/week powers return after a full week has passed, etc.). “At will” or “always active” powers return immediately upon leaving the sphere.

## Theories on Krynnspace and Psionics

Theorists have been trying to determine for centuries why psionics do not work within Krynnspace.

Most theories attribute this loss to the gods. Some say that the gods of magic are jealous of the new psionic abilities, which they see as another form of magic, and do not allow it in favor of their own magic. Other theorists say that the entire pantheon forbids psionics, as it distracts from their worship.

Some surmise that the psionic-nulling effect of Krynnspace has nothing to do with the gods, and may be attributed to the crystal sphere itself. Some say that the crystal shell has properties which inhibit psionics. Within Krynnspace, the “Psionics Are Different” option from the *Psionics Handbook* does not apply, even if it normally does elsewhere in the DM’s campaign.

The exception to this rule is Power Resistance. Power Resistance is lost after twenty-four hours (see above); during these twenty-four hours however, they function as if using the “Psionics are Different” rule; thus, during this time, Power Resistance functions as Spell Resistance of the same degree, minus ten against spells (so PR 20 equals SR 10). Note that the reverse (that Spell Resistance would equal Power Resistance minus ten against psionic powers) does not hold true in Krynnspace; Spell Resistance works at its full value against psionic powers. Whether due to the will of the gods, or the properties of the crystal sphere, what little psionics can be used in Krynnspace must contend with the power of magic.

Note also that psionic items detect as magical until they can no longer use any of their powers. A psionic item that is unable to use any of its powers appears mundane to all forms of magical/psionic detection.

## Mind Flayers and Yaggol

The continent of Taladas on the world of Krynn is home to a degenerative race of mind flayers known as the Yaggol. The Yaggol are descended from ancient mind flayers who traveled from the stars, only to crash-land on the world of Krynn.

Ancient legends suggest that the Yaggol had been cast down by one of the gods. Other legends suggest that the Yaggol had failed in a colonization attempt, and were caught in the middle of the Cataclysm, never to leave the world of Krynn.

Mind flayers (Illithids) exist on the world of Reorx within Krynnspace, where they have a colony of approximately 400. These mind flayers are able to use their arcane psionic abilities as described in the *Monster Manual*, but are unable to regenerate psionic points or to multiclass into any psionic class until such a time that they leave Krynnspace.

Those who (foolishly) study the differences between Yaggol and Illithid will find that the mind flayers retain their psionic abilities, while the Yaggol do not.

There are some that say that the planet Reorx possesses a metal or ore which is able to repulse the psionic-nulling effect. Reorx does have a number of unique metals, which have been classified by the gnomes of Mt. Nevermind. The tinker gnomes are running the theory (which takes up three volumes) through committee.

At the DM's option, some or all of the ban on psionics may be lifted on planet Reorx, thus allowing for options for a campaign with psionics to be used in Krynnspace.

"There needs to be some sort of handbook for each sphere. Not a one of them is like another. Take Krynnspace, for instance. Not a friendly place for a psion. I went there once, and I lost all my mental powers! My powers came back after I left the sphere, but I had a headache for a month!"

– *Krillan, Wanderer of Celestian*

## Chapter V: History and Future History

### The Present – Age of Despair (369 A.C.)

The current timeframe of Krynnspace and the *Spelljammer* campaign setting is 16 years past the War of the Lance. As such, much of Krynn's history has yet to happen within the context of *Spelljammer*.

Takhisis is focusing not only on the world of Krynn, but also outward towards the stars. During the time, the Dragonfleet has emerged, and is the dominant force of evil within the sphere. Standing against them are the Knights of Krynnspace, once known as the Star Knights.

The sphere is filled with the conflict between good and evil, with the Balance in question. Travelers from beyond the sphere of Krynnspace are taking a new interest as well, as new opportunities are opening up. However, those same travelers are being cautious, as some of the new activity in Krynnspace is due to the Dragonfleet.

### Chaos War (383 A.C.)

While the Knights of Takhisis invade Ansalon, the Dragonfleet has gone on the offensive within Krynnspace, and a war between them and the Knights of Krynnspace erupts. Contact between Krynnspace and other spheres is minimal, as travelers are leery of getting in the middle of a war.

The Dragonfleet successfully destroys the spelljamming ports in Palanthas and Kristophan. It is rumored that a huge explosion shook Mt. Nevermind, destroying their spelljamming port as well.

The world of Krynn is left without a spelljamming port.

In the meantime, Chaos is released from the Greycem, and begins his assault against the gods. Chaos attacks the creations of the gods on many levels, from the world of Krynn to the Abyss and even to the stars.

Long-dead volcanoes on the world of Reorx erupt, and from them new fire dragons are born. These dragons appear as living lava dragons, and the peoples of Reorx face their greatest foes. Other fire dragons appeared from the sun itself. These dragons, not requiring air, began an assault against the spelljamming vessels within the sphere.

The Felljammer used its accursed power to drain magic to drain as much as it could off of Chaos. However, the tiny ship absorbed too much, and was destroyed in the process. It is rumored that the Spelljammer itself was witness to this, and assaulted Chaos, although none will speak of the event. (See the article on the Felljammer on Beyond the Moons.)

As Chaos was defeated, his minions vanished, leaving the sphere quiet. A graveyard of ships now orbits the world of Zivilyn. Some say that ghosts and apparitions can be seen amongst the Graveyard of Ships.

There was one noticeable aftereffect of the Chaos War. The planet Krynn had disappeared.

### Takhisis Steals the World of Krynn

Centuries ago, the dragon Khellendros, known in the common tongue as Skie, came to the world of Krynn from a world of dragon overlords. Skie devoted himself to Takhisis and gave her the secrets of the portals he traveled to get to Krynn.

Takhisis orchestrated her master plan, to where the god Chaos was released from the Greygem. While many thought that she fled the world, in fact she was preparing to steal it. Just as Chaos stepped on the kinder Tasslehoff Burrfoot, Takhisis stole the world through a portal.

As for where Krynn went to, nobody knows. Some say that it has traveled to another sphere, where it orbits a new sun and has a new moon. Others say it was destroyed. Still others say that it was taken to an entirely new plane of existence.

Many search the spheres for answers, but none are forthcoming. The world of Krynn, it seems, has been cut off from the rest of the spelljamming universe.

## **Aftermath and the Age of Mortals (0 S.C. onward)**

After the Chaos War, many people who had hailed from the world of Krynn found themselves without a home. Many were at a loss of what to do, and so they traveled to the planet Reorx to set up colonies.

The remaining tinker gnomes within the sphere settled on the planet Reorx as well. They have a used dwarven citadel, which the inhabitants of Reorx refer to as Citadel Hunkajunk. A committee has been formed to find the world of Krynn, and several gnomes' life quests revolve around making inventions that will take them to Krynn.

The Minotaur Fleet decided that they would seek their ancient brethren, who were rumored to travel to another sphere called Tauruspace. The fleet has not been heard from within the boundaries of Krynnspace since.

The Dragonfleet, without the support of Queen Takhisis, found itself in dire straits. The Knights of Krynnspace were able to finally defeat the remnants of the Dragonfleet for good save for a few that became pirates and petty thugs.

In the aftermath of the Chaos War, the gods spend a lot of energy searching for the world of Krynn. The entire sphere was searched. Scouts went to other spheres as well, all reporting nothing.

Finally, nearly 40 years after the Chaos War, the moons of Krynn disappear as well. As representatives from various groups within the sphere met on planet Reorx, a befuddled old man spoke before them. A tear formed in his eye.

“Every parent knows the joys of watching their children grow from tiny babies to adults, becoming men and women in their own rights. It takes a lot of peanut butter and jelly! You can't raise your kids on TV, either!”

The old man rambled for a while, as people asked themselves what “TV” was. After a couple of minutes, the old man grew very serious.

“As parents watch their children, so too have we gods watched you, the peoples of Krynnspace, grow. You're all grown up now, and you're ready to leave the nest. There are many other spheres out there, and many other

worlds. As a kender friend of mine might say, 'I'm not sure if I can see them all within my lifetime, but I would certainly like to try!'"

"We've done our job, and we're proud to see all of you leaving the nest. Yet still, we have other children who are not quite grown up yet – the people of Krynn. We gods have found the world, and must go to save it from the clutches of the Dark Queen."

"And so, we bid you all farewell. We're proud of you all."

And after finding his hat (which was on his head), the old mage disappeared, leaving behind only a chicken feather.

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