

OFFICIAL  
Advanced Dungeons & Dragons  
2nd Edition

# SPELLJAMMER™

COMPUTER  
GAME

CAPTAIN'S  
GUIDE TO  
REALMSPACE



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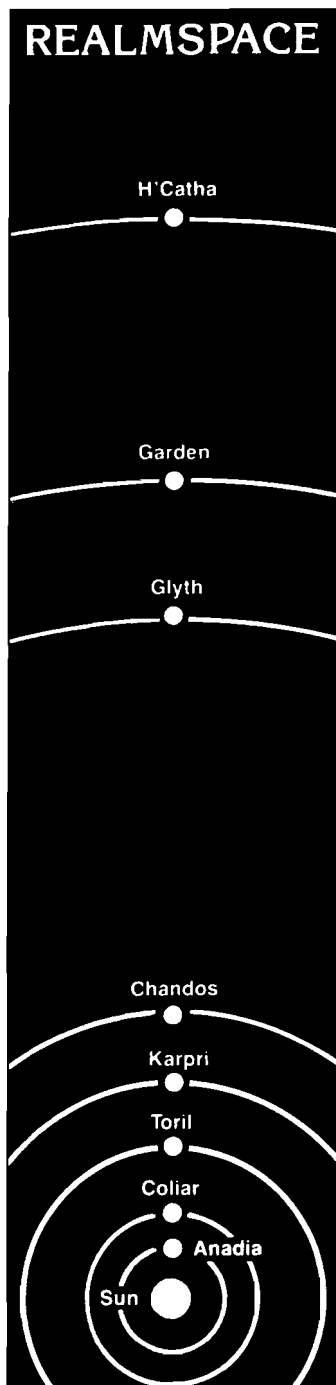
## CONTENTS

INTRODUCTION .....	1
SPELLJAMMER LINGO .....	2
BACKGROUND .....	2
YOUR GAME BOX SHOULD CONTAIN .....	3
WORKING WITH THE INTERFACE .....	3
Using the Menus .....	3
Using the Mouse .....	3
Using the Keyboard .....	4
Using the Joystick .....	4
CREATING A SPELLJAMMER CAPTAIN .....	5
Player Races .....	5
Ability Scores .....	6
Character Classes .....	8
Alignment .....	10
Other Attributes .....	10
SPELLJAMMING IN WILDSpace .....	12
Navigation Icon .....	12
Disk Options Icon .....	14
Vessel Status Icon .....	14
Crew Status Icon .....	17
Preferences Icon .....	18
Direction of Vessel View .....	19
Ship Navigation Area .....	19
Text Window .....	19
VESSEL-TO-VESSEL COMBAT .....	20
Hailing Icon .....	20
Targeting Weapons Icon .....	20
Firing Weapons Icon .....	21
Ramming Icon .....	21
Shear Attack Icon .....	21
Grapple Attack Icon .....	21
Area View .....	21
BOARDING COMBAT .....	22
Combat Icons .....	22
Aiming Pad .....	24
Officers .....	24
Crew Members .....	24
Status Box .....	25
Movement .....	25
Casting Spells .....	25
PLANETS .....	25
SPELL DESCRIPTIONS .....	29
Cleric Spells .....	29
Mage Spells .....	31
BESTIARY .....	38
SHIP STATISTICS .....	42
TABLES .....	53

## INTRODUCTION

Welcome to *PIRATES OF REALMSPACE*, the first official *ADVANCED DUNGEONS & DRAGONS*® computer product to use *SPELLJAMMER*™ rules. The *SPELLJAMMER*™ supplement allows you to travel through space by means of a helm operated by a cleric or mage. You may visit eight different worlds in the *FORGOTTEN REALMS*™ system.

You will find that there is plenty to explore. *Realmspace* is the crystal sphere that contains *Toril*, the world of previous *FORGOTTEN REALMS*™ adventures, and its sister planets. These planets are *Anadia*, *Coliar*, *Karpri*, *Chandos*, *Glyth*, *Garden*, and *H'Catha*. The *Realmspace* system is solarcentric — everything orbits around the sun. *Realmspace* also has a wide variety of gods and revered powers in operation among the *Realms*.



## SPELLJAMMER LINGO

**Spelljamming** is the conversion of magical energy directly into motive force for ships in space. Spelljamming can be accomplished by a magical device known as a spelljammer helm. Both clerics and mages can spelljam.

**Space** is divided into two types: wildspace and the phlogiston, explained below.

**Wildspace** is what comes to mind when we talk of "space". It is the vast emptiness that lies between the planets and the stars. All space inside a crystal sphere is wildspace. It is mostly a vacuum.

The **phlogiston**, also known as the Flow, is a turbulent, unstable, multicolored, fluorescent gas which fills the regions between the crystal spheres. Very little is known about the phlogiston.

Every planetary system known is encased within a **crystal sphere**. Essentially, the crystal sphere keeps the wildspace in and the phlogiston out. Like the phlogiston, crystal spheres are a great mystery: their origin and substance are unknown.

Within wildspace are the celestial bodies: planets, suns, moons, asteroids, and a host of other items collectively lumped together under the heading **planetoids**. Most celestial bodies have an atmosphere of some sort although it is dangerous to assume that this is an inviolable rule.

## BACKGROUND

*PIRATES OF REALMSPACE* begins in the city of *Waterdeep* on the planet *Toril*. Your character has just sold everything to invest in a spelljamming vessel and a minor helm to operate it. Enthralled with tales of the riches to be gained in space, your character puts together a crew and sets sail as the captain of a newly outfitted spelljamming ship.

As the game progresses, you may find your character offered missions throughout *Realmspace*. As your character's reputation and skills grow, increasingly dangerous missions become available. The rewards that these later missions provide are significantly greater than those of the earlier, easier missions.

In *PIRATES OF REALMSPACE*, references are made to both wildspace and *Realmspace*. *Realmspace* is specifically the name of the crystal sphere containing *Toril* and its sister planets. *Wildspace* is a generic term used to refer to the void that exists between worlds.

## YOUR GAME BOX SHOULD CONTAIN

- The Captain's Guide to Realmspace
- Disks
- Data Card

This book, the *Captain's Guide to Realmspace*, explains how to play the game and gives you reference information about things like characters, monsters, and spells.

The disks contain the game. You must install the game onto your hard drive before you can begin to play.

The data card contains information on how to load the game and play it on your specific computer system. It also explains how to get right into the game with the pre-built party.

## Copy Protection

There is no physical copy protection on your PIRATES OF REALMSPACE disks, so please make copies and put the originals away for safe keeping. To ensure that you have a legitimate copy of the game, you are asked for a word from this manual before you can continue playing.

## WORKING WITH THE INTERFACE

PIRATES OF REALMSPACE uses a graphic interface. This means that you perform actions by selecting icons and menu bars.

### Using the Menus

Much of your movement while traveling in space and while docked at port is done via menus. Likewise, menus are used to select spells, to review lists of items which can be purchased, and in various other areas where multiple choices are available. You can use the arrow keys or the mouse to move the cursor on the menus. See "Using the Mouse" and "Using the Keyboard," below.

### Icons

These are a series of raised buttons, each containing text and a picture indicating what action that icon performs. One of the letters of the text on each icon is a different color. This letter is a "hot key," which means that pressing the letter activates that icon.

### Using the Mouse

Using the mouse makes playing PIRATES OF REALMSPACE much easier. The mouse pointer is in the shape of a sword and disappears if no action is taken for several minutes. Whenever there is an option to select, moving the mouse pointer to the option and clicking the left

mouse button selects it. The right mouse button functions as the ESC key, and backs you out of the current menu.

### Using the Keyboard

As explained in "Using the Menus," above, simply press the hot key to activate a given icon.

### Using the Joystick

The four directions of ship movement correspond to the four directions on the joystick. Pressing the fire button (button Ø) fires weapons in space combat.

*Continued....*

### *Why Are Crystal Shells Round?*

THE SYSTEMS OF THE SPELLJAMMER™ UNIVERSE are all held in bubbles which drift in a rainbow ocean called phlogiston. Whatever the shape of the system within, whether a collection of clusters, or a single flat plane, or a chaotic bundling of planets, the sphere that it all fits into is round.

Why?

No one knows, but there are several theories by way of explanation:

- The sphere is the most natural shape for such things, much like the bubbles in amber or champagne.
- The sphere is the easiest shape for the gods (or whomever built these things) to construct.
- The sphere is a perfect shape, the shape that shrinks its plane of gravity to a single point at its heart, attaining a perfect balance.

The simple fact is that no one knows save perhaps the gods, and if they know, they aren't telling. There may be system shells out there that are cubical, or irregularly or torus-shaped. We just haven't reached them yet.

And when we do, we'll probably start the sages arguing all over again.

## CREATING A SPELLJAMMER CAPTAIN

Select the CREATE CAPTAIN bar at the beginning of the game to generate your captain. A warning that your party will be deleted is displayed. Either EXIT out and use the pre-generated captain, or press CONTINUE to create your own.

Choose what you would like your character's class, race, and gender to be, then name your character. The computer then shows a summary of your new captain's statistics. You can re-roll the statistics. Study spells if your captain is a spellcaster. Look at and ready any items your captain starts with.



Character Status Screen

## Player Races

Your captain may be one of six races, each with different talents and limitations. The following describes each race and tells which classes are open to them. No dual- or multi-classed characters are allowed.

**Dwarves** are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. Dwarves are adept at dodging the attacks of giant-class creatures. Dwarves can be clerics, fighters, and thieves.

**Elves** are a tall, long-lived race. They are nearly immune to *sleep* and *charm* spells and are adept at finding hidden objects such as secret doors. Elves also receive bonuses when attacking with swords or bows. They cannot, however, be raised from the dead. Elves can be fighters, rangers, mages, and thieves.

**Half-Elves** are hybrids with many of the virtues of both humans and elves. Like their elf ancestors, they are resistant to *sleep* and *charm* spells and are adept at finding hidden objects. Half-elves can be clerics, fighters, rangers, mages, and thieves.

**Gnomes** are shorter and slimmer than their dwarf cousins. Like dwarves, they are especially resistant to magic and are adept at dodging the attacks of giant-class creatures. Gnomes can be clerics, fighters, and thieves.

**Halflings** are about half the size of a human, hence their name. They are especially resistant to magic and poison. They can be fighters and thieves.

**Humans** are the most common player race in Realmspace. Humans do have the disadvantage of shorter life-spans than the other races. This may be a problem if they are subjected to many *haste* spells which age the hasted character one year. They can be clerics, fighters, paladins, rangers, mages, and thieves.

## Ability Scores

Every character has six randomly generated ability scores as described below. These scores fall within a range determined by the race and class of the character. The base values range from 3 (low) to 18 (high).

Depending on the character class, one or more of these abilities is a "prime requisite." A prime requisite is an ability especially valuable to a given class. For example, Strength is key for fighters and Wisdom for clerics. Most characters receive bonus experience points when their prime requisite scores are 16 or greater. Non-human characters may have modifiers to the basic ability scores to reflect differences between the races. Dwarves, for instance, get a +1 Constitution bonus and may have a maximum Constitution of 19 instead of 18. All racial modifiers are calculated automatically when a character is generated.

**Strength (STR)** is the measure of a character's physical power, muscle mass, and stamina. Fighter-type characters (fighters, paladins, and rangers) may have exceptional Strengths greater than 18 that are indicated by a percent value (01, 02, 03 . . . 98, 99, 00) following the base strength. High Strength increases a character's combat ability with melee weapons, such as swords or maces. Strength also determines how much a character can carry without becoming encumbered and slowed in combat.

**Intelligence (INT)** is the measure of how well a character learns new things. Intelligence level can determine the maximum level of spells a mage can cast.

**Wisdom (WIS)** is the measure of a character's ability to understand the ways of the world and to interact with the world. Clerics receive bonus spells for high Wisdom, and Wisdom can determine the maximum level of spells a cleric can cast.

**Dexterity (DEX)** is the measure of a character's manual dexterity and agility. Thieves especially benefit from high Dexterity. Dexterity affects how well a character can use ranged weapons (bows, darts, etc.), when he moves in a combat round, and how difficult he is to hit in combat.

Continued...

Constitution (CON) is the measure of a character's overall health. Characters receive one extra hit point if their Constitution is 15, and two points if it is 16. Fighter-types (fighters, rangers, and paladins) receive additional bonuses for Constitutions of 17 or 18. A character's Constitution also determines the maximum number of times

that character can be raised from the dead with *raise dead* or *resurrection* spells, and the chance of a resurrection attempt being successful. Every time a character is successfully resurrected, 1 point of Constitution is lost.

Charisma (CHA) is the measure of how others react to a character.

### ***Notes on the Creation of the Universe***

THE DISCOVERY THAT THERE IS A GREATER UNIVERSE beyond the sky is a shock to most learned sages of the various known worlds, at least temporarily. Those used to a provincial view common to most groundlings often turn their backs on the stars, or refer to them as a minor sidelight compared to the wonders of the infinite planes of existence or even the strange civilizations on the other side of the globe.

Other sages and some priests leap into the field with the larger questions raised by the presence of many spheres floating in a rainbow ocean of phlogiston. The main question is: Who put it there and why? This question is particularly troubling to theologians, since almost all civilizations have creation myths for their worlds, which they consider to be unique.

The main theories in regards to the shells, the Flow, and the gods are as follows:

- 1) The gods created the shells and the Flow to divide up their territories. Theologians love to advance this argument, though it places some limits on the powers they worship. Space is infinite, even for an omniscient deity, so they broke it up into chaos (the Flow) and order (the shells). The shells are easier to handle and more orderly than the swirling chaos outside. The gods then divided the spheres up among themselves to test good versus evil, and law versus chaos. Some demigods have claimed this to be the truth, but cynics note that they would do so even if it were not so. *(continued)*

### **Character Classes**

Class is your character's profession. Your character is the captain of a ship, but he must also have a class. There are six character classes you may choose from.

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing

(no edged or pointed) weapons. Clerics must memorize their spells just as mages, but they do not use spell books. When clerics gain a new spell level, they can automatically memorize any of the available spells for that level. The prime requisite for clerics is Wisdom.

*Continued...*

- 2) The gods have gods themselves, which created the universe and cut them loose in it. A troubling thought, though a school experiencing a rebirth in Realspace, which recently experienced their gods at close range and found them wanting. An unprovable theory, since it leads to the obvious line of reasoning: Well, if our gods have gods, why don't we have beings that think of us as gods?
- 3) The phlogiston is a naturally occurring object: The gods created the various shells in order to settle and domesticate it. The rainbow ocean is like a stream, and the shells are like cities being built along the stream. Eventually the cities will join and the stream disappear entirely. This would explain most godly reluctance to talk about a part of the universe (the Flow) where their power does not reach.
- 4) The gods fear the Flow, and built the shells to keep it out. A variant on #3, changing only the rationale behind it.
- 5) The gods fear men and the other sentient beings, and built the shells to keep them in. Another variant of #3, changing the rationale. If this was their purpose, they seem to have failed miserably.
- 6) The phlogiston and the shells are naturally occurring; the gods only moved in and set up shop. Someone or something else built the house, and the gods just arrived to move around the furniture. Disliked by theologians because it implies that the Powers That Be are no more than adventurous interlopers in their own right, playing most of the less-powerful races as saps and suckers with a load of bunk about creating the universe. As with the other theories, it cannot be proved.

**Fighters** can fight with any armor or weapons, but they cannot cast magic spells. All fighter-types (fighters, paladins, and rangers) gain the ability to attack more than one time per round when they reach 7th level. The prime requisite for fighters is Strength.

**Paladins** are a type of fighter, and can fight with any armor or weapons. They are resistant to spells and poison, and can turn undead creatures as if they were a cleric two levels below their current level. Paladins are also always surrounded by the equivalent of a *protection from evil* spell. Paladins may heal two hit points of damage per level once a day. They may *cure disease* once a week for every five levels of experience. For example, once a week at 1st-5th levels, twice a week at 6th-10th levels, etc. They can use cleric spells when they reach 9th level, although they can never use cleric scrolls.

Paladins must be of lawful good alignment, and they do not knowingly adventure with any evil characters. They must have ability scores of at least 9 in Intelligence and Wisdom, at least 12 in Strength, at least 13 in Wisdom, and at least 17 in Charisma. The prime requisites for paladins are Strength and Wisdom.

**Rangers** are a type of fighter, and can fight with any armor or weapons. They do additional damage when fighting giant-class creatures, but must be of good alignment and have ability scores of at least 13 in Strength and Intelligence, and at least 14 in Wisdom and Constitution. The prime requisites for rangers are Strength, Intelligence, and Wisdom.

**Mages** have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their personal spell books. Mages may add entries to their spell books whenever they go up in level or find scrolls with spells of levels that they are able to scribe. The prime requisite for mages is Intelligence.

**Thieves** have special skills for opening locks and removing traps, but are limited to leather armor. In combat they do additional damage by "backstabbing." A thief backstabs by attacking a target from the exact opposite direction it was first attacked. A backstab has a better chance of hitting the defender and does better damage.

Starting at 10th level, thieves can decipher some magical writing and have a chance of casting spells from mage scrolls. The prime requisite for thieves is Dexterity.

## Alignment

Alignment is the philosophy a character lives by and can affect how NPCs and some magic items react to a character. The possibilities range from believing strongly in society and altruism (lawful good) to being anarchistic and actively unpleasant (chaotic evil). Alignment is presented in two parts: "World View" and "Ethics."

### World View

**Lawful** indicates that the character values the structure and rules of society.

**Neutral** indicates that the character values both the individual and society.

**Chaotic** indicates that the character values the individual over society.

### Ethics

**Good** indicates that the character tries to act in a moral and upstanding manner.

**Neutral** indicates that the character leans toward "situational ethics," evaluating each set of circumstances.

**Evil** indicates that the character acts without regard to others, or in an overtly malignant manner.

## Other Attributes

Each character has five other important values that can change as the game progresses: Hit Points, Experience Points, Levels, Armor Class, and THACØ.

**Hit Points** are a measure of the amount of damage a character can take before he goes unconscious. A character's maximum hit points are based on the Hit Dice for the character's class and level, plus any adjustments for Constitution. A character gains a hit point bonus to each Hit Die if his Constitution is over 14.

**Note:** Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10. Hit Dice refers to the base range of hit points a character class may have. For example, a 3rd level fighter has a base of 3d10 Hit Dice, or 3-30 hit points.

When a character takes enough damage that his hit points reach Ø, he falls unconscious. If the character's hit points drop to anything from -1 to -9, he loses 1 hit point per turn from bleeding until he is bandaged or dies. If a

*Continued...*

character has -10 hit points or less, he is dead. Hit points on the screen are never displayed as less than 0.

**Experience Points** are a measure of what a character has learned while adventuring. Characters receive experience points for actions such as fighting monsters, finding treasures, and successfully completing quests. The computer keeps track of experience, and when characters earn enough, they automatically advance in levels. See the "Level Advancement Tables" beginning on page 57 for experience requirements.

**Levels** are a measure of how much a character has advanced in his class. When they have enough experience points, characters in *PIRATES OF REALMSPACE* automatically increase in level.

**Armor Class (AC)** represents a character's or monster's difficulty to be hit in combat. The lower the AC, the harder the target is to hit. AC is based on readied armor and a Dexterity bonus. Some magic items also help improve AC.

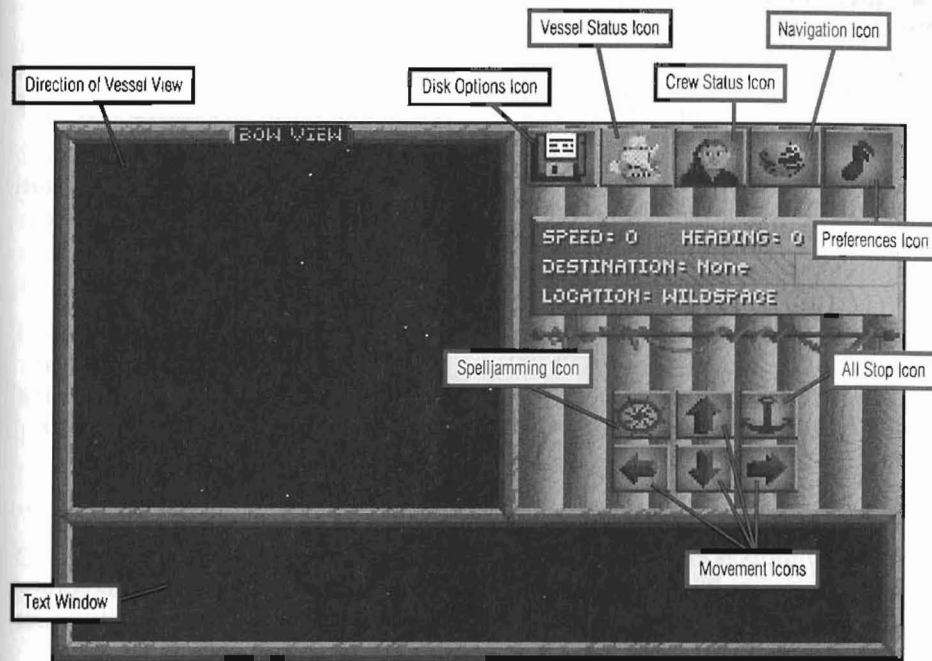
**THAC0** stands for "To Hit Armor Class 0." The ability to hit enemies in melee or with ranged weapons is represented by THAC0. This is the number a character must "roll" equal to or greater than to do damage on a target with an AC of 0. The lower the THAC0, the better the chance to hit the target.

Note: the generation of a random number is often referred to as a "roll." In determining the success of an attack, the number generated is from 1 to 20.

An attack is successful if the random number is greater than or equal to the attacker's THAC0 minus the target's AC. THAC0 may be modified by things like range, attacking from the rear, magic weapons, and magic spells.

**Example:** A fighter with a THAC0 of 5 attacking a monster with an AC of 3 would need to roll  $(\text{THAC0 } 5) - (\text{AC } 3) = 2+$ . But to hit a monster with an AC of -2 he would need to roll  $(\text{THAC0 } 5) - (\text{AC } -2) = 7+$ .

## Movement Screen



## SPELLJAMMING IN WILDSPACE

To move your vessel in wildspace you must have a cleric or mage assigned as helmsman. The helmsman uses the helm, a magical device that converts mystical energy into motion force. Moving the vessel in this manner is called spelljamming.

## Navigation Icon

To move from planet to planet in *PIRATES OF REALMSPACE*, you must first choose a destination, then spelljam to it. To choose your course, select the navigation icon. This opens the Navigation Menu.

*Continued...*

When you choose a destination, the navigator automatically plots the direction, or heading, of travel. The heading is displayed in the upper right corner of the screen, in degrees.

### ***Navigate***

Clicking on this bar shows you another group of menus. You may choose from SYSTEM, INNER PLANETS, OUTER PLANETS, POINTS OF INTEREST, and SET NEW COURSE. Each of these options is explained below.

SYSTEM shows you the entire star chart representing the planets of Realmspace. Points of interest, described below, do not appear on this map. Each of the planets and their inhabitants is explained under "Planets" on page 25. To set a course to one of the planets, move the square over the planet you wish to navigate to by selecting SET NEW COURSE. You may also move the mouse pointer over the planet in question and click the left mouse button.

INNER PLANETS lets you choose from the following planets as your destination: Anadia, Coliar, Toril, and Karpri.

OUTER PLANETS consists of the following planets: Chandos, Glyth, Garden, and H'Catha. As explained above, you can navigate around the outer planets at will.

POINTS OF INTEREST refers to areas that you might take a special interest in. For example, you may learn of an abandoned spelljamming vessel at a particular location. When you learn of a new point of interest, it automatically appears on your star chart. To explore it, set a course for the point of interest as you would for a planet.

SET NEW COURSE moves the square on your star chart from planet to planet. It is one method of choosing a destination. You can also click the mouse pointer on the desired planet or point of interest, as explained above.

### ***Spelljam To Destination***

Select this button to begin to spelljam to the planet or point of interest you have plotted in NAVIGATION. Occasionally your trip may be interrupted by friendly ships, hostile ships, and/or space debris. The helmsman will report any changes in heading in the text window.

### ***Spelljam Manually***

In some cases you may want to spelljam manually instead of using the above option. For example, you may only have a general idea of where you wish to go in wildspace. No specific destination will show up under NAVIGATION, so you must spelljam in the right direction and hope you find what you are looking for. Simply choose a heading yourself and begin spelljamming in that direction.

### **Disk Options Icon**

Selecting the disk options icon shows you a menu of DOS options. These options are necessary when loading, saving, or quitting the game.

SAVE CURRENT GAME allows you to save your game to continue at another time. You can select a directory other than the default by typing in the new one at the PATH: prompt.

LOAD A SAVED GAME gives you a list of the saved games that you can load and play. Be sure you have the right path selected.

QUIT CURRENT GAME drops the game out to DOS without saving it first.

SAVE AND QUIT allows you to save the game and then quit out to DOS.

When loading and saving the game, you are shown a window which allows you to set the path and the filename to use in the current save or load. Enter the appropriate options and select OK.

### **Vessel Status Icon**

When you wish to examine the status of your vessel, select this icon. A menu with options that pertain to your vessel appears.

### ***Specifications for Vessel***

Selecting this option displays your ship's statistics. These statistics are divided into the following categories:

#### **Type**

There are many different types of ships available in Realmspace. This tells you which one you are currently using.

#### **Crew**

The two numbers indicate the crew requirements of your vessel. The first is the number of individuals needed to run the ship under normal conditions. The second is the number of individuals that the ship can carry without overloading the atmospheric envelope protecting the ship from the vacuum of space.

For example, a ship with a crew rating of 10/35 requires 10 men to run the ship properly, but can carry 35 without endangering its atmosphere.

#### **Hull**

Hull points assess damage to a ship, as well as damage inflicted by individuals in space combat. Initially, a ship has hull points equal to its tonnage. Some ships are heavily fortified and armored, sacrificing maneuverability and cargo space for protection.

#### **Air**

In wildspace, air is represented by an atmospheric envelope around the vessel. Fortunately, all bodies take an envelope of air with them, and this provides some breathable atmosphere. However, this envelope is rarely large enough to support life for a very long time. Each ton

*Continued...*

brings along 100 cubic yards of air, enough to support one human-size crew member for four to eight months.

For example: A 30 ton sloop could support 30 crew members for four to eight months under normal circumstances. Air is renewed whenever you enter port.

### **Air Quality**

For a given envelope of air, quality is rated in one of three classes — fresh, fouled, and deadly. The air can change from one to another over time. In some cases, when two vessels' air envelopes collide, the air mixes and causes the air quality to change.

1. *Fresh* air is completely breathable. The air around the vessel will remain fresh for four months if the vessel carries a normal crew.
2. *Fouled* air is stale and partially depleted. It is humid and smells bad. The air around a vessel is fouled from the beginning of the fifth month until the end of the eighth month.
3. *Deadly* air is completely depleted. It cannot support life. The air around a vessel becomes deadly at the beginning of the ninth month. Fortunately, most trips aboard a vessel will take less than four months to complete.

### **Power Source**

Defines the type of helm, engine, or other motive force that causes the ship to move through wildspace. Most helms gather magical energy from the helmsman and convert it into forward power. Helms are typically shaped like great chairs, with head, leg, and arm support. See "Ship's Rating" on how the helms affect your vessels.

There are five types of helms available in *PIRATES OF REALMSPACE*: major, minor, series, pool, and lifejammer.

Major helms convert energy more efficiently than minor helms, but both are adequate for spelljamming purposes.

Series helms, used primarily by mind flayers, are a group of helms linked together to form a series. They tend to be less powerful than regular helms. Pool helms are also used by mind flayers. They use the natural life-pool of the illithids to power the ships, rather than the mind flayers themselves.

Lifejammers, used primarily by the neogi, feed off the life energy of the individual placed inside (usually against his will). The helm sucks hit points from its user, and the victim must save versus death every day of operation.

### **Ram**

Tells you if your vessel is equipped with a ram or not. Providing your ship with a ram increases the amount of damage you can do to an enemy vessel at close range. There are three types of rams available.

Piercing rams are long and sharp, designed to puncture enemy hulls. Occasionally the two ships become locked together. Blunt rams have a flattened end, and are designed to shake up smaller vessels rather than destroy them. Grappling rams, through the use of movable arms, purposely lock the two ships together after ramming.

### **Maneuverability**

Refers to the tactical maneuverability of the vessel. This is a factor of sails, oars, fins, and other controlling devices over and above those provided by the ship's rating. In general, the hull design of a vessel determines its maneuverability class. The graceful ships of the elves tend to be the quickest, while the most sluggish are sea vessels converted into spacecraft.

### **Ship's Rating**

Reflects the ship's speed and relative power, and to a lesser extent its maneuverability. A vessel with a high ship's rating can move faster than a vessel with a low ship's rating. The vessel's rating is dependent on the level of the helmsman (also

called the spelljammer), and on the power of the vessel's helm or other spelljamming device.

### **Landing**

Indicates whether or not the vessel can land safely on land or water. This does not affect vessels in orbit or those using space docks.

### **Keel Length**

The long dimension of the vessel, usually (but not always) measured along the vessel's keel. This is the length of the boat from bow to stern.

### **Beam Length**

The width of the vessel, measured at its widest point. (This does not count any oars, poles, or sails that may widen the vessel without effectively contributing to its real tonnage.)

### **Tonnage**

The overall weight of the boat, used to determine hull points, amount of crew and passengers that may be safely carried, and the size of the atmospheric envelope.

### **Cargo Capacity**

The amount of space left over for cargo, passengers, and other sundries, once the amount required for weapons, crew, and helm is taken. This space may be used for transporting cargo, or given over to other uses (like more weapons).

### **Cargo Space Remaining**

The amount of cargo space remaining to be used for more cargo, weapons, or armor.

### **Options**

This section lists the modifications you have made to your vessel, such as extra armor, better maneuverability, and so forth.

### **Cargo Status**

This shows what you have in your cargo holds and allows you to POOL, SPLIT, or DROP the cargo.

### **Weapon Status**

This option shows you what weapons are currently on your vessel. If you select the INFO option, information pertaining to the weapon you highlight is shown. This information consists of the range, reload time, damage, and present status of the weapon.

### **Repairs**

This fixes damage to your vessel if you have the appropriate materials in your cargo hold. Be warned that repairing your vessel causes it to remain stationary until the repairs are completed. This can take weeks, so make sure there is an adequate supply of air before commencing.

### **Review Captain's Log**

This allows you to keep a record of events. The computer also writes important events in your log for you.

### **Crew Status Icon**

Selecting the crew member icon gives you several menu options to choose from. These are VIEW CREW MEMBER, ASSIGN OFFICERS, and ASSIGN CREW.

### **View Crew member**

Allows you to look at your officers, see what they are wearing, and study spells. After choosing a character to view, you see the following menu.

### **View Menu**

ITEMS SPELLS EXIT

ITEMS displays the Items Menu and all the equipment the character is carrying. Items that are highlighted in blue are readied for use. Not all commands in the Items Menu are always available.

### **Items Menu**

READY USE DROP TRADE POOL SPLIT GIVE EXIT

READY changes the status of armor, weapons, or other items. Only readied items can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow bolts are assumed to be in a quiver and can be readied at all times. Some items take both hands when readied (bows, quarter staffs, etc.). Others take only one (long swords,

wands, etc.), and some require no hands (rings, armor, etc.).

USE activates an item. In combat, cross hairs appear which can be moved to a visible opponent. See "Boarding Combat" on page 22 for details.

DROP permanently drops items a character is holding. Dropped items may not be recovered.

TRADE transfers an item from one character to another. Highlight an item to trade, select this option, then choose the character to receive the item.

POOL combines all like items into one group.

SPLIT divides a bundle of like items into two bundles.

GIVE transfers money to another character in your crew.

### **Assign Officers**

This option allows you to select and assign your bridge crew. The following positions must be filled in order to operate your vessel correctly: Captain, 1st Mate, Helmsman, 2nd Helmsman, Navigator, and Lookout.

The Captain is your character. Should your character become unconscious, the 1st Mate will take over until your character is healed. The Helmsman is that mage or cleric assigned to provide the energy to power the helm on your vessel. The 2nd Helmsman will take over in the event of the Helmsman's death or inability

to perform. The Lookout provides information about your surroundings and warns of approaching dangers.

### **Assign Crew**

As you travel through Realmspace you will gain and lose crew members. You can adjust the number of crew on weapons and rigging, and the number set aside as spares. Spare crew are held in reserve to replace dead positions that open up in the assigned crew lists. Each area aboard ship has a minimum number of crew that can be assigned to it. Assigning less than the minimum reduces the effectiveness of that particular area.

### **Preferences Icon**

Selecting this icon shows you the following options:

MUSIC ON/OFF toggles the music in the game on and off.

SOUND EFFECTS ON/OFF toggles the sound effects in the game on and off.

SET DIFFICULTY LEVEL allows you to adjust the difficulty of the game.

SET COMBAT DELAYS controls the rate at which messages are printed on the screen.

*Continued....*

**BARS TO NUMBERS** changes all bars to their appropriate numbers. Hit points, for example, are automatically displayed as a bar rather than a number. Selecting this again changes all numbers back to bars.

**BUTTON ANIMATIONS ON/OFF** allows you to toggle the animations on and off.

**SAVE PREFERENCES** saves any changes you make to these preferences. If you do not save them, they remain in effect only as long as you play. Restarting the game clears the preferences. An alternative is to save the game, which also saves the current preferences.

### Direction of Vessel View

This view shows the direction your captain is looking, as well as the direction your weapons will fire. Note: some weapons have a fixed direction of fire. A weapon only fires if it can. The direction of your captain's view can be changed by pressing the following keys:

- F6=Bow (Front)
- F7=Port (Left)
- F8=Starboard (Right)
- F9=Stern (Back)

Changing the angle of view will not change the direction the vessel is moving, only the direction the captain is facing on the bridge.

### Ship Navigation Area

This shows you the speed, heading, and location of your vessel in Realmspace.

### Spelljamming Icon

Once you have a course set and you are ready to spelljam to that location, you can select the spelljamming icon instead of entering the Navigation Menu. Unless you encounter another vessel or debris, you will arrive at your destination.

### All Stop Icon

The all stop icon stops your vessel from spelljamming immediately. This is a useful tactic if you think that your vessel is being followed. Spelljam in one direction, then stop and change course and begin spelljamming again. The follower will not know that you have changed course, and you can lose him.

### Movement Icons

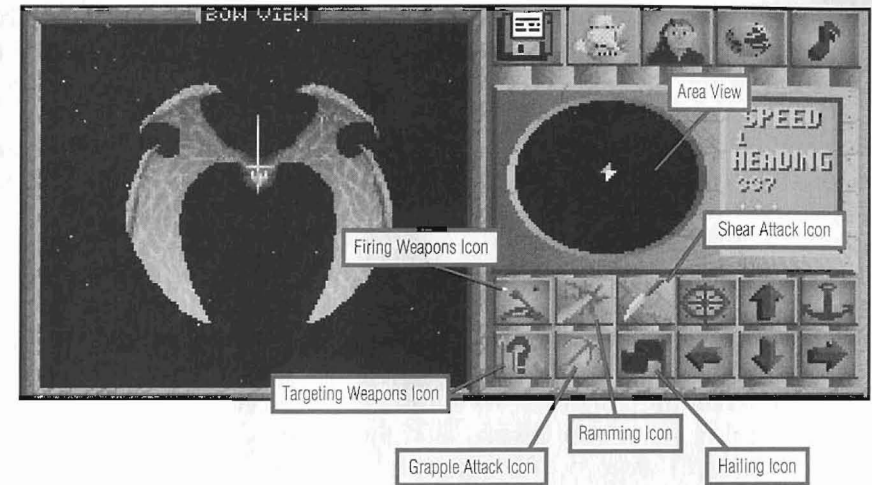
The arrow keys on the keyboard correspond to the arrow keys on the screen. If you wish to move with the mouse just press the appropriate arrow. Your vessel will begin to move in that direction.

### Text Window

This window gives you information that affects your ship and its surroundings.

For example, if your lookout spots a ship off to port, the message would be printed in the text window.

### 3-D Combat Screen



### VESSEL-TO-VESSEL COMBAT

When your vessel encounters another in wildspace, your lookout tells you from which direction the vessel is arriving. Your ship and crew go to battle stations. You need to determine whether the approaching ship is friend or foe, and decide on your own policy as well.

### Hailing Icon

Not all vessels in Realmspace are enemies. If you need information or help, you can move your vessel within hailing range and communicate with the other vessel. If the vessel is friendly, it will move away and go on its own business after talking with you. Unfriendly vessels generally refuse to respond to attempts at communication.

To hail another vessel, move toward it and select the hailing icon to commence communication.

### Targeting Weapons Icon

If you wish to fire your weapons at something other than your enemy's hull, press the targeting weapons icon. You are given a menu which allows you to change your target from the enemy's hull to his rigging or even his crew. Each target has its good and bad points. Note that, due to the magical nature of the ammunition used in Spelljamming vessels, attacks against enemy rigging can slow vessels down, in addition to damaging them.

### Firing Weapons Icon

When you have determined that the other vessel is an enemy, center it in the view screen and press the fire icon. Any catapult or ballista that are readied fire at the enemy vessel. The green “blink circles” to the right of the Area View blink to indicate when your weapons are rearmed and ready to fire again. When a weapon is damaged its circle turns red.

### Ramming Icon

Ramming is a common tactic in wildspace for damaging or breaking up an enemy ship. Ramming is best performed against other ships that are of roughly the same tonnage or smaller. To ram a vessel, press the ram icon. The computer takes over to perform the ramming maneuver for you. There are three types of rams, explained under “Ram” on page 16.

If you do not have a ram, the ram icon is indented. When you have a ram placed on your vessel or you have captured a vessel with a ram equipped on it, the icon is raised.

### Shear Attack Icon

A shearing attack is a close pass against an opposing vessel with the intention of dragging rigging, steering equipment, and other devices overboard to cripple the vessel's maneuverability. To make a shearing attack, press the shear attack icon. The computer performs the maneuver for you.

### Grapple Attack Icon

Often it is desirable to take over an opponent's vessel without inflicting major damage. In cases like this, the side with greater manpower can overwhelm the other side by grappling and boarding for hand-to-hand combat. Certain types of ramming may also result in a grappling situation. To grapple another vessel, move as if you are going to ram it. Just before you hit the enemy vessel, press the grapple attack icon. You will then enter “Boarding Combat” as explained on page 22.

### Area View

When an enemy or friendly vessel comes in sight of your lookout, a circle appears above the combat options. This circle places your vessel in the center and shows where the enemy is in relation to your vessel. Your ship is represented by a white triangle, the enemy by a green one. The apex of the triangle is the bow of your ship. The green dot at the edge of the circle shows your heading.

### Boarding Screen



### BOARDING COMBAT

When you grapple another vessel, your captain and crew prepare to board it for hand-to-hand combat. You can control your captain and his officers — the crew are controlled by the computer. See “Crew Members” on page 24.

### Combat Icons

In the upper right corner of the combat screen are 16 icons. These icons perform all the functions you can use in combat. The following are descriptions of each icon and its function.

### Attack Icon

When you press the attack icon, cross hairs will appear over the nearest enemy target. If you wish to attack this target press either the 5 key on your keypad or use your mouse to select the center key on the aiming pad on your screen. If you wish to select a different target, just use the keypad or mouse to press the number corresponding to the direction you want the cross hairs to move.

*Continued...*

### **Defend Icon**

Pressing the defend icon places your character on defense against attacks. The defending option gives the character in question a bonus to his armor class for that round.

### **Flee Icon**

If the tide of a battle is turning against you, you may decide to flee the combat. When you select this icon, the entire crew attempts to disengage from the other vessel. This is not always possible.

### **Parley Icon**

This option works somewhat like hailing another vessel in space. Your captain tries to negotiate with the captain or leader of the enemy forces.

### **View Icon**

Selecting this icon allows you to view the character whose turn it is. The character screen and View Menu are displayed. See page 17 for details on the View Menu. Your character may now change armor or weapons.

### **Use Icon**

This icon allows a character to use an item without having to go through the View Menu.

### **Cast Icon**

The cast icon is only available to spellcasters when they have spells memorized. The spellcaster selects from the list of available spells and then targets with the aiming pad.

### **Turn Icon**

Turning undead is a cleric power that attempts to destroy undead beings or drive them away from the characters. This does not affect the more powerful undead types and has no effect on any other kind of monsters. Paladins have the ability to turn undead as a cleric two levels below the paladin's level.

### **Quick Icon**

The quick icon turns control of the character over to the computer. Under computer control, a fighting character with a readied missile weapon tends to hang back and attack from a distance. If a character has no readied missile weapon, he readies a melee weapon and charges.

### **Heal Icon**

The heal icon lets the character give first aid to a party member who is bleeding to death. Healing stops the character from losing hit points due to bleeding.

### **Back Icon**

When you press this icon the character moves back to his original position. If the character has passed through a door, he only moves back to the most recent doorway.

### **Wait Icon**

The wait icon causes the character to hold his turn until after the other characters and enemies have acted.

### **Guard Icon**

The guard icon sets a character to stand and attack the first enemy that moves to an adjacent position. Guarding is only an option if the character is armed with a melee weapon.

### **Preferences Icon**

This icon allows you to set preferences in regards to sound, music, animation, and so forth. If you do not save them, they remain in effect only as long as you play. Restarting the game clears the preferences. An alternative is to save the game, which also saves the current preferences.

### **Look Icon**

The look icon is used to search individual squares on the combat grid.

### **End Icon**

The end icon will quit a character's turn.

### **Aiming Pad**

Any time you need to move the cross hairs, either to target a spell or ranged weapon, or to view a character, an aiming pad appears on the screen. The aiming pad is just like the keypad. To move the cross hairs, select the direction on the aiming pad with the mouse or press the number on the keypad that corresponds to the direction you wish to go.

### **Officers**

The officers of your ship are represented by single icons that you can control. The officers represent the high level characters you assign to navigate your vessel.

### **Crew Members**

Crew members are represented by a single icon which has a number in the lower left corner. This number shows how many crew members are represented by the icon. You will be losing and gaining crew often, and they all need to be paid for their services whenever you leave a port.

*Continued....*

## Status Box

The Status Box shows the active character in combat. It also shows you the character's name, hit points, readied weapon, and armor class. When an enemy is active, the Status Box only shows its movement remaining.

## Movement

To move on your vessel or an enemy's, turn the Num Lock key off. You may then use the keypad on your keyboard or the appropriate number of the direction you wish to move. See your data card for details.

## Casting Spells

Before your character can cast spells, they need to be studied and memorized. To study spells, select the View Crew Member icon and press SPELLS. You see a list of the spells you know as well as the number you have left to study. If you wish to cast a spell so that you can learn a different one, move the highlight over the spell you wish to cast and press CAST.

## PLANETS

You can visit a number of planets and other points of interest during your travels in Realmspace. Each planet has its own character, and each offers something different to the captain and crew.

The planets of Realmspace orbit their sun, and are arranged here in order of increasing distance from it.

In general, each planet that has a port is arranged in a similar manner. Ports typically have a pub, a temple, a warehouse, a shipyard, a dry dock, a store, and some sort of local government office. Every store does not sell the same items, nor for the same price, and that is where trade comes into play.

### Anadia

Anadia is the closest planet to the sun, and its surface features reflect this proximity. The majority of the planet is a dry, sun-scorched wasteland with little in the way of moisture or protection from the sun. What shade there is exists in the deep canyons that have opened up in the surface.

The polar regions, however, are a different story. On both poles, the temperatures remain low enough to allow a habitable, though metal-poor, area that can support most forms of life. Here, an indigenous species of halflings are the dominant race. The halflings of the north allow trade with spelljamming vessels, but those of the south will

shoot at them on sight. Anadia's primary exports are powderpuff and crispyleaf, plants used, respectively, to smoke and to eat.

The main port on Anadia is Umberguard.

*Continued....*

### *Why Ships in Space?*

THE BASIC HULLS OF THE SPACEFARING humanoid nations reveal their aquatic origins. The first human ships in space were modified seacraft, just as the first ships that most groundling adventurers take into space for the first time are galleons and caravels fitted with spelljamming helms. Such vessels are both easy to acquire and familiar to their crews.

But the nature of the helm does not limit sailing ships as the only types of ships to be found in space, as the dwarven flying mountain citadels and elven butterflies clearly show. Why then do men take ships into space?

The basic seafaring ship's shape and organization is ideal for spelljamming activities. The plane of gravity lies very low in the ship, in some cases almost on line with the keel itself. The ship is portable and made to stand up under pressures from several directions. Its layout, with a limited crew under the command of a captain and his officers, makes it easy to handle in space. Even the rigging, oars, and other deck furniture onboard aids in maneuvering the ship. Finally, the standard sizes of ships fit with the tonnage requirements of the spelljamming helms.

Other objects can and have been taken into space, including monuments, boulders, several pyramids, and a few large creatures such as dragons. Living creatures seem to be upset by being used as ships and they often try to return to their homes as soon as possible, going out of control if not. Castles and other buildings secured to the ground will not move unless released from their moorings, and then they experience severe problems as the plane of gravity moves through the building. Walls that carry forces in one direction now must carry them in opposite directions, which in turn causes some to crumble, which in turn shifts the plane of gravity further upward until eventually the entire structure collapses.

## Coliar

Coliar is the second planet in the RealmSpace system. Although the planet is a gas giant, hundreds of islands, both earth and water, swirl through its atmosphere, in their own smaller orbits around the planet's axis.

The islands are home to races of lizard men, aaracokra, and dragons. The dragons tend to stay aloof from dealings with spelljamming vessels, but the lizard men and aaracokra each have ports set up for trade. They have been at war with each other for a long time.

The main ports on Coliar are Hisستا and Athanar.

## Toril

Toril, the third planet of the system, is the most diverse. A wide range of climates and habitats supports an incredible diversity of life. The planet is the best known and most powerful in RealmSpace, and will trade with most visitors.

With its large variety of inhabitants, there is no single dominant race on Toril. Consequently, the planet boasts a large number of ports for spelljammers to explore.

Waterdeep is the main port on Toril.

## Karpri

The fourth planet in RealmSpace, Karpri, is unfortunately not very useful to spelljammers except as a source of fresh air. The planet is a huge water body, with ice at the poles and a seaweed jungle at the equator. The water is so choked with weeds that vessels can't land. There are no land masses whatsoever.

Because of the lack of land, Karpri has no ports for spelljamming vessels.

## Chandos

Chandos is the fifth planet in the system. This, too, is a watery world, although it does have landmasses. The nature of these landmasses, however, makes landing on Chandos impossible. The land on Chandos is composed of hundreds of islands piled on top of each other. They are incredibly unstable, and as a result, even the simple day-to-day rotation of the planet around its axis causes sudden and violent changes in the

shape and structure of the land. Chandos, like Karpri, is mostly useful for air replenishment.

Due to the instability of the surface of the planet, no ports for spelljamming vessels exist on Chandos.

## Glyth

The sixth planet of the system is, to all appearances, as dead and wasted as equatorial Anadia. The surface suffers periodic forest fires, which destroy whatever life had managed to gain a foothold on the charred land since the previous conflagration. Glyth, however, is not as dead as it appears.

Mind flayers, the dominant form of life on Glyth, control an extensive network of caverns and tunnels underground, raising humanoid as cattle. They take unkindly to intruders, and will attack voyagers in their territorial space.

Of the three moons circling Glyth, one, Mingabwe, houses a port where spelljamming vessels are welcomed.

## Garden

Garden, the seventh planet in RealmSpace, is not actually a planet at all. It is a group of asteroids held together by the roots of a huge plant with its own atmospheric envelope. The asteroids support life, and can provide both air and water.

There are no dominant forms of life on Garden. The nature of the planet is such that spelljamming vessels can hide fairly easily among the asteroids, so the main population tends to be pirates. They are generally concerned with their own affairs, however, leaving approaching vessels alone.

There is one safe port, Clive's Den, on Garden.

## H'Catha

The eighth and last planet of the RealmSpace system is probably the strangest as well. H'Catha is a large floating disk of water, 300 miles thick in the middle and tapering toward the rim. A large mountain, called the Spindle, rises out of the center of the planet, and always points toward the sun.

The planet is home to five subspecies of beholders, who fight among themselves for control of the Spindle. They refuse access to their ports to outsiders.

## SPELL DESCRIPTIONS

### Cleric Spells

#### *First Level Cleric Spells*

**Bless** improves the THACØ of friendly characters by 1. *Bless* cannot affect characters who are adjacent to monsters when the spell is cast, and the spell is not cumulative. This is a good spell to cast before going into combat.

**Cause Light Wounds** inflicts 1-8 hit points of damage on a target.

**Cure Light Wounds** heals 1-8 hit points, up to the target's normal maximum hit points.

**Curse** reduces the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC, and effects are not cumulative.

**Detect Evil** detects emanations of evil from people, creatures, objects, and areas within the range of the spell.

**Detect Good** is the reverse of the detect evil spell.

**Detect Magic** indicates which equipment or treasure items are magical. After casting the spell, view a character's items or take treasure items, and equipment or treasure preceded by an asterisk (\*) is magical.

**Protection from Evil** improves the armor class and saving throws of the target by 2 against attackers of evil alignment. The effects of the spell are not cumulative.

**Protection from Good** improves the armor class and saving throws of the target by 2 against attackers of good alignment. The effects of the spell are not cumulative.

#### *Second Level Cleric Spells*

**Find Traps** indicates the presence of traps in the party's path.

**Hold Person** may paralyze targets of character types (human, dwarf, etc.). You may aim a *hold person* spell at up to 3 targets (use the EXIT command to target fewer).

**Resist Cold** halves damage from cold attacks and improves saving throws vs. cold attacks by 3.

**Resist Fire** halves damage from fire attacks and improves saving throws vs. fire attacks by 3.

**Silence, 15' Radius** magically dampens all sound in the area around the target. The target character or monster, and all adjacent, cannot cast spells for the duration of the spell.

**Slow Poison** revives a poisoned person for the duration of the spell.

**Snake Charm** paralyzes as many hit points of snakes as the cleric has hit points.

**Spiritual Hammer** creates a temporary magic hammer that is automatically readied. It can be thrown and does normal hammer damage. *Spiritual hammers* can hit monsters that may only be struck by magic weapons.

#### *Third Level Cleric Spells*

**Bestow Curse** reduces the target's THACØ and saving throws by 4.

**Cause Blindness** blinds one target. This can only be cured by a *cure blindness* spell.

**Cause Disease** infects the target with a debilitating ailment that saps Strength and hit points.

**Cure Blindness** counters the effects of *cause blindness*.

**Cure Disease** removes the effects of disease caused by some monsters or *cause disease* spells.

**Dispel Magic** removes the effects of spells that do not have specific counter spells. This is the cure spell for any characters that have been held, slowed, or made nauseous.

**Prayer** improves the THACØ and saving throws of friendly characters by 1 and reduces the THACØ and saving throws of monsters by 1. This is a good spell to cast before going into combat, but it is not cumulative.

**Remove Curse** removes the effects of a *bestow curse* spell and allows the target to unready cursed magic items.

#### *Fourth Level Cleric Spells*

**Cause Serious Wounds** inflicts 3-17 hit points of damage on a target.

**Cure Serious Wounds** heals 3-17 hit points, up to the target's normal maximum hit points.

**Neutralize Poison** revives a poisoned person.

**Poison** causes the target to save versus poison or die.

**Protection from Evil, 10' Radius** can be cast on a character or a monster and improves the armor class and saving throws of the recipient and all adjacent friendly characters by 2 against evil attackers. The effects of this spell are not cumulative.

**Protection from Good, 10' Radius** wards the subject and all adjacent friendly creatures against good attackers. The effects of this spell are not cumulative.

**Sticks to Snakes** causes a distracting mass of snakes to torment the target. The snakes make movement and spell casting impossible for the duration of the spell.

### **Fifth Level Cleric Spells**

**Cause Critical Wounds** inflicts 6-27 hit points of damage on a target.

**Cure Critical Wounds** heals 6-27 hit points of damage, up to a target's normal maximum hit points.

**Dispel Evil** improves the target's armor class by 7 versus summoned evil creatures for the duration of the spell, or until the target hits a summoned creature. The creature must make a saving throw when it is hit or be dispelled.

**Flame Strike** allows the cleric to call a column of fire down from the heavens onto a target. The spell does 6-48 hit points of damage to any target that fails its saving throw.

**Raise Dead** can bring back to life one non-elf character. The chances for success are based on the character's Constitution and how long the character has been dead. The raised character has 1 hit point and loses 1 point of Constitution.

**Slay Living** is a reversal of the *raise dead* spell and kills one target. If the target makes its saving throw, then it suffers 3-17 hit points of damage.

### **Mage Spells**

#### **First Level Mage Spells**

**Armor** gives the recipient a magical armor class of 6. This spell does not affect people already armored or creatures with armor class 6 or better.

**Burning Hands** causes 1 hit point of fire damage per level of the caster. There is no saving throw.

**Charm Person** changes the target's allegiance in combat so that an opponent fights for the caster's side. It only affects character types (human, dwarf, etc.).

**Chill Touch** attacks the life force of creatures the subject attacks in melee. The touched opponent must save vs. spell or lose 1 point of Strength. Affected undead who fail the saving throw flee for 1-4 rounds +1 round per level of the caster.

**Detect Magic** indicates which equipment or treasure items are magical. After casting the spell, view a character's items or take treasure items, and equipment or treasure preceded by an asterisk (\*) is magical.

**Enlarge** makes the recipient larger and stronger. The higher the caster's level, the greater the spell's effect.

**Friends** raises the caster's Charisma by 2-8 points. It is best cast just before dealing with NPCs.

**Identify** allows the caster to determine one function of an item per level of the caster. Exact attack or damage bonuses cannot be learned, and charged items will only give a general indication of how strongly they are charged. After casting the spell, the mage loses points of Constitution and must rest to recover them.

**Magic Missile** does 2-5 hit points per missile with no saving throw. A mage throws 1 missile for every 2 levels (1 at levels 1-2, 2 at levels 3-4, etc.). This spell damages any single target within its range unless the target is magic resistant or has magical protection such as a *shield* spell. This spell casts instantaneously.

**Protection from Evil** improves the armor class and saving throws of the recipient by 2 against attackers of evil alignment.

**Protection from Good** is the reverse of the *protection from evil* spell. It improves the armor class and saving throws of the target by 2 against attackers of good alignment.

**Read Magic** allows a mage to ready a scroll and read it. This is identical to having a scroll identified in a shop. After casting *read magic*, a mage may cast any scroll spells or scribe them if they are appropriate for his level.

**Reduce** is the reverse of the *enlarge* spell. It makes the recipient smaller and weaker. The higher the caster's level, the greater the effect.

**Shield** negates enemy magic missile spells, improves the mage's saving throws, and may increase his armor class.

**Shocking Grasp** does 1-8 hit points of electrical damage plus 1 hit point per level of caster.

**Sleep** puts 1-16 targets (depending on their size) to sleep with no saving throw. For example, up to sixteen 1 Hit Die targets can be affected, while only one 4 Hit Dice target can be affected. Targets of 5 or more Hit Dice are unaffected.

**Spook** makes the caster appear frightening, and causes affected people or creatures to flee in terror.

### Second Level Mage Spells

**Blindness** causes the subject to become blind. The spell can only be removed with a *dispel magic* spell, or by the spellcaster. The target receives a -4 penalty to its attack rolls, and its opponents receive +4 bonuses.

**Blur** causes the recipient's outline to become blurred. Opponents receive -4 penalties on their first attack, and -2 penalties on all subsequent attacks. The target also receives a +1 bonus to saving throws against direct magical attacks.

**Detect Invisibility** allows the target to spot invisible creatures.

**Invisibility** makes the target invisible. The THACØ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. *Invisibility* is dispelled when the target attacks or casts a spell.

**Knock** opens locks. The spell affects both magically and non-magically locked doors, chests, etc.

**Melf's Acid Arrow** causes a magic arrow to attack an opponent, inflicting 2-8 points of acid damage.

**Mirror Image** creates 1-4 illusionary duplicates of the mage to draw off attacks. A duplicate disappears when it is attacked.

**Ray of Enfeeblement** reduces the target's Strength by 25% plus 2% per level of the caster.

**Scare** causes creatures of fewer than 6 Hit Dice to fall into fits of trembling and shaking. It has no effect on undead creatures.

**Stinking Cloud** paralyzes those in its area of effect for 2-5 rounds. If the target saves, it is not paralyzed, but is nauseous and has its armor class reduced for 2 rounds.

**Strength** raises the target's Strength by 1-8 points depending on the class of the target.

### Third Level Mage Spells

**Blink** protects the mage. The mage "blinks out" after he acts each round. Although the mage may be physically attacked before he acts each round, he may not be attacked after.

**Dispel Magic** removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any characters that have been held, slowed, or made nauseous.

**Fireball** is a magical explosion that does 1-6 hit points of damage per level of the caster to all targets within its area. If the target makes its saving throw, damage is halved. *Fireball* is a slow-casting spell, and the spell's power demands that you target carefully. Use the CENTER command to determine who will be in the area of effect.

**Gust of Wind** sends up a breeze in the direction the caster is facing. Open flames are extinguished, small creatures are blown back, and man-sized creatures are unable to move forward. Larger-than-man-sized creatures are slowed to 50% movement.

**Haste** doubles the target's movement and number of melee attacks per round. *Haste* has a short duration, so you should wait until a fight is imminent to cast it. Warning: characters age one year each time a haste spell is cast on them.

**Hold Person** may paralyze targets of character types (human, dwarf, etc.). You may aim a *hold person* spell at up to 4 targets.

**Hold Undead** may paralyze undead targets whose total Hit Dice are equal to or less than the caster's level. Up to 3 targets may be affected at once.

**Invisibility, 10' Radius** makes all targets adjacent to the caster invisible. The THACØ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. Use this spell to set up a battle line while your enemies seek you out. Characters lose invisibility if they do anything but move. Remember: some monsters can see invisible creatures.

**Lightning Bolt** is a magical electrical attack that does 1-6 hit points of damage per level of the caster to each target along its path. Damage is halved if the targets make their saving throw. A *lightning bolt* is 8 squares long in a line away from the caster. For best results, send the bolt down a row of opponents.

*Lightning bolts* may also reflect off walls back toward the spellcaster. Targets adjacent or close to a wall may be hit twice by the same bolt.

**Protection from Evil, 10' Radius** protects the recipient and all characters adjacent to the target. The spell improves the armor class and saving throws of those it protects by 2 against attackers of evil alignment.

**Protection from Good, 10' Radius** protects the target and all characters adjacent to the target. The spell improves the armor class and saving throws of those it protects by 2 against attackers of good alignment.

**Protection from Normal Missiles** makes the target immune to non-magical missiles.

**Slow** affects 1 target per level of the caster and halves the target's movement and number of melee attacks per round. *Slow* can be used to negate a *haste* spell and only affects the side opposing the spellcaster.

**Vampiric Touch** drains the victim of 1-6 hit points per level of the caster, adding them to the caster's total.

### **Fourth Level Mage Spells**

**Bestow Curse** causes the victim to experience one of three results: one ability score is lowered to 3; the subject's attack and saving throw rolls receive a penalty of -4; the target is 50% likely per turn to drop readied items. The subject must be touched, and the effect lasts one turn per level of the caster.

**Charm Monster** changes the target's allegiance in combat so it fights on the side of the mage. The spell works on most living creatures. The spell affects 2-8 one Hit Die targets, 1-4 two Hit Dice targets, 1-2 three Hit Dice targets, or 1 target of four or more Hit Dice.

**Confusion** affects 2-16 targets, causing them to make a saving throw each round or stand confused, become enraged, flee in terror, or go berserk. *Confusion* is most effective when used against a large number of enemies.

**Dimension Door** allows the mage to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Mages can use it for quick escapes.

**Fear** causes all within its area to flee in terror if they fail their saving throws.

*Continued...*

### **At the Helm**

#### **WHAT SPELLJAMMING FEELS LIKE:**

The wizard or priest who uses a spelljamming helm deals with two levels of reality: In the first, they are in their own body and aware of the actions around them. They may talk and converse with others normally, though they may not move or cast spells while at the helm without breaking contact with the spelljamming device.

The second level of reality is a larger, expanded consciousness in which the spellcaster feels the ship he is in as an extension of his own body. The ship itself, to the limits of its gravity plane, and the air envelope, feel like a bubble under the control of the spelljamming mage or priest. This concept of linking is important for the spelljammer helm to function.

Moving through space is no more than mentally visualizing the distance and direction (usually given by the navigator, based on his charts) that the ship should move and willing the ship to move in that direction. The feeling has been compared with moving a limb that has fallen asleep — a pins-and-needles sensation, though not as painful as its analog.

The helmsman is aware of the actions of others on the ship as if he stood on the aft deck (or similar location in other ships). The general movements of crew and officers do not register directly unless the spelljamming mage is paying attention. *(continued)*

When the ship encounters another object in space, the spelljammer is usually the first to detect it, but only because it causes the ship to slow down to avoid possible collision. The mage or priest can identify the other object in general terms: larger, similar size, or smaller. Long-time helmsmen can guess even from this what type of ship or object they are running near (an asteroid "feels" different from a dwarven ship). Visual sighting, either by the mage in his deck position, or a crew member, is required.

The helmsman can maneuver the ship sluggishly, but any real maneuver — like a turn — takes the ship out of its rapid movement and down to tactical speed. In combat, the helmsman is limited by the feel of the hull and its capabilities, and cannot maneuver the ship above its capacity without magical aid. The crew provides the true maneuverability of the ship during tight turns and while evading enemy missiles.

Combat under the helm is a frightening, but usually nonlethal, prospect. The helmsman is aware of damage to the hull as bright flashes of pain, but can easily maintain control. In certain circumstances (a critical hit), the pain can knock the helmsman out, slowing the ship to a stop.

Many helmsmen have described the sensation of being merged with the ship, likening it to the feeling of personally flying among the stars. Sometimes they have a tendency to look down on warriors, rogues, and others as mere passengers in the marvelous ship that the mage or priest has become.

**Fire Shield** protects the mage so that any creature who hits the caster in melee does normal damage, but takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The mage takes half damage (no damage if he makes his saving throw) and has his saving throw from the opposite type of attack improved by 2. He takes double damage from the type of attack the shield is attuned to.

**Fumble** causes the target to become clumsy and unable to move or attack. If the target makes his saving throw, his attacks and movement are halved.

**Ice Storm** does 3-30 hit points of damage to all targets within its area. There is no saving throw. This spell even inflicts full damage on opponents protected by *resist cold*.

**Minor Globe of Invulnerability** protects the caster from incoming first, second, or third-level spells. The globe is very effective when used in combination with a *fire shield* spell.

**Phantasmal Killer** causes the victim's fears to spring to life. The subject of this spell sees a monster composed of the fears of his subconscious mind. The monster attacks as a 4 Hit Dice creature, and if it scores a successful hit, the victim dies from fright.

**Remove Curse** negates the effects of a *bestow curse* spell and allows the target to unready cursed magic items.

**Stoneskin** protects the caster from all physical attacks. Magical attacks can still do their normal damage.

#### ***Fifth Level Mage Spells***

**Chaos** causes severe perceptual distortion in the victims, creating indecision and confusion. 1-4 creatures can be so affected, plus one per level of the caster.

**Cloudkill** is similar to the *stinking cloud* spell, except that its area of effect is larger and it kills weaker monsters. More powerful monsters may be immune to this spell.

**Cone of Cold** unleashes a withering cone-shaped blast of cold. The spell's range and damage increases with the caster's level.

**Feeblemind** causes targets who fail their saving throw to drop dramatically in Intelligence and Wisdom and become unable to cast spells. A *heal* spell must be cast on the victim to recover from the effect.

**Hold Monster** is similar to *hold person*, except that it affects a wider variety of creatures.

## **BESTIARY**

### ***Aarakocra***

These tall bipedal humanoid birds inhabit Coliar, the second planet of the Realmspace system. They are roughly the size of humans, but with a thinner build, and they are covered with golden feathers.

### ***Dwarves***

These sturdy demi-humans are about four to four and a half feet tall. They are tough fighters and resistant to both poison and spells.

### ***Elves***

Elves are short and more lightly built than humans. They tend to have long straight hair, pale complexions, and thin angular features. The elven navy has a very strong presence in space, and its graceful ceramic ships can often be found acting as the 'police' of Realmspace.

### ***Ghasts***

These monsters are virtually identical in appearance to ghouls, but they are more powerful. They are stronger, faster, harder to turn, and exude a foul carrion stench that can weaken their opponents.

*Continued...*

### ***Spelljamming Speed***

**S**INCE SMALL OBJECTS DON'T MAKE SHIPS DROP into tactical speed, what happens when a ship collides with such an object at spelljamming speeds?

In fact, no contact occurs at all. When a ship is moving at spelljamming speed, the small mass becomes a free-floating object as soon as it enters the air envelope. As a free-floating object, it first stabilizes with respect to the ship's gravity plane, and then drifts outward toward the edge of the envelope, from which it eventually leaves the envelope altogether.

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### **Ghouls**

These walking corpses resemble zombies, but whereas a zombie is merely a mindless tool for its masters will, ghouls are cunning and voracious monsters. Their preferred food is the flesh of the living.

### **Gnomes**

These sturdy demi-humans are about three and a half to four feet tall. They are doughty fighters and resistant to both poison and spells.

### **Goblins**

These small evil humanoids are about four feet tall. Their ancestors once had a strong presence in space until their forces were decisively crushed by the elves. Since then there have been small pockets of goblins in space, but not enough to be more than a minor nuisance to space travelers.

### **Great Old Masters**

Rumor has it that Great Old Masters are aged neogi monsters that have swollen to a 20-foot height. Their limbs are useless, their intelligence is gone, and they live only to satisfy their ravenous appetites.

### **Halflings**

Halflings are short demi-humans that are half the height of men. They tend to be hearty eaters and thus are wide in girth. They also have large bare feet, the tops of which are covered with thick curly hair. Anadia, the first planet in the RealmSpace system, is inhabited primarily by a dark-skinned race of halflings.

### **Hobgoblins**

Larger cousins to the goblins, these vicious humanoids can sometimes be found as part of a pirate crew. They are strong fighters and not inclined to show mercy.

### **Illithids**

The illithids, or mind flayers, stand about 6 feet tall, with hideous mauve skin that glistens with slime. Their heads resemble an octopus with white eyes and four tentacles. Be wary of their magic resistance and spells.

### **Liches**

The most powerful of the undead, liches are mighty mages or clerics that have used dark arts to extend their lives beyond their allotted span. They are immune to many spells, inspire terror in mortals by their very gaze, and have many powerful spells of their own at their disposal.

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### **Lizard Men**

These large humanoid lizards inhabit Coliar, the second planet of the RealmSpace system, though pockets of them can also be found on Toril. They are slightly larger and stronger than humans, but have heavy tails, and are covered with a green reptilian hide.

### **Neogi**

The neogi appear as a cross between a wolf spider and a moray eel. They are hated throughout the known spheres and their ships are attacked on sight. Beware the neogi's slowing poison attack; if the poison takes effect, the character will be affected as per a *slow* spell.

### **Ogres**

These large, ugly, foul-tempered humanoids generally attack with a spiked club.

### **Orcs**

These heavysset, pig-faced humanoids are commonly found in space as members of pirate crews.

### **Skeletons**

These are the magically animated bodies of the dead, created by evil clerics or mages. They are the weakest of the undead and easy for a cleric to turn, but tougher than the average human. They are fearless, and immune to any attacks which affect the mind.

### **Umber Hulks**

These are powerful subterranean predators that are bred as slaves to the neogi. In combat, looking into their eyes causes confusion. Beware their strong claw attacks and vicious bites.

### **Vampires**

One of the most powerful of the living dead, these unholy terrors can sometimes be found commanding ghost ships in the black void of wildspace. These powerful undead regenerate damage, are immune to some spells, and have the ability to drain two levels of experience with a touch. They also have the dangerous ability to charm their opponents, and some captains have had their own crews turn against them in the midst of battle.

### **Wights**

These creatures are foul undead spirits that feed off the life forces of the living. Like other forms of undead they are immune to mind-affecting spells, and can only be hit by silver or magical weapons. Their most dreaded power is their ability to drain a level of experience from their victims if they hit.

### *Wraiths*

Similar to wights, these creatures are foul undead spirits that feed off the life forces of their victims. Like other forms of undead they are immune to mind-affecting spells, and like wights their most dreaded power is their ability to drain a level of experience from their victims if they hit. Another similarity to wights is that they are immune to all but silver or magical weapons.

### *Zombies*

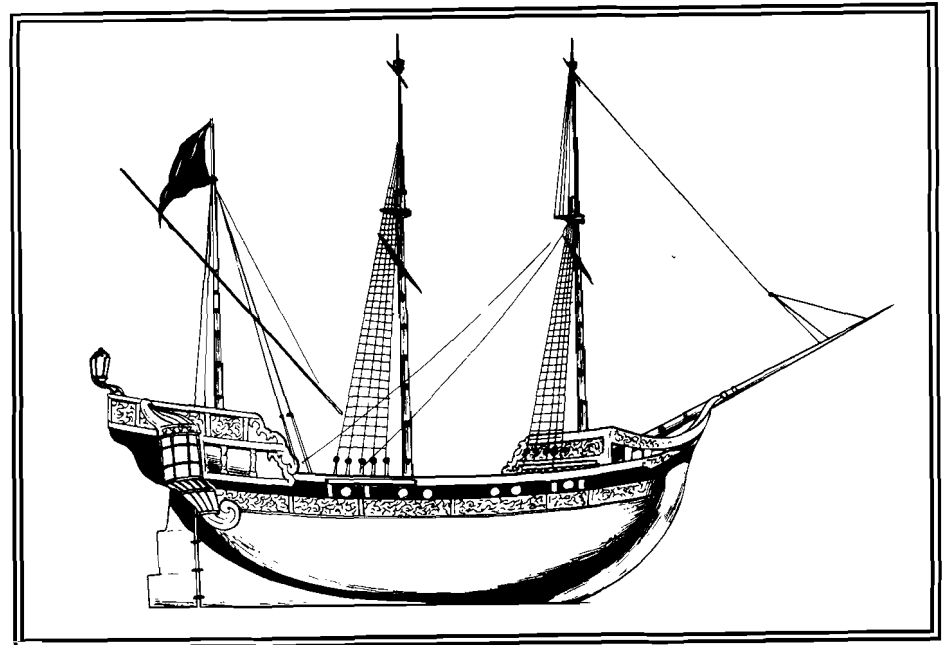
These are the magically animated bodies of the dead, created by evil clerics or mages. Their bodies are often decaying and rotten, and they follow the simple commands of their creator with mindless persistence. They are slow and clumsy in battle, but immune to any attacks which affect the mind.

## SHIP STATISTICS

There are 11 different vessels that your captain may pilot in the course of your travels through Realspace. Each ship has its good and bad points. The following are statistics on each vessel. See "Specifications for Vessel" on page 14 for explanations of each statistic.

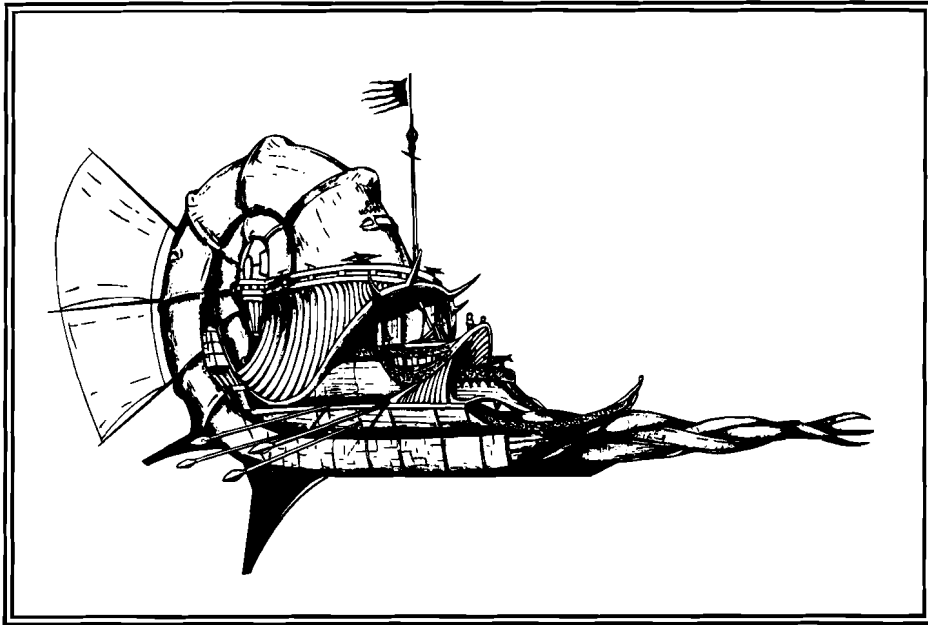
### GALLEON

• Built by:	Humans	• Keel length:	130'
• Used primarily by:	Humans	• Beam length:	30'
• Crew:	20/40	• Tonnage:	40 tons
• Hull:	40	• Cargo capacity:	20 tons
• Power source:	Major or minor helm	• Standard armament:	1 light catapult [1 crew] 2 medium ballistae [2 crew each]
• Maneuverability:	E		
• Ship's rating:	As for spelljammer		
• Landing:	Water only		



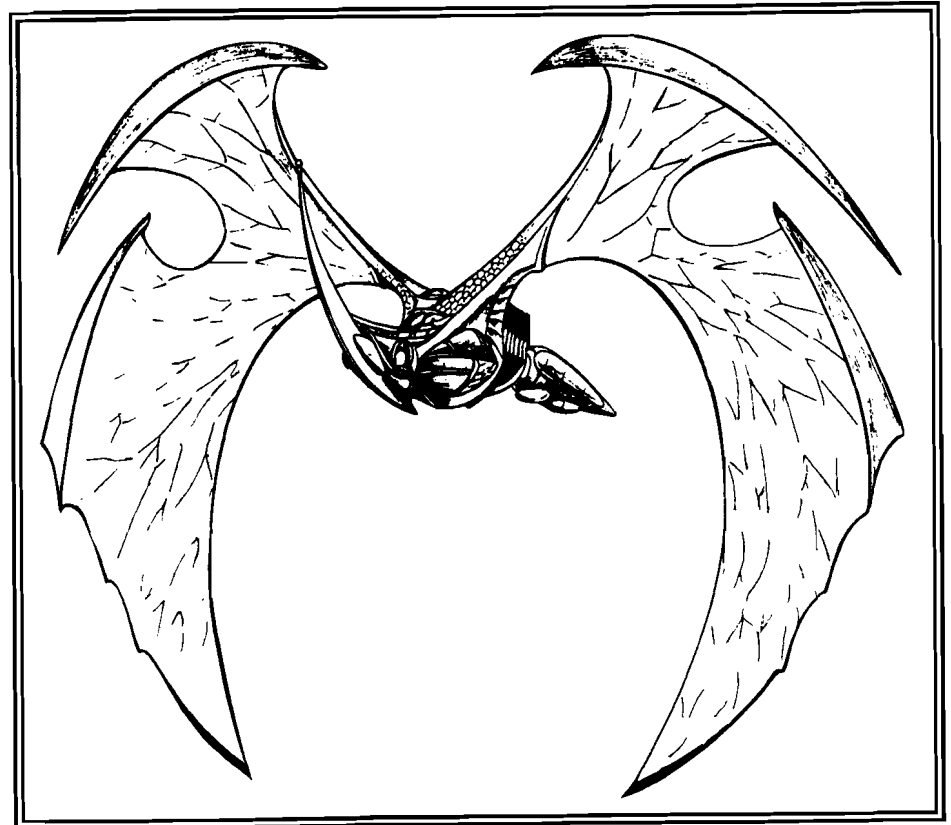
## NAUTILOID

- Built by: Mind flayers
- Used primarily by: Mind flayers
- Crew: 10/35
- Hull: 35
- Power source: Series helm (90%)  
Pool helm (10%)
- Maneuverability: D
- Ship's rating: 2-5 (series helm)  
5 (pool helm)
- Landing: Water only
- Keel length: 180'
- Beam length: 30'
- Tonnage: 35 tons
- Cargo capacity: 17 tons
- Standard armament: 3 medium ballistae  
[crew each]  
1 medium catapult (forward)  
1 medium jettison (rear)  
Piercing ram



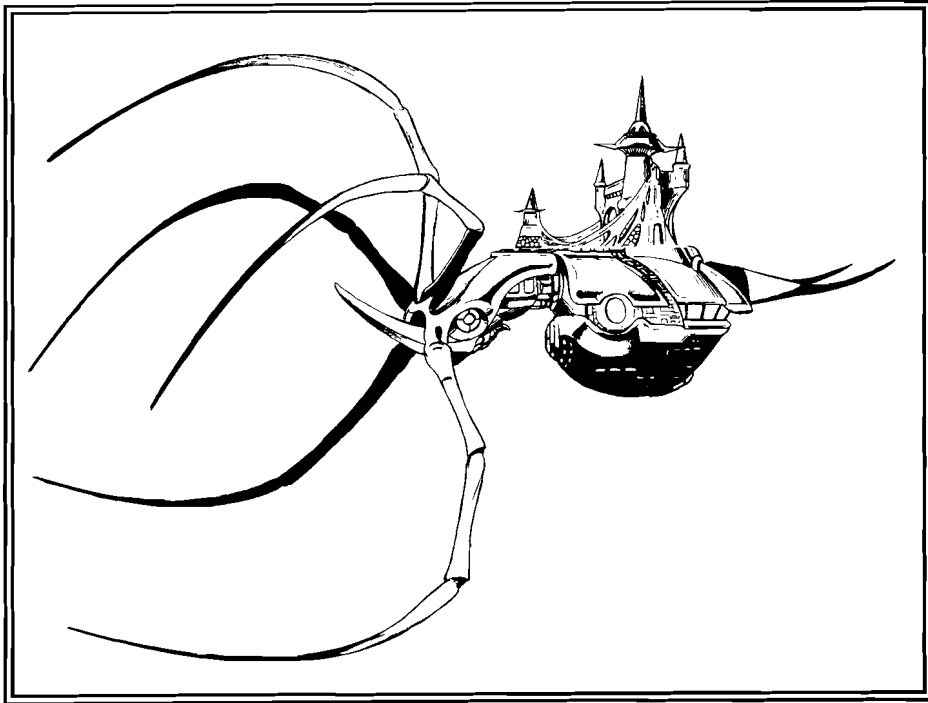
## MAN-O-WAR

- Built by: Elves
- Used primarily by: Elves, humans
- Crew: 10/60
- Hull: 60
- Power source: Major or minor helm
- Maneuverability: C
- Ship's rating: As for spelljammer
- Landing: Cannot land
- Keel length: 200'
- Beam length: 20'
- Tonnage: 60 tons
- Cargo capacity: 30 tons
- Standard armament: 2 medium ballistae  
[2 crew each]  
1 medium catapult [3 crew]  
1 medium jettison [3 crew]



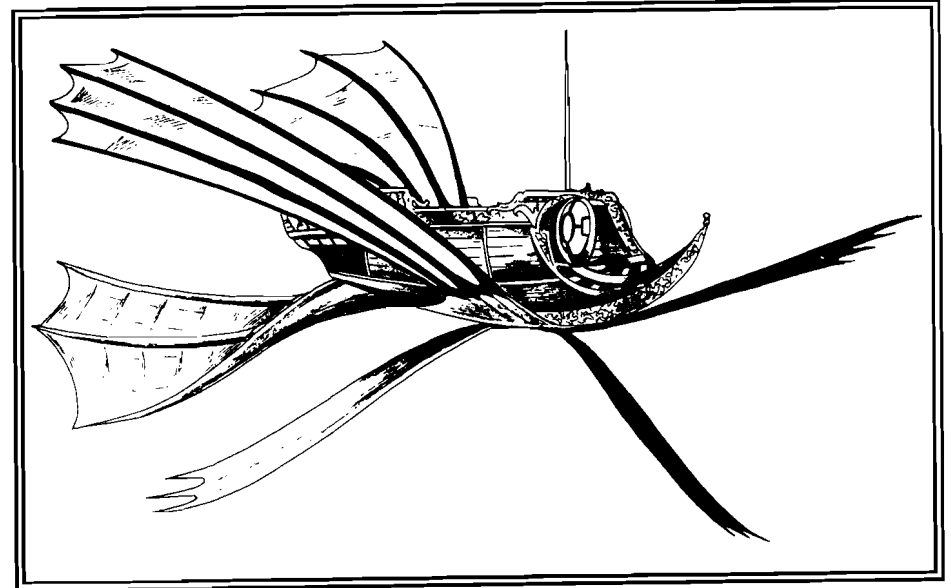
## MINDSPIDER

- Built by: Neogi
- Used primarily by: Neogi
- Crew: 3/40
- Hull: 40
- Power source: Lifejammer
- Maneuverability: C
- Ship's rating: As for target
- Landing: Cannot land
- Keel length: 40'
- Beam length: 15'
- Tonnage: 40 tons
- Cargo capacity: 20 tons
- Standard armament: 2 medium catapults [3 crew each]  
1 medium jettison [3 crew]  
Forward grappling/  
piercing ram  
Rear piercing ram



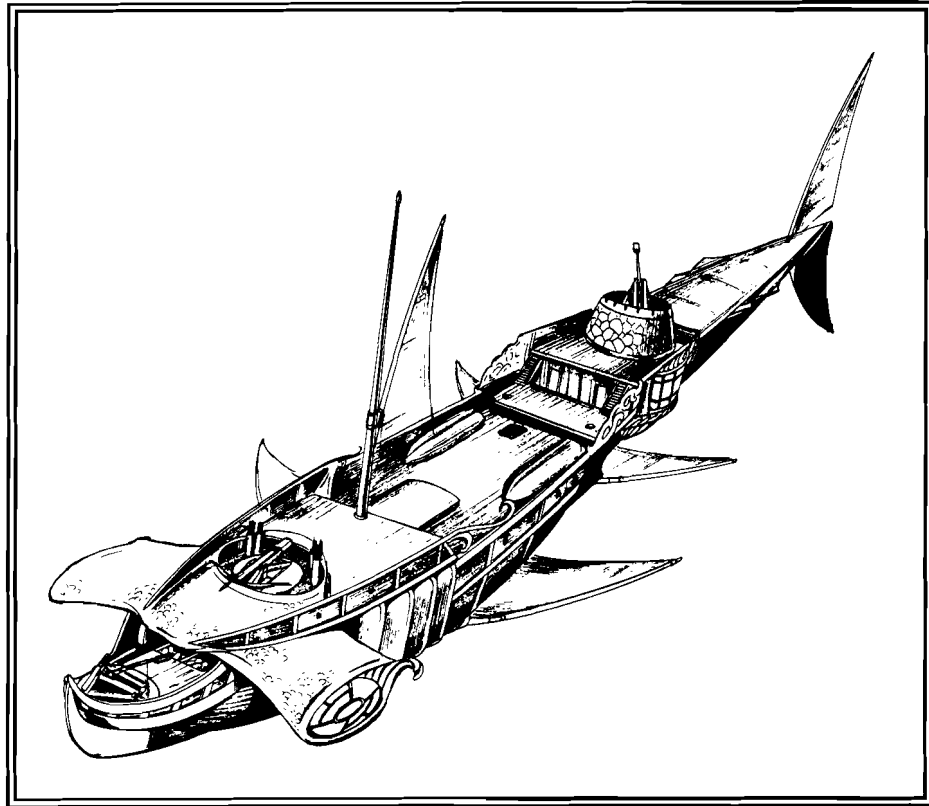
## TRADESMAN

- Built by: Humans
- Used primarily by: All races
- Crew: 10/25
- Hull: 25
- Power source: Major or minor helm
- Maneuverability: D
- Ship's rating: As for spelljammer
- Landing: Cannot land
- Keel length: 120'
- Beam length: 30'
- Tonnage: 25 tons
- Cargo capacity: 13 tons
- Standard armament: 1 light catapult [1 crew]  
1 medium ballista [2 crew]



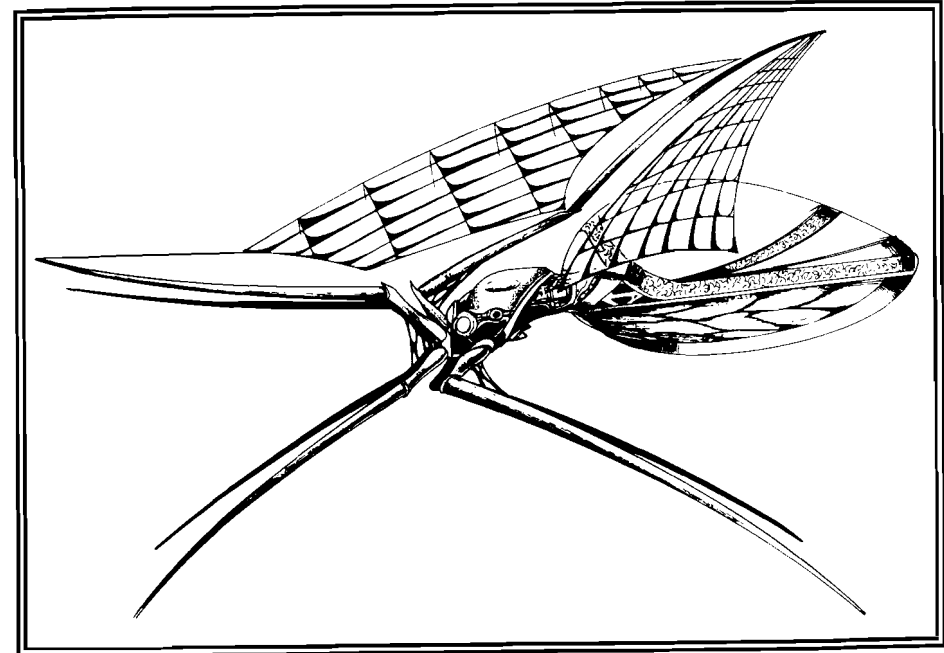
## HAMMERSHIP

- Built by: Humans, lizard men
  - Used primarily by: Humans, lizard men, elves
  - Crew: 24/60
  - Hull: 60
  - Power source: Major or minor helm
  - Maneuverability: D
  - Ship's rating: As for spelljammer
  - Landing: Water only
- Keel length: 250'
  - Beam length: 25'
  - Tonnage: 60 tons
  - Cargo capacity: 30 tons
  - Standard armament: 2 heavy catapults [5 crew each]  
1 heavy ballista [4 crew]  
1 blunt ram



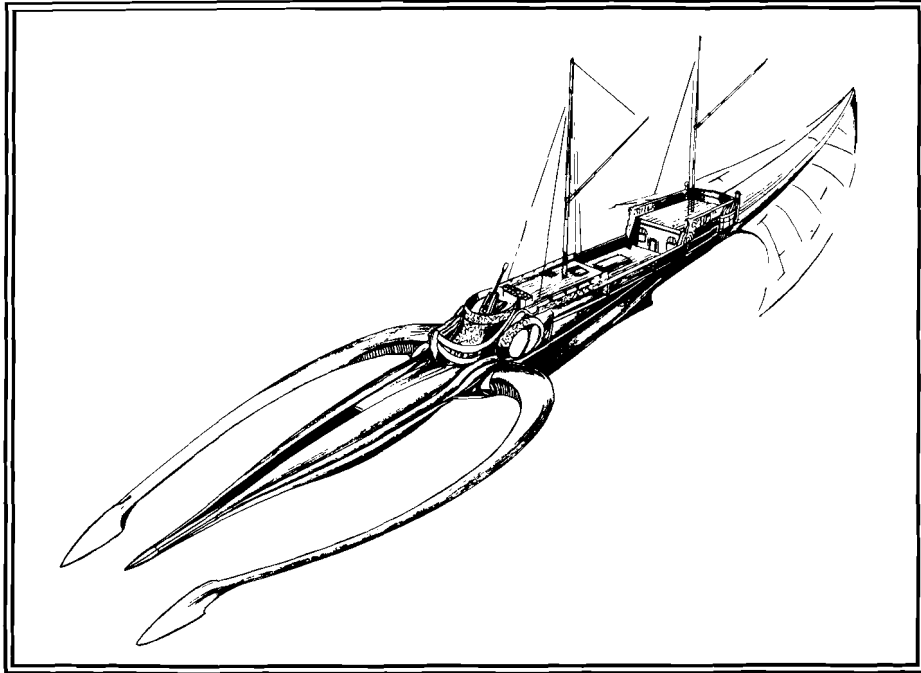
## DEATHSPIDER

- Built by: Neogi
  - Used primarily by: Neogi
  - Crew: 30/100
  - Hull: 100
  - Power source: Major helm
  - Maneuverability: E
  - Ship's rating: As for spelljammer
  - Landing: Cannot land
- Keel length: 175'
  - Beam length: 50'
  - Tonnage: 100 tons
  - Cargo capacity: 50 tons
  - Standard armament: 1 heavy catapult [5 crew]  
1 heavy jettison [4 crew]  
4 heavy ballistae [4 crew each]  
1 grappling ram



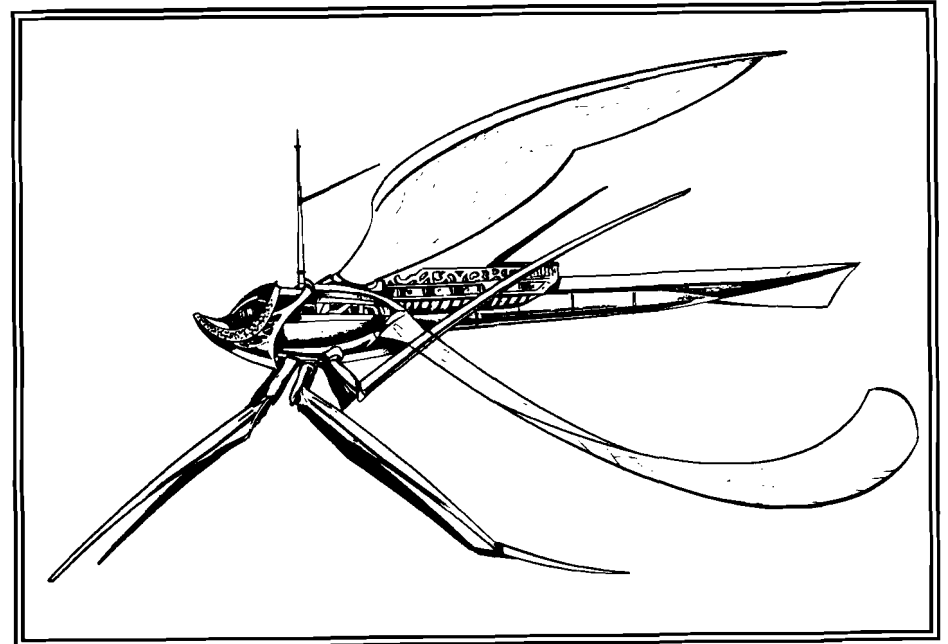
## SQUID-SHIP

- Built by: Humans
- Used primarily by: Humans, lizard men
- Crew: 12/45
- Hull: 45
- Power source: Major or minor helm
- Maneuverability: D
- Ship's rating: As for spelljammer
- Landing: Water only
- Keel length: 250'
- Beam length: 25'
- Tonnage: 45 tons
- Cargo capacity: 23 tons
- Standard armament: 1 heavy catapult [5 crew]  
2 medium ballistae  
[2 crew each]  
Piercing ram



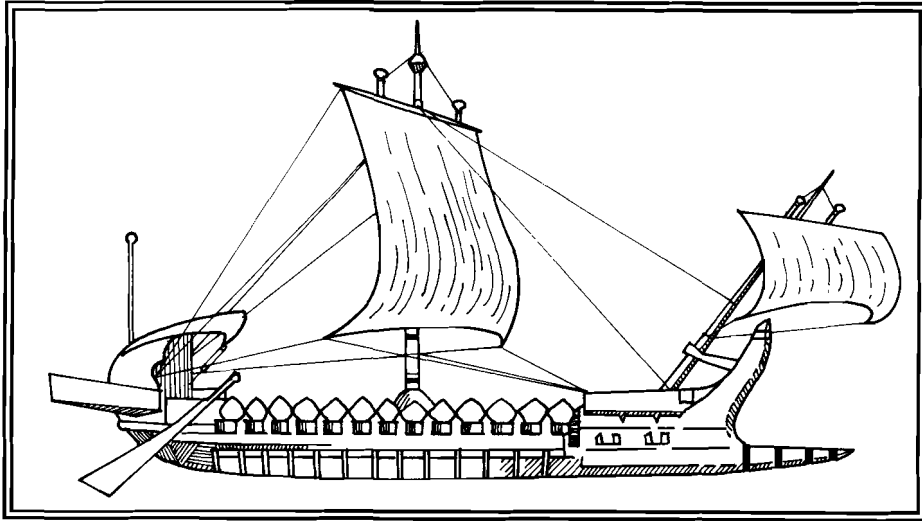
## DRAGONFLY

- Built by: Humans
- Used primarily by: Humans, elves
- Crew: 3/10
- Hull: 10
- Power source: Major or minor helm
- Maneuverability: C
- Ship's rating: As for spelljammer
- Landing: Land only
- Keel length: 100'
- Beam length: 20'
- Tonnage: 10 tons
- Cargo capacity: 5 tons
- Standard armament: 1 light ballista [1 crew]  
OR  
1 light catapult [1 crew]



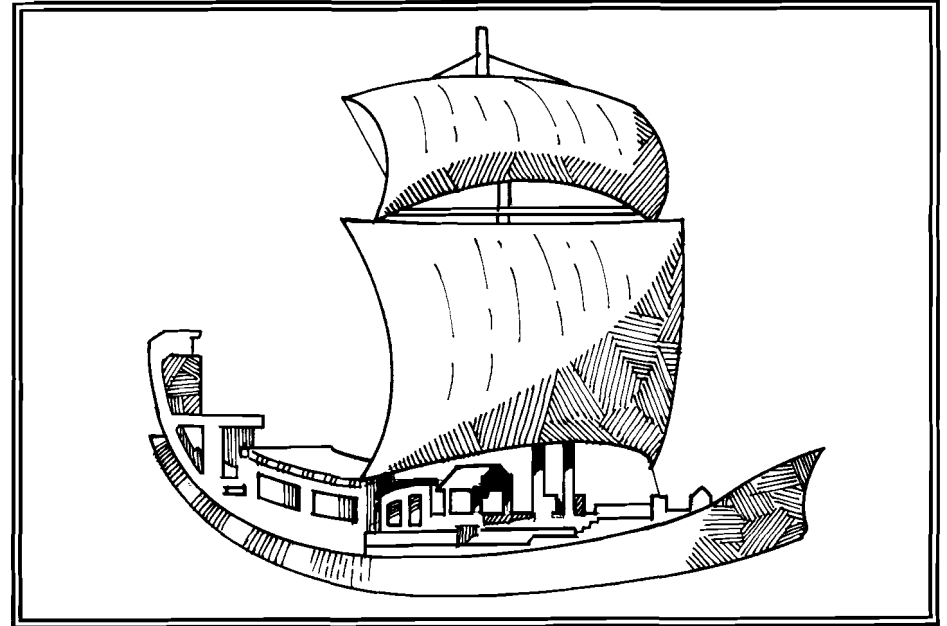
## WAR GALLEY

- |                      |                     |                      |   |
|----------------------|---------------------|----------------------|---|
| • Built by:          | Groundling humans   | • Landing:           | Water only  |
| • Used primarily by: | Groundling humans   | • Keel Length:       | 80'   |
| • Crew:              | 20/30               | • Beam length:       | 10'   |
| • Hull:              | 30                  | • Tonnage:           | 30 tons   |
| • Power Source:      | Major or minor helm | • Cargo capacity:    | 10 tons   |
| • Maneuverability:   | E                   | • Standard armament: | 1 light catapult [1 crew]<br>1 medium ballista [2 crew] |
| • Ship's rating:     | As for spelljammer  |                      |   |



## SHOU LUNG TRADER

- |                      |                     |                      |                            |
|----------------------|---------------------|----------------------|----------------------------|
| • Built by:          | Groundling humans   | • Landing:           | Water only                 |
| • Used primarily by: | Groundling humans   | • Keel Length:       | 70'                        |
| • Crew:              | 10/20               | • Beam length:       | 15'                        |
| • Hull:              | 25                  | • Tonnage:           | 25 tons                    |
| • Power Source:      | Major or minor helm | • Cargo capacity:    | 15 tons                    |
| • Maneuverability:   | D                   | • Standard armament: | 1 medium ballista [2 crew] |
| • Ship's rating:     | As for spelljammer  |                      |                            |



## TABLES

### Range of Ability Scores by Race

ABILITY	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Strength Min/Max <sup>1</sup>	8/18(00)	3/18(00)	6/18(00)	3/18(00)	7/18 <sup>2</sup>	3/18(00)
Intelligence Min/Max	3/18	8/18	6/18	4/18	6/18	3/18
Wisdom Min/Max	3/18	3/18	3/18	3/18	3/17	3/18
Dexterity Min/Max	3/17	6/18	3/18	6/18	7/18	3/18
Constitution Min/Max	11/18	7/18	8/18	6/18	10/18	3/18
Charisma Min/Max	3/17	8/18	3/18	3/18	3/18	3/18

### Ability Score Modifiers by Race

RACE	MODIFIERS
Dwarf	Constitution+1, Charisma-1
Elf	Dexterity+1, Constitution-1
Gnome	Intelligence+1, Wisdom-1
Half-elf	None
Halfling	Dexterity+1, Strength-1
Human	None

<sup>1</sup> Exceptional strength bonuses apply only to fighter-type characters (fighters, paladins, and rangers).

<sup>2</sup> Halflings do not roll for fighter-type strength bonuses.

### Strength Table

ABILITY SCORE	THAC0 BONUS	DAMAGE ADJUSTMENT	WEIGHT ALLOWANCE (IN GOLD PIECES)
3	-3	-1	50
4-5	-2	-1	100
6-7	-1	None	200
8-9	Normal	None	350
10-11	Normal	None	400
12-13	Normal	None	450
14-15	Normal	None	550
16	Normal	+1	700
17	+1	+1	850
18	+1	+2	1100
18(01-50)	+1	+3	1350
18(51-75)	+2	+3	1600
18(76-90)	+2	+4	1850
18(91-99)	+2	+5	2350
18(00)	+3	+6	3350

### Dexterity Table

ABILITY SCORE	REACTION/MISSILE BONUS	AC BONUS
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
10	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

### Constitution Table

ABILITY SCORE	HIT POINT ADJUSTMENT	RESURRECTION SURVIVAL
3	-2	40%
4	-1	45%
5	-1	50%
6	-1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%
13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2 (+3)*	98%
18	+2 (+4)*	100%
19	+2 (+5)*	100%

\* Bonus applies only to fighter-type characters.

### Multiple Attacks for Fighter-Type Characters

CLASS AND LEVEL	ATTACKS/ROUND
Fighter 1-6	1/1
Paladin 1-6	1/1
Ranger 1-7	1/1
Fighter 7-12	3/2
Paladin 7-12	3/2
Ranger 8-14	3/2
Fighter 13+	2/1
Paladin 13+	2/1
Ranger 15+	2/1

## Personal Weapons Table

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER THAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Battle	1-8	1-8	1	f
Axe, Hand	1-6	1-4	1	f
Belaying Pin	1-3	1-3	1	cl,f,m,th
Bow, Composite Long	1-6	1-6	2	f
Bow, Composite Short	1-6	1-6	2	f,th
Bow, Long <sup>1</sup>	1-6	1-6	2	f
Bow, Short <sup>1</sup>	1-6	1-6	2	f,th
Club	1-6	1-3	1	cl,f,th
Crossbow, Light <sup>2</sup>	1-4	1-4	2	f
Cutlass	1-6	1-8	1	f,th
Dagger	1-4	1-3	1	f,m,th
Dart	1-3	1-2	1	f,m,th
Dirk	1-4	1-3	1	f,m,th
Flail	2-7	2-8	1	cl,f
Gaffing Hook	1-4	1-3	1	f,m,th
Halberd	1-10	2-12	2	f
Hand Crossbow	1-3	1-2	1	f,th
Harpoon	2-8	2-12	2	f
Heavy Crossbow	2-5	2-7	2	f
Javelin	1-6	1-6	1	f
Knife	1-3	1-2	1	f,m,th
Lucern Hammer	2-8	1-6	2	cl,f
Mace	2-7	1-6	1	cl,f
Morning Star	2-8	2-7	1	f
Scimitar	1-8	1-8	1	f,th
Sling	1-4	1-4	1	f,th
Smoke Powder	3-6	3-6	1	f,m,th
Staff, Quarter	1-6	1-6	2	cl,f,m
Sword, Bastard	2-8	2-16	2	f
Sword, Broad	2-8	2-7	1	f,th
Sword, Long	1-8	1-12	1	f,th
Sword, Short	1-6	1-8	1	f,th
Sword, 2-Handed	1-10	3-18	2	f
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f
Warhammer	2-5	1-4	1	cl,f
Wheel Lock Pistol	1-4	1-4	1	f,m,th

<sup>1</sup> Must have ready arrows to fire. Two Attacks per round.

<sup>2</sup> Must have ready bolts to fire. One Attack per round.

cl = cleric, f = fighter, m = mage, th = thief

## Ship Weapons Table

	HULL DAMAGE	PERSONAL DAMAGE	CREW	TONNAGE
Light Catapult	1-2	2-20	1	1
Medium Catapult	2-4	3-30	3	2
Heavy Catapult	2-8	3-30	5	4
Light Ballista	0	2-12	1	1
Medium Ballista	1-3	3-18	2	2
Heavy Ballista	3-6	3-30	4	4
Bombard	1-6	2-20	3	2
Light Jettison	0	1-6	2	1
Medium Jettison	0	2-12	3	2
Heavy Jettison	0	3-18	4	4

### Weapons Descriptions

**Catapults** are large, stone-throwing devices operated by springs, cranks, or fly wheels.

**Ballistae** throw large bolts, javelins, and spears with greater force than is humanly possible. They resemble large crossbows, and are often mounted on pivots to fire in all directions.

**Bombards** are long-range projectile weapons that use smoke powder to hurl their payload at opponents. They are also known as cannons.

**Jettisons** are small catapults loaded with stones, trash, debris, iron spikes, garbage, and anything else that will fly apart upon release. They are often used to clear the enemy's decks of crew.

## Armor Table

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT <sup>1</sup>
None	0	10	12 squares
Shield <sup>2</sup>	50	9	
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring Mail	250	7	9 squares
Brigandine	350	6	9 squares
Scale Mail	400	6	6 squares
Chain Mail	300	5	9 squares
Elfin Chain Mail	150	5	12 squares
Banded	350	4	9 squares
Splint Mail	400	4	6 squares
Bronze Plate Mail	450	4	6 squares
Plate	450	3	6 squares
Field Plate	600	2	6 squares
Full Plate	700	1	6 squares

<sup>1</sup> A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn.

<sup>2</sup> A Shield subtracts 1 AC from any armor it is used with.

### Armor Permitted by Character Class

CLASS	MAX ARMOR	SHIELD
Cleric	Any	Any
Fighter	Any	Any
Paladin	Any	Any
Ranger	Any	Any
Mage	None	None
Thief	Leather	None

## Level Advancement Tables

The following charts show the amount of experience a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

### Cleric

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERIC SPELLS PER LEVEL					
			1	2	3	4	5	6
5	13,000-27,500	5d8	3	3	1	-	-	-
6	27,501-55,000	6d8	3	3	2	-	-	-
7	55,001-110,000	7d8	3	3	2	1	-	-
8	110,001-225,000	8d8	3	3	3	2	-	-
9	225,001-450,000	9d8	4	4	3	2	1	-
10	450,001-675,000	9d8+2	4	4	3	3	2	-

### Mage

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF MAGE SPELLS PER LEVEL				
			1	2	3	4	5
5	20,000-40,000	5d4	4	2	1	-	-
6	40,001-60,000	6d4	4	2	2	-	-
7	60,001-90,000	7d4	4	3	2	1	-
8	90,001-135,000	8d4	4	3	3	2	-
9	135,001-250,000	9d4	4	3	3	2	1
10	250,001-375,000	10d4	4	4	3	2	2
11	375,001-750,000	10d4+1	4	4	4	3	3

### Fighter

LEVEL	EXPERIENCE	HIT DICE
5	16,000-32,000	5d10
6	32,001-64,000	6d10
7	64,001-125,000	7d10
8	25,001-250,000	8d10
9	250,001-500,000	9d10
10	500,001-750,000	9d10+3
11	750,001-1,000,000	9d10+6

### Paladin

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERIC SPELLS PER LEVEL	
			1	2
5	18,000-36,000	5d10	-	-
6	36,001-75,000	6d10	-	-
7	75,001-150,000	7d10	-	-
8	150,001-300,000	8d10	-	-
9	300,001-600,000	9d10	1	-
10	600,001-900,000	9d10+3	2	-
11	900,001-1,200,000	9d10+6	2	1

### Thief

LEVEL	EXPERIENCE	HIT DICE
5	10,000-20,000	5d6
6	20,001-40,000	6d6
7	40,001-70,000	7d6
8	70,001-110,000	8d6
9	110,001-160,000	9d6
10	160,001-220,000	10d6
11	220,001-440,000	10d6+2

### Ranger

LEVEL	EXPERIENCE	HIT DICE
5	18,000-36,000	5d10
6	36,001-75,000	6d10
7	75,001-150,000	7d10
8	150,001-300,000	8d10
9	300,001-600,000	9d10
10	600,001-900,000	9d10+3
11	900,001-1,200,000	9d10+6



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