

Including:
Under the Astral Sea
and other Aquatic Astrology...

Elysium

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For the Community, By the Community



hothead

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Astral Atlantis



Astral Atlantis



Astral Atlantis is a must-see location for both those who reside in the Astral Plane and those who visit from alternate realms. The city's eight glittering rhizomatic provinces curl in upon one another at fascinating angles so that it feels like you are living inside a massive kaleidoscope. Its grand buildings are sometimes shrouded in colorful mists as the city meanders through great filaments of glowing gas that permeate the Star Drop Fields around the city. Inspired by the prismatic beauty around them, the citizens of Astral Atlantis have paved their streets and decorated their walls in a vast array of color. Indeed, the complex geography and overwhelming architecture sometimes leads to navigational problems for those who are not familiar with the city's layout.

Astral Atlantis is the center of all things in the Astral Sea, the gatekeeper to the outer planes, and the epicenter of all that travels in and around the plane. Roughly the size of a small moon, this peerless trade hub, drifts through the largest Field of Star Drops known to the Astral Drifters. Dozens of Pools of Existence, like spheres of liquified rubies, emeralds and amethyst orbit the city in lazy cycles and epicycles. Their rainbow light illuminates the city as it drags the entire plane with it towards its final, unknown destination.



A BRIEF HISTORY

Generations before often attributed the city's great beauty to the work of higher beings. Historians now know that these spectacles have nothing to do with a higher power and everything to do with the tenacity and ingenuity of the city's citizens.

Recently unearthed records, excavated from the oldest sections of the city, suggest that the city was born out of great catastrophe. As it formed, a new Pool of Existence dragged a fragment of an ancient unnamed city out of its home plane. Suddenly stranded in the untamed Astral Sea these victims of circumstance struggled to survive in this new plane, eventually founding the city that would become Astral Atlantis. Over the millennia the denizens of the city welcomed in other Astral Drifters lost at sea and joined their city with other Astral Islands that float through the plane. It grew larger and more prosperous as new people and land was added. Fields and forests were cultivated. Streams and fountains were carved and filled.

At some point in its drifting, Astral Atlantis drew close to a city like her, which disaster

had dragged into this plane but luck had allowed to flourish. That city was called the Province of Quivira, and after great magic was worked to bind the two islands together it became the second of Astral Atlantis' eight provinces. Over the centuries new provinces joined the ever growing city.

Soon Atlantis and Quivira were joined by Julfar which was annexed in an Astral War as two Star Drop Fields merged. Then came Dorado which was disgorged from a massive Astral Storm that battered the city for 40 days. After which Lyonesse appeared pushed along by a wizard of extraordinary might who sought prosperity for their people. Later, the province of Netty was discovered wedged in a Pool of Existence, trapped halfway between two planes; once rescued it pleaded to join the city. The province of Mlimore was an artificial province constructed by a wealthy land developer to form a bridge between Julfar and Netty. Morav, the youngest of the provinces, was added to the city's mass 250 years ago when it crashed into the front of the city. Since it was neither welcomed nor conquered, Morav has always remained very distinct from the other provinces.

About a century ago the discovery of how to form artificial Star Drops changed the space around Astral Atlantis forever. A culture already filled to the brim with diverse ideas and people brought together from across the multiverse, a massive population, and easy access to natural Star Drops and Pools of Existence, the city was perfectly positioned to create a nexus hub the likes of which had never been seen before on the Astral Sea. Creating star drops to connect to every corner of the plane, the wandering city transformed into a trade and cultural mecha. Each new Star Drop brings new people and new ideas to the city, which in turn provide the conceptual grist and fiscal power to create more Star Drops, which brings more wealth, contacts, ideas and people. This virtuous cycle leading to exponential growth has been called the Star Drop Revolution.

But with its increasing wealth and power, the city's problems have increased as well. Growing income and power disparities lead to bubbling discontent within the city, and the city becomes an ever more enviable prize for those who would wish to take it and its wealth for themselves.



NAVIGATING ASTRAL ATLANTIS

Astral Atlantis is truly massive, one of the largest Astral Islands in the entire plane. There are countries smaller than this "city." Rolling fields of wheat, inexplicable glaciers of unmelting ice, and shards of dense jungles are all bound up in this branching twisting tangled mess of captured Astral Islands. Someone once described it as looking like a planet in the shape of a tumbleweed.

Broadly the city is divided into eight provinces, Atlantis, Julfar, Quivira, Dorado, Lyonesse, Netty, Mlimore, and Morav. The city's unique history and growth pattern means that each province connects to every other province at at least one point. A convenient, if confusing layout which provides easy access to all regions. This is sometimes welcome, especially when one wants to bathe in the pools of Lyonesse, but it can also be problematic, like when the conflict between philosopher gangs which plague the Morav Province spill out into the rest of the city.

Without polls to determine north or south, a sun to divide east from west, or gravity to define up or down, and no clear center or structure, the denizens of Astral Atlantis have had to invent their own directions. The city seems to be constantly moving in a certain direction, as if on a journey toward a final destination. In place of "north" and "south" Astral Atlantis has "fore" and "aft." Tall navigation towers emblazoned with distinctive runes have been erected throughout the provinces in such a way that you are usually in sight of at least three. It takes new arrivals a while to memorize all of the guidtowers and gain an intuition for the city, but for the native citizens it is almost second nature. Addresses in the Astral Atlantis start by identifying the three closest navigation towers.

CONFUSING FOR LOCALS TOO.

Even native Atlantians can get lost in their confusing city. When people visit parts of the city that they are not familiar with it is very common to hire a guide to prevent one from getting lost. These guides are usually happy to lend some wisdom, advice, or recommendation.

Being a guide is many young people's first job. While most move on to other jobs and careers, for the few guides that become famous it can be very lucrative. People, stores, and guilds, will try to encourage guides to direct customers their way. Such influence is rarely direct payment as it is considered almost an unforgivable sin for a guide to recommend something based on a bribe.

CONFLICTS

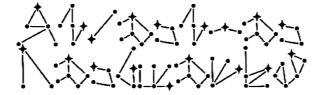
An ancient city like Astral Atlantis is no stranger to bloodshed. Particularly Morav Province which has been a problem from dozens of city leaders. The region has established itself as the go to destination for most new residents that want to live and work in the city. The province is overflowing with new and conflicting ideas and philosophies. The youthful and enthusiastic population drawn to the province have more than enough energy to embody and defend those ideals. Sometimes their enthusiasm leads these gangs of avant guard philosophers to violence. This roiling milieu of creativity and strife has started to make governing the Province difficult. Worse, the unrest often spills into its closest neighbors the Netty and Mlimlore Provinces. Incursions by Morav philosophy

gangs had become a weekly sighting to the people in the area.

Almost one year ago the matters in the fore of the city were taken to the higher ups to decide a plan of action to deter further incursions. A public debate was held to determine what course of action should be taken to deal with the ruckus province. The speakers from Morav, their rhetorical skills sharpened by the street debates held in their province, convinced the crowds that Morav Province and its immigrant population represented the city's prosperous future. No action was taken to remove newly immigrated citizens from the region. Representatives from the Netty and Mlimlore provinces were never satisfied by this result. Nevertheless, they agreed to the higher ups conclusion.

Today the situation in the fore is flaring up once again. This is in part due to a new mind altering psychedelic imported from the Gestalt Sea. But the deeper reason is the bubbling class conflict dubbed by the daily papers as 'The War of Wealth.' Wealthy citizens from the Netty and Mlimlore provinces have begun buying up cheap land and buildings in Morav Province. Some residents in Morav call this gentrification an "invisible invasion" and are demanding redress from the civil authority. Other members of the Morva community are advocating for less peaceful means of market correction. The gangs of Morav have seen a resurgence in membership in recent months. Particularly among younger people who want to fight for their right to live and work in the neighborhoods they love.

Atlantian Landmarks



STAR HEART

Located in the Atlantis Province

115 years ago the brightest Star Drops ever seen was born right in the path of Astral Atlantis. But it quickly faded away. In a little more than a month, it disappeared completely. In its waning moments, dream weavers siphoned the last remaining joules of energy from the Star Drop into Lake Hensa, in the center of Atlantis Province. That energy in the lake fueled, and the data gleaned from studying it kickstarted the Star Drop Revolution.

Today, Lake Hensa is one of the focal points for all travel into Astral Atlantis. A massive trade square called the Star Heart is an interdimensional bazaar that weaves together threads of industry from many worlds. All around the Star Heart, the energy in the lake is used by ring-like gates to connect to the Star Drops and Pools of Existence that orbit in the Star Drop Fields that surround Astral Atlantis. They allow travelers to conveniently enter and leave the city without having to search the thousands of color pools of magic to find the one they need.

The shores of Lake Hensa boast a thriving community of businesses, as traders seek to capitalize on its highly lucrative location. On average, around thirty thousand denizens can be seen traveling in and out of the city each day, making the protection of such a valuable artery of paramount importance for the wider Astral community. You can frequently observe younger members of the plane heading to the lake's shores as the elders teach them the ways of star-dropping and how to form a connection.

THE DUNEPORT

located in the Julfar Province

Centuries ago a great fire destroyed the Astral Ports that once hung from Atlantis Province and Quivira Province, leaving the rickety spires skirted by Julfar's sandy dunes the city's only Star Raft port for many years. That small port grew to become the city's largest and oldest Star Raft port. Today, even with the boom around Lake Hensa, the ancient Duneport remains an important commercial and transit hub.

The Duneport appears like a forest of thin poles that emerge from the shifting dunes of Julfar Province. Spherical buildings hang from cables of silvery astral weaver silk slung across these massive stilts. Wicker cradles gently hold far-flung Star Rafts and they rest from their long journeys across the Astral Sea. Here you will find old wealth and old rivalries, exotic spices and heroic sailors.

However, be careful not to fall from the rope bridges that crisscross the Duneport. Ravenous invisible scarabs hitched a ride on a Star Raft many years ago and found the sands to be perfectly suited to them. Creatures unlucky enough to fall into the shifting sands must be careful not to alert these blind beetles, or they will be eaten alive in seconds. For a long time the rival merchants around the Duneport used the dunes to hide the bodies, but in recent years the Duneport authority has taken to keeping a team of highly skilled detectives on staff to investigate any bones that are unearthed as the dunes move below the port.

THE GOLD ANTI-TEMPLE

Located in the Dorado Province

This impressive building was once a titanic temple to a greedy god. However many years ago when anti-theism was at its peak of popularity within Astral Atlantis the denizens of the Dorado Province turned on the indolent idol and ejected him from the city. Since that time the temple has been converted into a museum filled with artifacts of divine origin procured from across the multiverse. Now the building is a strictly academic institution that studies gods as magical and cultural phenomena. And though the objects are treated with an academic reference, worship is strictly forbidden within the Anti-temple.

The rooms of the temple were lined with lead, foiled with gold, and bound by complex workings of magic to separate the artifacts stored within from their gods. But the artifacts are still incredibly powerful magical items on their own, leading to all kinds of interesting mishaps and dangerous adventures. The Anti-temple employs their own collection of infamous temple guards who are incredibly good at dealing with the servants that gods send to retrieve the artifacts kept within.

THE HANGING GARDENS

located in the Quivira Province

The astral islands of Atlantis and Quivira joined together in a moment of great need for each party. At the time Atlantis was primarily made from its original urban core with hundreds of small rocky islands grafted onto it. So there was little way for the inhabitants to grow their own food. While Quivira had a long train of floating gardens trailing behind it, but an epidemic had left the island severely depopulated. So each brought something important to the marriage of the provinces, Atlantis brought her population to work Quivira's bountiful gardens while Quivira brought fruits and greens to sustain Atlantis's diverse peoples.

These ancient gardens have been tended and cared for by the inhabitants of Quivira Province to this day. Planters bearing flora from every world imaginable hang on vines that cling to the branches of a carefully pruned world tree sapling. Megalobonsai gardeners snip and sculpt the tree's buds every day, guiding the branches so that the latus of the hanging garden can grow.

Officially the harvest of the great hanging gardens is supposed to be the common property of the entire city. However, guilds of secretive gardeners carefully hide and obscure rare and valuable plants so that they can be traded and sold on the botanical black market. Hidden in the pleasant shade of the Hanging Gardens there is a toxic underworld filled with horticultural espionage and agricultural sabotage.

THE LIGHTEST HOUSE

Located in the Morav Province

After Morav Province added itself to the city mass, the civil authority decided that work should be done to make sure that, at the very least, there would be some warning before something like that happened again. So at the fore-most point of the city, a massive tower was constructed. Tipped with a giant parabolic mirror and the most powerful light spell that could be devised, the Lightest House now shined a brilliant beam of light out into the distance, illuminating the city's path through the Astral Sea.

The heat generated by the Lightest House is incredible. A second industrial miracle of pipes and pumps push thousands of gallons of ice-cold water through the structure to cool it. If it weren't cooled the mirror would melt in seconds. The scalding hot water is then

used in all sorts of ways by the surrounding neighborhood. Saunas, hot baths, steam oven bakeries, and industrial factories all depend on the energy siphoned away from the Lightest House.

The Philosopher Gangs have taken the Lightest House as a symbol of their own. A kind of informal public university has popped up at its base where speakers, illuminated by light reflected from the searing beam, lecture, and debate. However, perhaps calling it a university is a stretch as there is no official organization. Podiums and amphitheaters can be used by anyone and are claimed on a first-come first-serve basis. So it is not uncommon for fights to erupt between disciples of different gangs for lecture space. When debates don't dissolve into boxing matches the Lightest House University is home to the most stimulating and advanced philosophical discussions in the whole city.



THE COLOSSAL LOVERS

located in the Mlimore Province

The Province of Mlimore was the work of two enterprising and fabulously wealthy married women. One was the scion of a respected merchant family in Julfar while the other was the most well-respected architect in Netty Province. At the time the two provinces were completely unconnected from one another. While the two women loved each other deeply, neither were willing to leave their home to live within the other's. So they devised a plan: a new province that could fit into the city with a direct path between their houses. That way the journey between them would be a short and pleasant walk.

At the time this megaproject was seen as insane by many Atlantians. However, the surprising wealth accrued over centuries of trade, and the near limitless debt that the couple could leverage proved they didn't need something as trivial as the support of the civil authority to build their garden path. And build it they did. Fashioned from the floating rocks and deserted astral islands, Mlimore grew day by day, without any legal permit whatsoever.

As the workers were carving out one of the largest captured islands, a strange sculpture buried within the stone was unearthed.

Two colossal bronze women captured in an interment embrace were excavated from the stone.

The architects of this endeavor saw it as a sign that their project was blessed by higher powers and designed a grand pavilion and park around these lovers.

Today the park surrounding the Colossal Lovers is one of the most famous spots for dates and courting. Pleasant Cafes and trendy boutiques line the perimeter outside the park, while carts within sell crepe-like pastries filled with cream and fruit. There are rumors of a hidden grove with a beautiful view of the Lovers above where moments of passion can be stolen. While the statue is beautiful and the two figures are clearly in love, there is much debate as to whether the tears captured on their faces are tears of joy or sorrow.

The statue requires occasional maintenance as the slow thermal expansion and contraction of the bronze figures damages the surrounding province over time. The civil authority assures everyone that the damage is not a big issue and it's well taken care of by the endowment left by the original couple for the park's upkeep. Though there are, of course, those who believe that it isn't thermal expansion at all, but the breathing of two 1000-meter-tall giantesses captured in a second stretched across the millennia.

THE OCTAHEDRAPELAGO

Located in the Netty Province

The Octahedrapelago, a portmanteau of Octahedral Archipelago trails out behind the Netty Province. These twenty-three large black Octahedra are the last remains of the device invented by Atlantian arcanists to pull the Province of Netty out of the Pool of Existence that it had been stuck in. Once there were over two hundred of these structures, but the secret of their operation and maintenance has been lost so these are all that survived.

Gravity behaves strangely around these structures. As you near one sometimes you'll feel the strong pull dragging you in, but never close enough to touch its glossy surface. Other times the Octahedron repels you, shoving you into an arbitrarily chosen orbit around it. Impromptu races through the complex and changing gravitation obstacle course developed into the favorite pastime of Astral Atlantis.

Today teams of racers mount streamlined "Flying Brooms" that look nothing like brooms and hurdle around the octahedra for the entertainment of thousands. They wear long brightly colored capes to make them easy to spot as they duck and weave through their competitors. There are many ways to watch the races: some rent a Star Raft and stake out a patch of space near the flight path, others watch illusions projected from arcane eyes in a casino, and those who can't afford either are welcome to build a telescope and search for the racers from their own backyard.

In Netty, which team you support is a very big deal. Some casinos and taverns make it very clear that only fans of their team are welcome there. People running to represent Netty Province in the civil authority proudly display their team allegiances to curry votes from other fans. In recent years the Blues and the Greens are the preeminent teams. Backed and supported by the most prominent family in the province it is rare when another team manages to win a relay.

Recently a bunch of young people from Morav have joined the nearly forgotten Orange team and are presenting a surprising challenge to the established teams. The daily papers have

been quick to declare this a new front on "The War of Wealth," but few people take them seriously. Which could be part of the plan.

THE LABYRINTH

Located in the Lyonesse Province

Lyonesse, brought to Astral Atlantis by the wizard Merdaedal, is by far the strangest of the provinces of the city. Filled with experiments by its ancient leader it has inspired countless urban legends. Few are as obvious or as strange as the Labyrinth. A seemingly unremarkable tunnel dug into a small hill, it larger on the inside than should be possible. Some think that the labyrinth is larger than the whole city.

No one is sure why Merdaedal built the Labyrinth, or even what remains inside. Adventurers will regularly delve into its depths, and if they return they always bring back wild stories and sometimes improbable treasure. Some believe that the secret library of Merdaedal is hidden within the Labyrinth and hope to discover it.

People and monsters, or at least their astral projections, will occasionally wander out of the labyrinth, very confused. Some of the arcanists have heard of a spell known on some planes that banishes the mind to wander an endless maze. A few believe that the spell sends its target to this labyrinth, and those who get hopelessly lost find themselves exiting the maze here instead of returning to their home plane.

POSSIBLE ADVENTURES AROUND ASTRAL ATLANTIS

d20


ADVENTURES

- 1 Find and steal a rare and valuable plant from the Hanging Gardens.
- 2 Redirect a riot so that it doesn't leave Morav Province.
- 3 Use the Star Heart to accomplish a fetch quest for delicate interdimensional trade negotiations.
- 4 Gather restricted research from a crypt in Atlantis Province for a debater in Morav Province.
- 5 Uncover evidence that a trader in the Duneport is selling slaves.
- 6 Make sure a date between a powerful couple in the Colossal Lovers Park goes off without a hitch.
- 7 Find a child that wandered into the Labyrinth in Lyonesse Province.
- 8 Sneak into the Golden Antitemple to retrieve a divine relic.
- 9 Deactivate an out-of-control divine relic in the Golden Antitemple.
- 10 Stop a sentient plant monster from taking over Quivira Province.
- 11 Sabotage a race for a Netty politician.
- 12 Defend a tenant in Mlimore from wrongful eviction.
- 13 Track down a water elemental that has been living in the Lightest House's cooling pipes.
- 14 Win a race through the Octahedrapelago to help save an orphanage.
- 15 Help the Duneport Athroity solve the mystery of the same body appearing in the sand dunes every day for the past month.
- 16 Lure a crazed giant minotaur back into the Labyrinth of Lyonesse.
- 17 Confront a serial killer who targets couples in Mlimore.
- 18 Save a Morav neighborhood from demolition.
- 19 Repair the machinery in Lake Hensa that powers the Star Heart.
- 20 Sail the Star Drop fields for a lost gate to another plane.



Astral Script



 **Aa**

 **Bb**

 **Cc**


 **Dd**

 **Ee**

 **Ff**

 **Gg**

 **Hh**

 **Ii**

 **Jj**

 **Kk**

 **Ll**

 **Mm**

 **Nn**

 **Oo**

 **Pp**

 **Qq**

 **Rr**

 **Ss**

 **Tt**

 **Uu**

 **Vv**

 **Ww**

 **Xx**

 **Yy**

 **Zz**

Astralese text paragraph consisting of several lines of complex geometric characters.

Graces



VOIDBORN





Created at the point where astral tides crash and cause space itself to collapse, the voidborn harness the strange and misunderstood power of the void. As nothingness granted substance, they are in a constant struggle to maintain their humanoid form: Little more than a vessel for the void within them. A faint glimmer of stardust is all that can be seen in their otherwise inky-black faces, leaving many to feel dread and unease in the presence of these seemingly-dangerous beings. Despite being somewhat unsuited for life among other humanoids, their serene disposition almost always leads them to being accepted in whichever community they decide to call home.

VOIDBORN TRAITS

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Age. A voidborn is physically mature mere moments after its creation, and can maintain humanoid form for nearly 500 years. When they near the end of their natural life, most voidborns tend to find safety in the vast nothingness of the Astral Sea, where their bodies fully collapse into nothingness and reform in the void as a star.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

You can't discern color in darkness, only shades of gray.

Gravitational Flow. You have an unusual control over gravity. You can wield your weapons and use tools without directly touching them: They hover inches away from your hands, following your movements with a gentle sway and flourish. You still need a hand free to direct a weapon or tool in this way.

When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

In addition, your weapons always return to your hands without you needing to grasp them: If you become disarmed against your will and your weapon remains within 5 feet of you, it returns immediately to your hand.

Gravitational Ebb. Gravity has a diminished hold over you. You hover slightly off the ground at all times, whether you want to or not. This hovering grants you the following benefits:

- You can ignore nonmagical difficult terrain.
- You are immune to the prone condition, and cannot willingly fall prone.
- You are always under the effects of the *feather fall* spell.

Languages. You can speak, read, and write Common and Astral Script.



Selkie



There are countless creatures in the Sea, some strange and alien, some inevitably fascinated with life on land. Selkies are members of the latter group.

Sometimes called were-seals or sealfolk, selkies in fact have no connection to lycanthropy and no relationship to any merfolk of the deep ocean. Their origins are uncertain, though some scholars believe they were once the favored of a lost tide goddess. What defines a selkies is their magic sealskin - a tight-fitting cape of seal fur, which enables them to transform fully into seals when cinched tight. Every selkie possesses one, and would die before surrendering it. When in humanoid form, selkies have visible webbing on their hands and feet. Beyond those common features, though, selkies are as varied as the landbound species they encounter.

COASTAL CREATURES

Selkies are fascinated by land-dwellers, often emerging from the sea to visit seaside communities in secret. This fascination is essential, because the selkie lifecycle cannot exist without them.

Selkies are unable to reproduce amongst themselves, or with other aquatic species. Instead, they go ashore and conceive children with landbound creatures there. Sometimes a selkie stays ashore with their land-family for years, even decades; other times they return to the sea as soon as the child is born, an absent parent. But as the child grows, its selkie parent coaxes them into the ocean, where they are presented with their own magic sealskin to complete their transformation.

Some communities welcome selkies, seeing them as oceanic allies or symbols of luck. Others regard them as terrible child-stealers and drive them off when discovered. Accordingly, selkies tend to be cautious and reclusive. Their curiosity always wins in the end, but their steps ashore are hesitant and carefully-judged. Some selkies live solitary lives, while others form clans or extended families, roaming up and down the coast depending on where they find safe harbor.

CREATING YOUR CHARACTER

When you create a selkie character, select an existing species in your campaign world as your parent species. You have that species's size, speed, and superficial physical traits.

ABILITY SCORE INCREASE

You use your parent species's Ability Score Increases, but may freely move 1 point of those increases to another score of your choice, as long as that does not push an Ability Score Increase above a +2.

TYPE

You are a Humanoid.

AGE

You have the same lifespan as your parent species.

ALIGNMENT

Selkies tend toward neutrality, more inclined towards a seal's playful curiosity than consideration of weighty moral questions. They can fall anywhere on the balance between law and chaos; a lawful mindset helps them maintain the discipline that protects themselves, but a selkie adventurer is apt to break the mold.

SIZE

Your size is the same as your parent species (either Medium or Small).

SPEED

Your base walking speed is the same as your parent species (either 30 or 25 feet). You have a swimming speed equal to your walking speed.

LANGUAGES

You can speak, read, and write Common and 1 other language of your choice.



SEALSKIN CLOAK

You possess a magic sealskin, which controls your transformation to and from your seal form. While you possess your sealskin, you can transform as an action. You choose whether your equipment melds into your new form; you can only keep wearing items that you could logically use after transforming. If an effect forces you into your true form, it is your seal form.

While in seal form, you gain the following traits:

- Your swim speed increases by 10 feet.
- You gain resistance to cold damage.
- You can hold your breath for up to 1 hour at a time.
- You have no hands. You cannot wield weapons or perform the somatic components of spells, except for spells gained through your Selkie Magic feature.
- You gain a powerful jaw that you can use to make unarmed strikes. When you bite with it, the strike deals 1d6 + your Strength modifier piercing damage.

If your sealskin cloak is lost, you immediately gain one level of exhaustion. If it is destroyed, you immediately gain one level of exhaustion, and must succeed on a DC 5 Constitution saving throw after every long rest or gain another level of exhaustion.

Exhaustion gained while you do not have your sealskin cannot be cured by any means until you regain or replace it. Your DM determines how the sealskin may be replaced - it should generally require significant effort and investment.

SELKIE MAGIC

Selkies have innate abilities to manipulate water, wind, and the minds of others. You know the *manipulate water* cantrip. When you reach 3rd level, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *gust of wind* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

LITTORAL TALENTS

Due to the demands of your coastal habitat, you gain proficiency with one of the following skills of your choice: Nature, Perception, or Survival.



SPECIES FEATS

The following are options for feats which can be selected only by selkie characters.

SEALSHAPE MASTERY

You attain complete control of your Sealskin Cloak. You can shift between forms as a bonus action, and the first two times each day you do so, you gain temporary hit points equal to your proficiency bonus.

In addition, you gain the following benefits while in humanoid form:

- You have resistance to cold damage.
- You can hold your breath for up to 1 hour at a time.

You gain the following benefits while in seal form:

- Your swim speed increases an additional 10 feet.
- You are immune to the prone condition while under water.



SUBCLASSES

Monk - Way of the Heavenly Body
Ranger - Wayfinder Conclave
Rogue - Silver Cord
Sorcerer - Starborn
Wizard - Order of Astromancy

Within the serene monasteries hidden away from the world, there exists a select group of monks that practice the hidden art known as the Way of the Heavenly Body. These monks have forged a profound connection with celestial forces, harnessing the power of their own miniature worlds that orbit their beings. These worlds, called "planetoids," grant them unique abilities and a direct link to the cosmos.

SOLAR MODEL

Starting at 3rd level, your pathway to enlightenment involves creating a world for you to mold in your own image. At all times you have a tiny sphere of stone harmlessly orbiting your

While you are not incapacitated, you and creatures within 10 feet of you are immune to the effects of extreme cold and extreme heat and have resistance to radiant damage.

GENESIS

At 11th level, life finds a way as new life can be seen on your planetoid. You can expend Ki Points to cast any spell that summons or conjures a living creature; the number of Ki Points you need to expend to cast these spells is equal to the spell's level plus 1.

You can only cast spells as long as the spell's level does not exceed your Proficiency Bonus.

Way of the Heavenly Body Monk



body. This stone sphere is your own world. Additionally, you can influence this world to augment your strikes. When you roll initiative you may use your reaction and expend 1 Ki point to draw on the energy of your planetoid. Choose one damage type from acid, cold, fire, lightning or poison. The appearance of your planetoid shifts to match your choice, like becoming covered in ice or shrouded in a miniature storm. For the next minute your unarmed strikes deal the chosen damage instead of bludgeoning and when you expend any Ki Points one creature you can see within 15 feet takes 1d4 of the chosen damage for each Ki point spent.

ATMOSPHERE

At 6th level, as your planetoid develops a stable atmosphere, so do you benefit from this protective field.

SMALL WORLD

At 17th level, as an action you can expend 8 Ki Points to cast the *demiplane* spell. When you cast this spell in this way it is altered in the following ways:

- The demiplane is a reflection of your planetoid and is 100 miles in each dimension with an open sky and functioning ecosystem. The sky is filled with the giant forms of the things surrounding your planetoid.
- The spell's duration is extended indefinitely as long as you remain within the space.
- While within this space creatures native to the space revere you.

Ranger

Wayfinder Conclave

A figure aboard a simple sailing raft cuts through the cloying mists of the astral plane. They move with implacable confidence, setting the sail to catch the exact breeze needed to drive them towards their far-off destination.

Wayfinder rangers are seldom, if ever lost. Careful study of the Astral Plane has awakened incredible powers of divination within these rangers. They use psychometry to trace the invisible threads of destiny and coincidence that connect people, objects, and places. Moreover, they reach out and touch those threads of fate; tugging on them to draw distant things and places within their reach.

Wayfinder rangers are known to leave tokens of their presence as way stones so that they might trace back the threads and return. When making a ranger of this conclave consider these questions: What objects do you use as way stones? How do the threads of fate appear to you? What opened your mind to the gift of psychometry?



PSYCHOMETRY

3rd-level Conclave feature

You learn to read the recent history of objects and the residual auras that remain on them. When you complete a special 10-minute ritual with an object you can touch, for the next 8 hours you can see a ghostly trail of the path it took through space over the past 24 hours. Additionally, you have advantage on skill checks made to track a creature who has touched the object within the past 24 hours.

THE RIGHT PLACE

7th-level Conclave feature

Your powers of divination expand, guiding you to be in the right place at the right time. When you are forced to make a Dexterity saving throw you may use your reaction to add your Wisdom modifier to the roll. If you succeed on the saving throw and would normally take half damage you instead take no damage. Once you use this feature you must expend a 2nd level or higher spell slot to use it again before you finish a long rest. hours.

CELESTIAL WAYFINDER

15th-level Conclave feature

You learn the *Find the Path* spell. This spell does not count toward your maximum number of spells known. You may cast this spell by expending a 4th-level spell slot. When you cast this spell you may choose to learn either the safest or least conspicuous route to your target instead of the shortest.

CRIMSON THREADS

3rd-level Conclave feature

Countless invisible threads weave psychic and material reality, binding everything together in a brilliant tapestry. The Wayfinder Ranger learns to trace and pluck these crimson threads for their own ends. When you touch an object or willing creature or hit an unwilling creature with a melee attack, you can mark it with a crimson thread. You may have a number of creatures or objects equal to your Wisdom modifier marked at any given time. When all of your marks are used you must dismiss one before you may mark another creature (no action required).

As a bonus action, you may tug on one of your crimson threads; you learn the direction the creature is relative to you, and if the target is an unwilling creature you can see it takes 1d6 psychic damage.

ASTRAL TAPESTRY

11th-level Conclave feature

Your Crimson Thread feature improves in the following ways:

- A creature marked with a crimson thread can not be hidden from you or invisible to you.
- When a creature takes damage from your crimson thread it is increased to 2d6 psychic damage.
- When pulling on a crimson thread you may choose to pull the target 10 feet closer to you or to move 15 feet toward the target.



Silver Cord

In the hidden corners of the multiverse, there exist rogues who have forged a connection with the astral realms. These are the Silver Cords, thieves of the Astral Sea named after the silver cords tying their bodies to the Astral Sea. They dance through the Astral Plane with silver cords as their guides, using their unique talents to vanish from sight and strike from beyond the planes.

ASTRAL JAUNT

Starting at 3rd level, when you successfully hit a creature with your sneak attack feature you can forgo dealing additional damage to instead transport yourself to a safe location in the Astral Sea, returning at the start of your next turn to an unoccupied space within 10 feet of where you were originally.

You can use this feature a number of times equal to your Intelligence modifier and regain all uses upon finishing a long rest.

SPACE WALK

At 9th level, as an action, you can separate your astral body from yourself to explore for up to 1 hour. While your astral body is separate from you, your body is in-

capacitated and tethered to your astral body by a silver cord. Your astral body and silver cord are invisible; if you are attacked in this state your body receives the damage as if you were vulnerable to all damage types. You cannot physically interact with the world, but you can hear and see as normal.

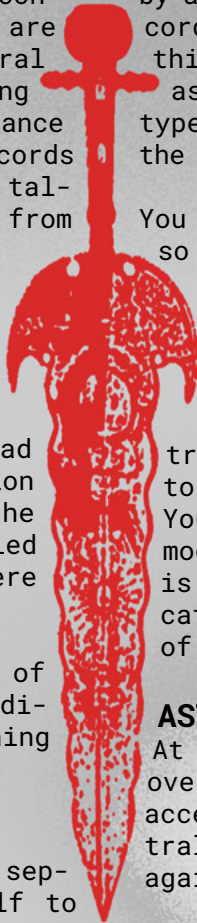
You can use this feature once and cannot do so again until you finish a long rest.

BON VOYAGE

At 13th level, when you successfully hit a creature with your sneak attack feature you can expend a use of your Astral Jaunt feature to force that creature to make a Charisma Saving throw (DC 8 + Your Proficiency Bonus + Your Intelligence modifier). On a failed save, the creature is temporarily banished to a harmless location in the Astral Sea until the start of your next turn.

ASTRAL ACCENT

At 17th level, you have gained a mastery over astral forces allowing you to freely access the Astral Sea. You can cast the astral projection spell once and cannot do so again until you finish a long rest.



Rogue

STARBORN SORCERER



ASTRAL MAGIC

Your magic ebbs and flows, mimicking the beauty of the Astral Sea. Sometimes you draw your magic from the unimaginable power of the stars above, other times you embrace the inky blackness of space to convert nothingness into raw energy.

ECLIPSE OF SPACE

When you select this origin at 1st level, choose Darkvoid or Starlight as your starting eclipse state. Your eclipse state determines the way you use your Substance and Vacuity feature, and other features you gain from this origin.

Each time you complete a long rest, roll 1d12 and add the result to a running total, called your Eclipse Timer. If this brings your Eclipse Timer to 30 or greater, your eclipse state shifts from Darkvoid to Starlight, or from Starlight to Darkvoid, and your Eclipse Timer is reset to 0.

SUBSTANCE AND VACUITY

Also at 1st level, you can harness the essence of your eclipse state when you are harmed. When you are hit by an attack, you can use one of the following options, depending on your current eclipse state:

Darkvoid. When you are hit by a ranged attack, you can use your reaction to add your Constitution modifier to your AC for that attack. If this causes that attack to miss, the attacker cannot target you with an attack again until the end of your next turn.

Starlight. When you are hit by a melee attack, you can use your reaction to create a powerful flare. The attacker takes fire or radiant damage (your choice) equal to your sorcerer level.

You can use Substance and Vacuity a number of times equal to your proficiency bonus and regain all expended uses when you complete a short or long rest.

POINT OF ETERNITY


Starting at 6th level, you can command the astral tides to come to your aid. When you cast a sorcerer spell of 1st level or higher which requires concentration to maintain, you can spend 2 sorcery points to create a spatial node in an unoccupied space you can see within 15 feet, which lasts until the spell ends. A creature can harmlessly move through the node's space, but if it ends its turn there, it takes 1d10 force damage and is shunted to the nearest unoccupied space.

The effects of a spatial node vary depending on your current eclipse state:

- **Darkvoid.** The void attempts to engulf all forms of magic. Creatures within 10 feet of the node make saving throws against spells with advantage. Spell attack rolls are made with disadvantage if either the attacker or the target are within 10 feet of the node.
- **Starlight.** A star assails targets with powerful solar energy. As a bonus action on each of your turns, you can make a ranged spell attack against a creature you can see within 30 feet of the node. On a hit, that creature takes 2d4 fire or radiant damage (your choice when you create the node).

GRAVITATIONAL DRIFT

At 14th level, you can grasp the overwhelming energy within your spatial nodes and pull yourself toward them as they collapse into

A man with long dark hair, wearing a dark hooded robe, is shown from the chest up. He is holding a large, thick, old book with both hands. The background is a dark, starry night sky with a faint nebula. The lighting is dramatic, highlighting the man's face and the texture of his robe and the book.

nothingness. When a node vanishes, you can use your reaction to teleport to the node's space, with an additional effect based on the type of node:

- Darkvoid. Each creature within 15 feet of you before you teleport must succeed on a Strength saving throw against your spell save DC or be pushed up to 10 feet away from you.
- Starlight. Each creature within 10 feet of you after you teleport must succeed on a Dexterity saving throw against your spell save DC or take 4d8 fire or radiant damage (your choice).

You can use Gravitational Drift twice and regain all expended uses when you complete a short or long rest.

POINT OF ETERNITY IMPROVEMENT

When you reach 18th level, your spatial nodes are much more powerful. Your Point of Eternity feature gains the following benefits:

You no longer expend sorcery points to create a node.

When you create a node, it can be up to 60 feet away from you.

Your Darkvoid nodes have a range of 30 feet and no longer affect your spells, unless you choose for them to.

The damage dealt by your Starlight nodes increases to 4d4.

Wizard



Order of Astromancy

All wizards learn through academic study, but Astromancers in particular focus on the study of the stars. They derive power from the motion of the heavens, and observe the cycles of the stars. Astromancers can augment their spells by casting down starlight, and may keep their spellbooks in the form of complicated star charts.

Wizards of the Order of Astromancy tend towards lawful alignments, as they are often individuals who believe in systems and strive to find patterns in the world. They may become adventurers for any purpose - seeking lost knowledge of the heavens, or rejected by more traditional wizards for their esoteric research.

ORDER OF ASTROMANCERS FEATURES

Wizard Level	Feature
2nd	Astronomical Charts, Starlight Motes
6th	Starstuff
10th	Conjured Constellations
14th	Starlight Shaper

ASTRONOMICAL CHARTS

At 2nd level, you are already an expert in charting the movements of the heavens. You gain proficiency in Survival and Navigator's Tools, or a skill or tool of your choice respectively if you are already proficient. When you are making any ability checks involving knowledge of the stars, you can add your Intelligence modifier to the roll.

STARLIGHT MOTES

Additionally at 2nd level, you can call down starlight to aid your allies and hinder your foes. When you cast a spell of 1st level or higher, you may place a mote of starlight at a location you can see within 30 feet. This mote provides dim light in a 10-foot radius, and lasts for ten minutes. As an action, you can cause every mote to flare brightly. Every creature within a mote's light radius glows with starlight, granting advantage on all attack rolls against them until the end of your next turn. The motes dissipate after flaring in this manner.

Additionally, when a friendly creature attempts an ability check within a mote's light, you may grant them the stars' guidance, dissipating the mote to add 1d4 to the ability check.

STARSTUFF

At 6th level, you can call on the stars and spin their very essence to create matter or foretell events. *Augury* and *divination* become wizard spells for you, and do not count against your spells known. Immediately after

you use your Arcane Recovery feature, you may cast any one divination or conjuration spell you know, of a level up to your proficiency bonus, without expending a spell slot.

CONJURED CONSTELLATIONS

At 10th level, when you flare your starlight motes, they connect to form a dazzling constellation. Creatures of your choice on straight-line paths between two motes must make a Dexterity saving throw or suffer 3d10 radiant damage and be blinded until the end of their next turn. A creature can be affected by this only once per turn.

Additionally, once per long rest when you cast a spell above 1st level, you may simultaneously place a number of motes up to the spell's level (maximum 5).

STARLIGHT SHAPER

At 14th level, when you stand in the light of one of your motes, you are immune to radiant damage and the blinded condition. You also have truesight of any area within the light of motes you can see.

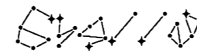
ORDER OF ASTROMANCY QUIRKS

The following are some optional quirks for a player of this Domain to choose from.

d6	Quirk
1	You pepper your sentences with phrases in Celestial, even if you don't know it.
2	You believe you were abducted in a past life by creatures from beyond the stars.
3	You frequently fall asleep stargazing.
4	You spend so much nighttime staring at the sky that you're always sleepy in the day.
5	You suspect, against all evidence, that the sun is just a big star. You often stare directly at it.
6	You doodle constellations on any document you find.



Spells



CANTRIP

Manipulate Water

2ND LEVEL

Starburst

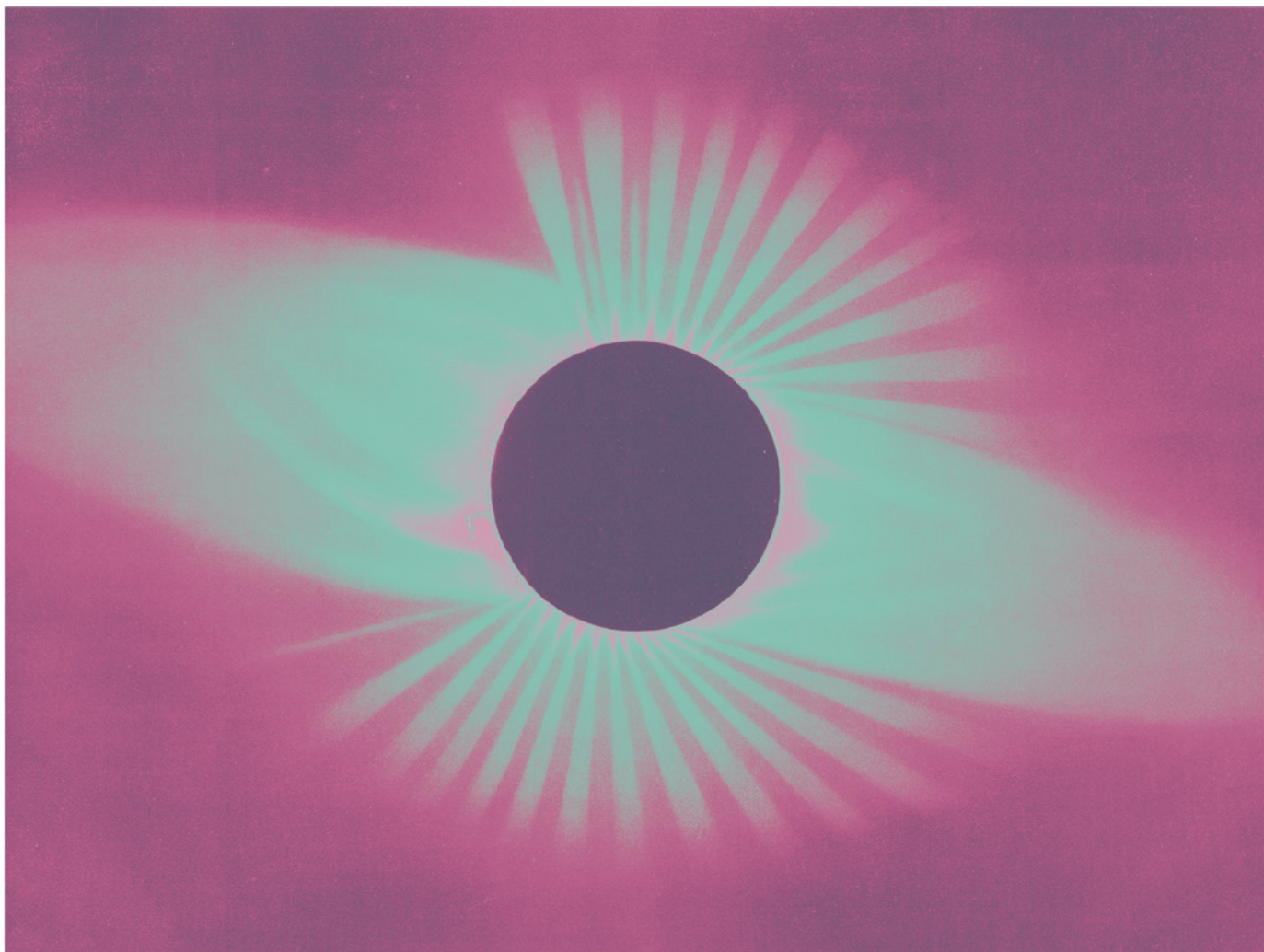
Suffocate

3RD LEVEL

Chaos Waves

7TH LEVEL

Call Upon a Star



SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

CALL UPON A STAR

7th-level conjuration

Casting Time: 10 minutes

Range: Self

Components: V

Duration: Instantaneous

This spell was devised as a way to harness the limitless power of the astral sea to achieve the otherwise impossible, or at least the unlikely.

The basic use of this spell is to duplicate any other spell of 5th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Alternatively, you can wish for an effect other than duplicating a spell. State your wish as precisely as possible. Your wish can be anything which could come true for a single person, such as obtaining a rare item, a certain event occurring in their life, or recalling a long-lost memory. Whatever the wish is, it fails automatically if it would drastically affect the lives of many people, such as wishing for a great evil to be vanquished.

Your wish may not come true at all, or it may come true for somebody other than you. When you make your wish, your DM rolls a d8 and a d6 to determine when and for whom the wish takes effect. When the wish comes true, you hear a quiet chime, denoting that the wish has been granted. However, you do not learn the details of how the wish came to pass, or for whom. If you cast the spell again before this wish has either come true or failed to come true, the spell fails and you lose the spell slot used in its casting.

Spell Lists: *Bard, Wizard*

d8	WHEN	d6	WHOM
1	Immediately.	1	For you.
2	After 1 minute.	2	For the creature who was nearest to you when the wish was made.
3	After 1 hour.	3	For someone you are closely related to, whether by family or friendship.
4	After 8 hours.	4	For a creature you have never met, but are destined to meet one day.
5	After 24 hours.	5	For someone you consider to be your rival or enemy.
6	After 7 days.	6	For a complete stranger.
7	Never; The wish fails and you are immediately aware that it will not come true.		
8	Never; The wish fails and you are unaware of whether or not it will come true.		

CHAOS WAVES

3rd-level divination

Casting Time: 1 action

Range: Self (10 feet)

Components: S, M (an hourglass filled with saltwater)

Duration: 1 minute

You surround yourself with a pulsating wave of positive and negative energies, which remains centred on you for the duration. Each time any creature calls upon luck or skill within this area, the current shifts in a new direction, granting either success or failure as the waves ebb and flow.

The first time you or any other creature within range makes an attack roll, ability check, or saving throw, they do so with advantage. The next creature to make one of those rolls, even if that would be the same creature, it does so with disadvantage.

This pattern of alternating advantage and disadvantage continues until the spell ends. As a bonus action on each of your turns, you can turn the tide of these energies, shifting the state from advantage to disadvantage without requiring you or any other creature to make a roll.

Spell Lists: *Sorcerer*

MANIPULATE WATER*

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Special

You shape water you can see within range, causing it to move and shape at to your command, selecting one of the following effects:

- You can move or direct the flow of a 5-foot cube of water in direction, but the water will collapse back to following the flow of gravity at the start of your next turn unless you concentrate on keeping it in place.
- You can form the water into shapes or cause it to animate. This change lasts for 1 minute.
- You can change the color or opacity of water in a 5-foot cube. This change lasts for 1 hour.
- You can freeze up to a 5-foot cube of water or thaw up to a 5-foot cube of ice. The water unfreezes or refreezes naturally based on the environmental conditions (usually taking an hour or more to melt or freeze, unless in extreme conditions).

Spell Lists: *Druid, Sorcerer, Warlock, Wizard*

*Spell from Kibbles' Casting Compendium 2.0

STARBURST

2nd-level evocation

Casting Time: 1 Action

Range: 60 feet (10 foot radius)

Components: V, S

Duration: Concentration, Up to 1 minute

You summon a brilliant sphere of ethereal starlight and hurl it at a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 5d4 force damage. Then, hit or miss, the target and all creatures within 10 feet of the target must make a Dexterity saving throw. Any creature that fails its saving throw is covered with flecks of glittering light. For the duration, an affected creature sheds 10 feet of dim light, can't benefit from being invisible, and any other creature has advantage on any attack roll against it if the attacker can see the affected creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Spell Lists: *Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard*

SUFFOCATE

2nd-level evocation

Casting Time: 1 action

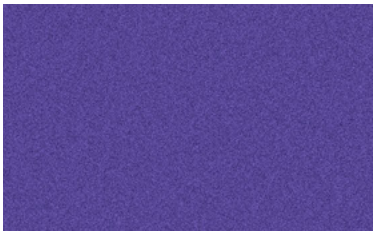
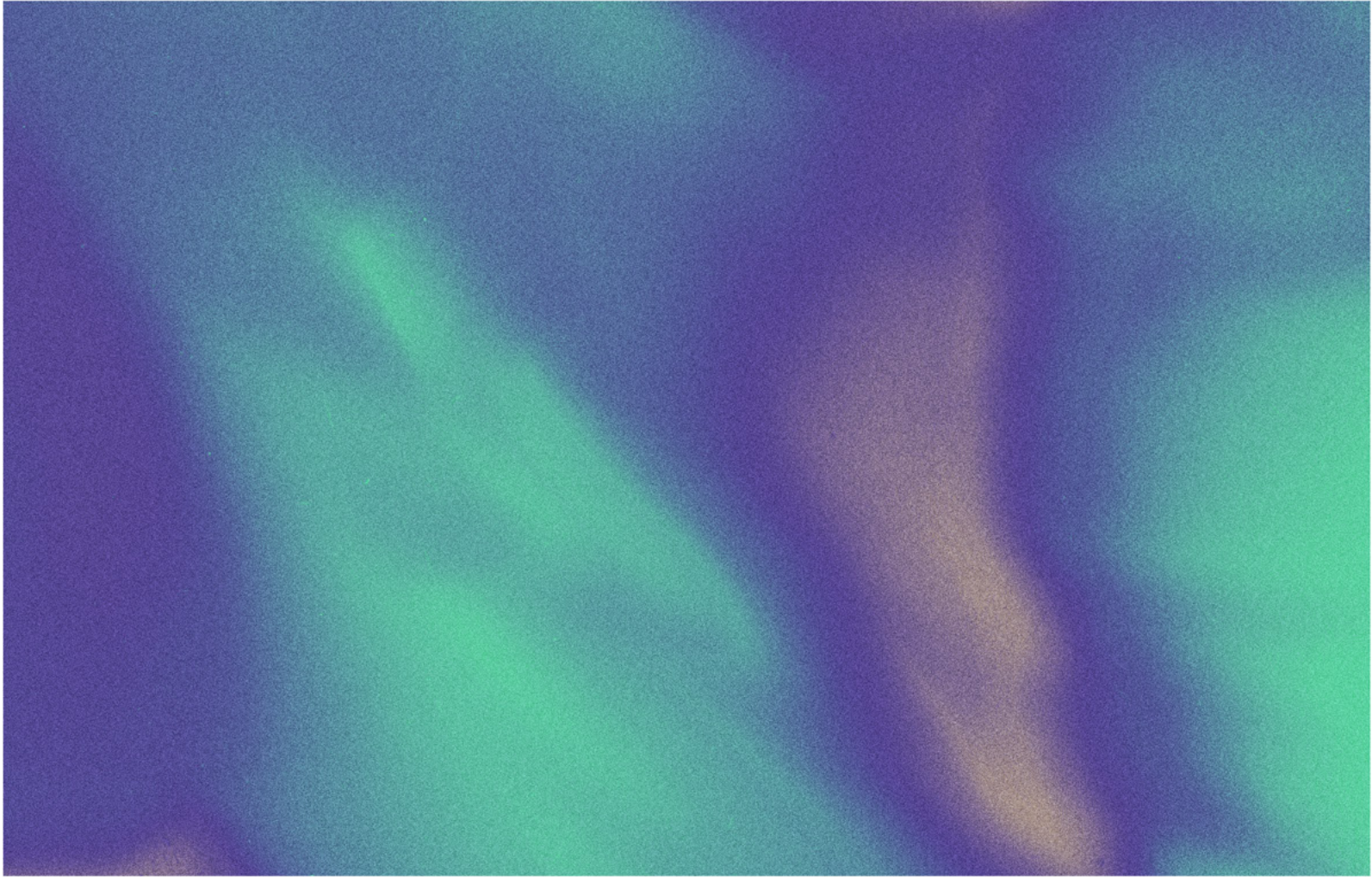
Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

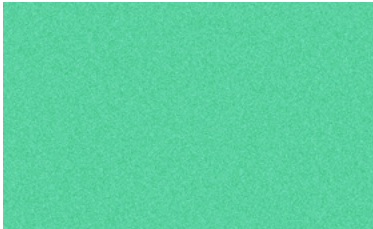
Target a point within range and force all the air within 10 feet of that point to suddenly disperse. Creatures which do not breathe air are immune to the effects of this spell. Each affected creature must succeed on a Strength saving throw or fall prone, as its breath is pulled from its lungs. Whether a creature succeeds or fails, it begins suffocating and cannot breathe again until the spell ends. While suffocating in this way, a creature cannot cast a spell that includes a verbal component.

Spell Lists: *Druid, Wizard, Warlock*

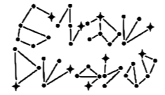


THE ASTRAL SEA

At the dawn of the new millennium,
the world of the future is a world of
the future.



Star Drops



In the astral plane transportation is not so much about physical movement – it is about the linking of ideas and the understanding of how one concept might be linked to another; movement is achieved through these linkages of concepts. Great focus points known as Star Drops are used by the average denizen of the astral plane to facilitate and focus these ideas and connections. While some great Dreamweavers and Spellsmiths might be able to create linkages through their own efforts of will, the average denizen requires help in the task of shifting their existence through these ideas.

Star Drops provide an avenue of ingress for those incapable of the shift unaided. The Star Drops are raw conceptual thoughts given physical form by those neurodivergent and gifted individuals who perceive the unseen commonalities between otherwise abstract concepts. The Star Drops are, therefore, refined thoughts, distilled into an esoteric fluid; once a being is submerged into it, they are given the necessary sensory information required to instantly link the two ideas that represent each location. Although such pools require a great deal of work to distill, once established a Star Drop remains a permanent fixed point between different locations throughout the astral landscape. Furthermore, the more a Star Drop is used the more formed the pool becomes, the greatest of which are almost solid in their consistency and are capable of forming structures that mimic traditional buildings or gateways in place of pools of liquid.

The creation of a Star Drop requires experts in a variety of fields, ranging from weavers of the dreamscape to the access to resources found by the Storm Divers Guild. There are many ways to make Star Drops but the most common method is to distill a collection of core feelings associated with a location into the most pure form so that any soul who embraces the essence of that location will instantly find themselves transported by its familiarity.

The creation of Star Drops is a carefully monitored and guarded craft that requires a great deal of oversight and security. Although any organization with the resources and security could produce a Star Drop, most Star Drops are sequestered to the "Field" which is controlled by the major guilds. In turn, these "Fields" become hubs for commerce, networking and "civilization" (such as it can be in the ever-shifting astral

"How is a raven like a writing desk? The sound of one hand clapping? Who are the giants of the poly-dodecahedron? To answer these questions is to perceive the realities that are and those that might be and move between them with the ease of drifting thought."

- from "The Beginners Guide to Star Drop Formation"

landscape). It is also known that some of the greater Star Drop pools can evolve into "Pools of Existence" that provide gateways into the material realms, since the concepts of reality become so solid as to provide a point of access to other forms of existence altogether. The "Pools of Existence" are the most protected of all such arcane secrets and their locations are not public knowledge; this information is controlled by a select few organizations scattered throughout the astral plane and various points of existence.

Ethereal Storms



Weather in the astral plane is subject to the whims and fickle nature of the mortals that shuffle on through the material planes. Across the lands of the astral plane and the vast abyssal ocean energy congeals into forms that mimic what those of physical realms could equate closest to wind, rain, snow, thunder and lightning as well as some that have their own properties outside the average material realm's understanding (such as the heat that freezes liquid while boiling it at a catalyst point). Although the collective ever-changing emotions of the material planes do stir the astral winds and waves, they are too varied and scattered by individuality to carry any real notable effect on the denizens and ecosystems of ethereal dreamers; the stars still shine through the wisping clouds of semi-permanent forms. The exception, however, comes when a large portion of a realm suffers an event of truly notable scale: the birth of a deity, the falling of a continent, or a dramatic change in philosophy or government can cause these emotions to manifest on the astral plane as a physical entity, dragging with it the influence of those realms.

Some scholars speculate that it is these storms that introduced the origins of sentient life into the astral plane and that it is these events which replenish the astral plane itself, although this theory is highly contested by several conflicting schools of thought. Regardless, these events are referred to as Ethereal Storms and as they form into existence, they bring with them new laws of physics to which the denizens of the astral plane then become subject.

At the center of every storm is the Eye, the location at which the most solid manifestation of the event can be found, typically visualized as rooms. These rooms usually contain several items that represent material facsimiles – realm-specific objects that the peoples of those realm would associate with the source of the emotions that caused their formation. The objects themselves can be as varied as imagination allows, but the substance they are made of always represents the truest workable forms of the energies that can exist on the astral plane, making them ideal for smithing and the reformation into objects of great power.

The storms don't last, however; they only rage for as long as the emotion in the material realm exists. It is in these fleeting moments of existence that some brave adventurers,

"I have dropped from the deck up into the turbulent skies, into the maelstrom of the endless rolling emotional energy that flows from the material plane. I have walked the halls of Sadness, and stalked through Anger's chambers. I have lounged in the majestic parlors of Love and sprinted through fleeting cellars of Happiness. Most of all I have lost myself in the last moments of Apathy's fading ballrooms and found myself in hidden quiet attics of Hope. As a Diver I have explored the worst and best that the material plane has to offer... and I always want more."

- from "The final words of Diver" by Author Unknown

aware of the powerful magic that can be found within the turbulent energies of the storms and rests in its eye, dive headfirst into the dangers and wonders that reside in the emotions of mortals. Those who remain when the storm dissipates will find themselves tumbling without footing into the apathetic tides of the sea below.

THE FORMATION OF ETHEREAL STORMS

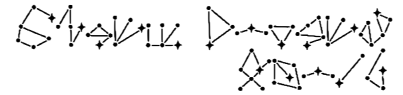
All excerpts are pulled from the memoirs of Draken Servil, "Working Title: A Guide to the Storm Sans Glamour: The Truth of a Diver's Life". Although Mr. Servil is a blunt hand, he does provide valuable insight into the thinking of Divers and how they viewed the Storms.

"One cannot hold anger, swallow sadness, or share joy in any physical way in the material plane as much as the cliché adages suggest. The opposite is true in the astral plane, however; these ethereal storms are so linked to the esoteric qualities of existence that they can be harnessed and used to pull elements of the material realms into the astral. Storm Divers are entities that venture into the miasma of emotion given physical form through these storms.

A warning to potential divers, who must be both swift and fortified in their endeavors: ethereal storms fade as quickly as they form and therefore pose a risk of great harm for any Diver who remains inside when the rolling storm loses its momentum and dissipates rapidly.

At the center of every storm is the eye or focus. This object is usually the source of the storm's great power. It is the emotional anchor of the storm. If a Diver reaches the eye and removes it from the storm it becomes a solid thing for the Diver to own and hold as the emotions that swirled around it lose their raison d'être."

Storm Divers Guild



The most notable organization whose members seek out these ethereal storms is the Storm Divers Guild, a collective of sentient life-forms who have made it their profession to harvest the bounties rendered by the storms. They accomplish this by collecting raw energies from the eyes of ethereal storms and bringing them intact to the astral plane. Once there, Dream Smithies, trained in the art of rendering raw emotion and thought, contain the energies in bindings of material and magical forms rendering them into useable items and objects that can then exist on the astral plane without the need of the original storm – a pressing of an emotion, saved in a timeless form, to use and witness for infinity or however long infinity might last.

These items, once rendered, become the embodiment of these emotions: weapons driven by joy, armor driven by lust, even grand ships driven by hope. The only limit to what can be constructed is the amount of raw materials and the imagination of the one crafting the item.

LEADERSHIP

The Storm Divers have had only a handful of leaders over the recorded history of the Guild. The current head is Happy Spriteful, a Non-Newtonian fluid-based humanoid who earned his name for the impressive amount of raw material returned to the astral plane from various storms.

Happy's current focus for the Guild is to improve the relationship the Guild has with the Astral Sea Mice to push further in the abyssal sea as he believes that more nuanced ethereal storms fueled by unknown emotions lay beyond the charted waters and, in turn, offer even greater, mysterious riches for the Guild and the astral plane at large.

THE DIVE

Like many things in the astral plane, diving is as much a mental and spiritual challenge as it is a physical one. Dives require little in the ways of equipment aside from the ethereal tethering divers wear around their center mass that provides a point of exit from the storm.

To enter the storm, divers locate the "Inciting Event" using a "narrative rod" (a tuned instrument that recognizes the patterns of the current) and then cast themselves head-first into the event, opening their minds to the experience that the mortals who contributed to the event shared in the moments of its formation. If a diver does not open their mind on the point of contact, they can pass through the storm and cascade up into the endless expanses of the astral plane. Worse than this, however, is that if a diver resists the emotion too much upon contact it will batter their manifested form and can cause great harm to their very existence. This is why divers are trained at length in understanding the concept of mortal motivation so as to best prepare them for the pressures of the depths to which they will venture.



CATEGORIES OF STORMS

Before each storm is entered the DM Rolls 1d6 to determine what emotion fuels the storm specifically:

1. Apathy
2. Sadness
3. Anger
4. Happiness
5. Love
6. Hope

CLASS 1: APATHY

Apathy is the most confusing of all the storms. It is both profoundly solid as a construction material and at the same time completely devoid of substance. Rare is the storm that has such influence on those who venture into it but I warn all would-be divers that although we exist on a plane above such material desires nothing is more dangerous than a storm that robs a being of their very identity.

1. The death of a religion or major deific entity.
2. The collapse of the environment, leading to the end of a world.
3. The acceptance of a fatalist ideology by the majority of a population.
4. The death of the majority of a population through the use of a weapon of mass destruction.
5. The last days of a plague with no available cure.
6. A memetic contagion that infiltrates and removes all sense of identity.

CLASS 2: SADNESS

The most common storm we see is usually caused by the death of a leader of some sort, basic stuff. It's what we call the passing storm. See, leaders aren't that close to the people who mourn them and once you replace them their followers recover real quick. That's why you gotta be in and out in one go, otherwise you end up on loose ground with see-through walls.

The weakest and yet most problematic of the emotional storms, sadness rarely exists for long in the astral plane.

1. Sporting event loss.
2. Death of a beloved celebrity.
3. Weather ruining a major holiday.
4. Destruction of a notable landmark or building.
5. A major change to a way of living that causes nostalgia.
6. A new shift in artistic expression focusing on the tragedies.

UNIQUE RULE:

In an apathy storm all magic items lose their effects and all magic and abilities are reduced to half their effectiveness. Each time the adventures enter a new chamber, roll on the effect table below:

1. All saving throws against magical effects are with disadvantage.
2. All magical attacks are with disadvantage.
3. All healing is reduced by half.
4. No spells/abilities can be used in this room.

CLASS 3: ANGER

Simple, solid and reliable. An anger-built storm is made to last. You could wander the halls of anger for days and still have time to get in a few nights' solid rest. What makes those walls solid is also what makes the monsters fortified. The beasts of anger are always defined and filled with the same vinegar that fueled the people of the realm that originally caused the storm.

1. Continued loss of a beloved sports team over many years.
2. Rapid unexpected increase in poverty.
3. Controversial political election.
4. Propagation of slanderous material.
5. War or major conflict.
6. The destruction of an important landmark or icon out of spite or intentional malice by outside powers.

CLASS 5: LOVE

What can be said of love that couldn't also be said of anger? It is solid, strong and long-lasting. Love, when expressed en masse, is the most dependable of all the formative emotions that exist.

1. The release or spread of a truly meaningful piece of music.
2. The birth or accension of a deific figure or religion.
3. The end of great conflict through non-violent means.
4. The success of major societal effort.
5. The curing of a devastating disease.
6. The acceptance of a new idea or way of thinking en masse.

CLASS 4: HAPPINESS

Like sadness, happiness can be a fleeting emotional front. However, unlike sadness, which fades gradually, happiness can disappear abruptly and almost without warning, robbed by factors unrelated to the defining event. When materialized, however, happiness is grand and solid, forming intricate architecture that almost inspires a concept of intellectual design.

1. The victory of a beloved sporting team.
2. An awe-inspiring natural event.
3. Major Academic Discovery.
4. The creation of a truly incredible piece of art.
5. The end of a major conflict.
6. A true step toward societal peace and support.

CLASS 6: HOPE

Whatever can be said about Hope can not be said without confusing the mind. At its core Hope has no form, no point of origin and no solid foundation. Yet of all the storms Hope represents the most clearly defined – when Hope is realized on a scale that conjures a storm the minds that shared in it draw power from not only the other emotions but from a place yet unknown to divers and scholars alike. If I was made to walk through a storm for all eternity, let it be the halls of Hope.

1. Hope for a better tomorrow.
2. Hope to learn from mistakes made.
3. Hope that this time will be different.
4. Hope that there is more.
5. Hope that there is less.
6. Hope for hope's sake, for nothing else is possible.

UNIQUE RULE:

Hope storms are rare and bring with them the most agreeable environments to storm dive. At the start of each dive the DM rolls 1d4 to determine what bonus or reward is added to the scenario:

1. All healing is doubled.
2. All magical damage is doubled.
3. All saves against magical attacks are with advantage.
4. Any items procured from the run are doubled.

INCITING EVENT/STARTING AREA

Almost all ethereal storms have a grand entrance of some sort, featuring a still-life snapshot of the peak moment of emotional release. These can take many different forms, but the table below provides some suggestions to help describe the collective moment:

1. A grand crowd chanting as one as they gaze skyward.
2. A city with no one in the streets but thousands of eyes peering out from behind windows and doorways.
3. A great march into the distance with no beginning and no end, every soul sharing identical expressions on their faces.
4. People standing around a wondrous monument and gesturing at what it represents.
5. A single person facing a faceless crowd, making a grand speech.
6. An old scribe sitting alone, listening at his window; as he records the moment with a steady hand, tears streak down his face.
7. People crouched in silent reflection: eyes open, staring at a point on the horizon with unwavering determination.
8. A child calling out alone on a hill overlooking a town alive with commotion.
9. Shapeless movement blurred by great speed and action confuses the eye and blends together in a crowd of frantic chaos.
10. A single person stands in the center of an empty room... their eyes do not follow you yet they consider and question your very being.

THE EYE OF THE STORM

The eye of the storm manifests as a location resembling a place in the realm from which the storm manifested. The eye is often guarded by the most violent emotional constructs. These constructs usually take the shape of the objects, peoples and creatures specific to the source location.

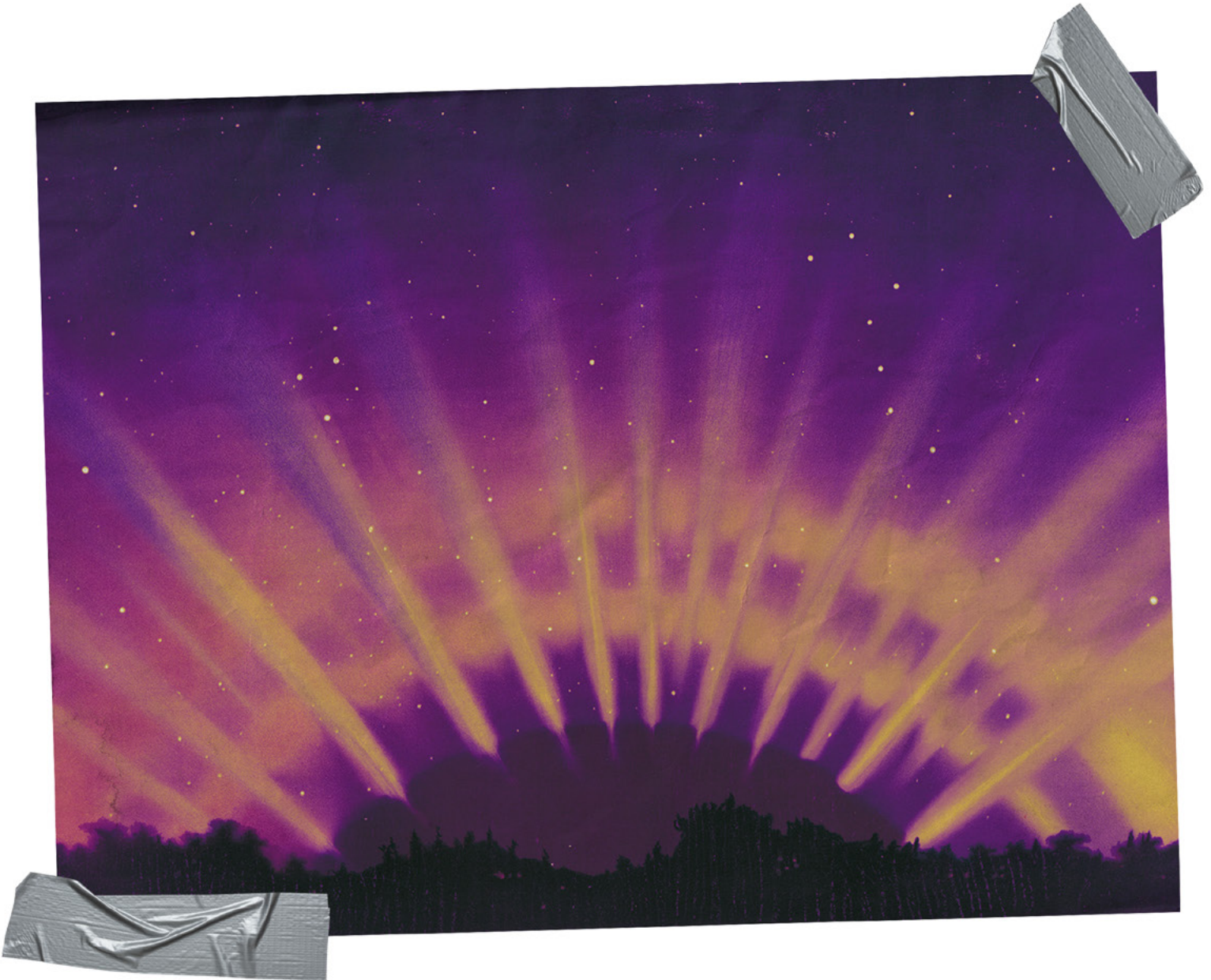
1. A grand palace resplendent with guards of noble stature.
2. A massive forest frozen in a moment of transition.
3. A city street after "the event", where the only ones left lingering are those who must deal with the fallout of "the event".
4. The edge of a cliff looking over a country; a small sentry post stands lonely vigil over the people below.
5. The deepest point of a massive building, sealed off from the outside world.
6. A simple cottage of seemingly no significance.
7. A large ship, midway through a journey.
8. A vast field of forgotten and unknown machinery, now overgrown.
9. A raised platform overlooking an impossibly large crowd that watch it in silence.
10. An empty void with a single simple desk covered in writing materials and a blank sheet with the words "It began like any other day...".

OBJECTS OF EMOTIONAL SIGNIFICANCE

"I have seen all number of unique oddities conjured from emotional origins. Each one has great meaning while also being meaningless in its construction. Regardless of its build and complexity it is the emotion attached to the object that gives it power."

1. A tiny piece of processed metal with the markings of super heating and cooling, splattered with some dried ichor and pressed flat from impact.
2. A handmade blanket, worn with use and clearly cared for.
3. A stuffed animal, tattered and missing some stuffing.
4. Several pieces of currency, drenched in a clear liquid and still warm, as if recently held in a fist.
5. An empty plate with leftover residue of unknown origin.
6. A dress of incredible design and construction.
7. Small shoes that are brand new and have never been worn.
8. A near-empty bottle, its contents enough for a single sip (the liquid cannot be emptied or drunk, no matter how hard one tries).
9. A painting of some sort of feline.
10. A ring, snapped at the inscription point and worn down from use.
11. A paper covered in ramblings in a language you cannot read but understand to be full of meaning.
12. A napkin with scribblings – they seem to be important, but the meaning eludes you.
13. A mask carved and fabricated of rough materials; its face invites response.
14. A dagger, slick with oil and wickedly sharp.
15. An unlit match that smells of smoke and fire.
16. A small spoon used to mix drinks.
17. A rock.
18. The skull of an animal, carefully preserved and made into a fetish.
19. A book with no title that cannot be opened due to fear.
20. A lock of hair from a new life, preserved and cared for.

THE GESTALT SEA



When time had finally lost all meaning and I thought that I had passed into the endless emptiness of the great here-after, I saw it: a sunrise storm rolling and churning at the bottom of the world, eroding the silver astral mists of the plane and setting them alight. Clouds dyed in rich plumb and savage ultramarine flashed with rosy lightning. Star-blue waves lapped against obsidian sand beaches of bobbing igneous islands.

I realized then that I had never been drifting. I had always been sinking, dropping towards the bottom of our Astral Sea.

- 90,000 Dreams under the Astral Sea by Joseff Werne Pg. 54

Just like oceans of water sit beneath seas of air, in the depths of the Astral Plane you will find a second astral ocean, the Gestalt Sea. Silver Star Rafts skim richly-colored clouds, illuminated by flashes of neon lightning, as they shuttle between archipelagos. Churning Astral Storms rip open the surface to reveal the violet and turquoise depths that daredevils delve in stark sealed canisters called Zeitgeisters for profit and prestige. Below even that, brilliant glowing clouds of morning rose and twilight gold compel and compress the adventurous and insane who dive ever deeper in search of the bottom of the world.

Pirates, refugees, imperialists, mystics and scientists, ordinary folk and revered strangers alike peer down into the vibrant abyss, full of wonder and fear. They gather along the starry shores, forming something greater than the sum of its parts, brought together by the force of the Gestalt Sea.

The Gestalt Sea's persistent and pervasive psychic gravity pulls all to its depths. Properly clad in Astral Weaver silk, or aboard a Star Raft, it is easy enough to stay afloat above the clouds. But if you succumb to the waves you might be lost forever. Somewhere down there, there is a point from which even the most powerful Gestalt Divers can not escape, an event horizon that, once crossed, permits no return.

Around the Gestalt Sea there is an ever-present rumble that seems to originate inside your chest, as if someone else was humming a bass note through your lungs. That is only one of the many odd psychic phenomena that surround the Sea: dreams are full of vivid details from unknown lives, the sea's tides and currents flow with emotion, and in its depths the sea's crushing psychic pressure becomes frighteningly physical.

The Gestalt Sea's actual nature is the topic of much debate within the academic and arcane communities throughout the astral plane. There are many hypotheses, each of which has its own ardent defenders and detractors. A table of possible explanations has been provided; none or all of these may be true. Use this table to help inform characters' beliefs and behavior.

d8	EXPLANTIONS
1	The bottom of the astral plane, a place where the heaviest thoughts sink and are congealed.
2	An Astral Storm of titanic size and scale that has been raging for eternity, perhaps sparked by the rise of sentience itself.
3	The Defense mechanism for an incredibly large and powerful portal to another cosmological system.
4	A planar gash where the plane of dreams blends with the Astral Plane.
5	The conglomeration of titanic thoughts of creatures composed of organisms the same way organisms are composed of cells.
6	The unsettled emotions of a sentient plane manifesting on the Astral Plane.
7	A tectonic pool of existence that has been growing since existence began.
8	The gaseous remains of an Astral Empire obliterated by an ancient catastrophe.

Civilizations Around the Gestalt



Trading communities have formed on the shores of the Astral Islands that bob along its surface. Traveling along the currents of the Gestalt Sea is one of the fastest ways to navigate around the Astral Plane. A well studied navigator can use the drifting Gestalt to shave weeks or even years off a journey. Though it is not without its risks. The Gestalt Sea and its currents can shift unpredictably. Many a veteran sailor has had their Star Raft drift hopelessly off course, unsure if they will ever see land again, much less return home. The depths of the Gestalt Sea hold many strange and dangerous creatures that may break the surface for a meal. And of course, where there is trade, there are pirates.



ASTRAL ISLANDS ON THE SHORES OF THE GESTALT SEA

Jungblood's Archipelago. A single city stretching across six islands: Vermillion, Goldenrod, Verident, Turquoise, Indigo, and Lavender. They are named after the color of the portal that sit at their center and are linked by a system of Star-Raft Ferries that autonomously move along the gestalt currents flowing between the islands. Drifters lost upon the Gestalt Sea are often carried by the 6 currents that converge on this archipelago city and wash ashore on these safe islands. Those same currents made it incredibly difficult to sail away from Jungblood's Archipelago. The recent invention of Zeitgeisters, however, is changing that. The city was once a den for pirates so it is not a surprise that the home base of the smuggling and poaching syndicate called Aperture can be found hidden under these astral islands where their Zeitgeisters can dock unseen.

Fuuccoa's Ear. An astral island created entirely out of crystallized psionic energy. Several orders of astral projecting monks care for this malleable island. Each time they restabilize a section of the island, however, it changes, mutated by the context and perspective of the astral projector who completed the ritual. The monastic orders here have a wealth of information that they are duty-bound to share with anyone who asks, but the different orders have become suspicious and jealous of each other so they will only share their wisdom through aphorisms and metaphors that are often incomprehensible.

The Niche. An existentialist pirates' cove full of astoundingly competent individuals. The culture here is one of continual self-improvement, harsh critique, hard work, and criminal impulses. Folks here are often driven by odd obsessions. As soon as one is accomplished, a new goal begins to consume the mind of a Niche denizen. The people in the Niche have many skills and secrets that they are willing to trade for anything that will help achieve their current obsession. The clouds of the Gestalt Sea around the niche are forever dyed in the morning hues of rosy dawn.

Karfica. A dull, gray rock lousy with impossible staircases that are longer in one direction than another, doors that open into hallways lined with filing cabinets that loop back on themselves, and guarded gates that

are left wide open but only lead to more guarded gates. However, hidden in locked closets and secluded gardens are pockets of intense and delicate beauty and color. These secret spaces are linked together by magic books that citizens exchange with their dear friends. Within Karfica you will find a magical duplicate of every possible bureaucratic form. Some people trapped in demonic contracts make their way to Karfica looking for forms to amend or dissolve their devilish deals.

The Astrancian Fleet. A city formed from hundreds of different Star Rafts. They follow a pod of gargantuan monstrosities on their migration around the Gestalt Sea. They are welcoming of outsiders and permit anyone to live amongst them as long as they provide their own raft and do not disturb the peace. Those that are ejected from the fleet, however, can never set foot on an Astrancian vessel again.

Port Cambell. A quaint port on the Gestalt Sea full of humble ordinary people. The island is haunted by a spirit that possesses one person each day and sends them away to have an adventure. Those who return from their harrowing quest are changed, but they often quickly return to their ordinary ways. Collectively these retired adventurers have massive stores of wealth, both material and knowledge.

Exparado. A sunken city of kettledrums linked together by a web of copper tubes. This floating community in the Messogestalt layers of the Gestalt is a major laboratory of a scientific collective with imperial tendencies called the Solumnus Institute. It is the home base of the "Underspace" initiative where they work on delving into the Bethygestalt and Abssysogestalt depths of the sea. Exparado is currently run by Khiran Kerann.

Organizations on The Gestalt Sea



The Solumnus Institute



"I admit that I recoiled when the Solumnus researcher turned to scrutinize me. He wore his lab coat like a military uniform and his academic accolades like battle scars."

- 90,000 Dreams under the Astral Sea by Joseph Werne

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An organization of researchers studying the strange phenomena of the Gestalt Sea. This supposed institution of science, led by a cabal of permanently projected wizards, has become surprisingly militant in recent history. They have begun using their knowledge to unilaterally expand their observatories into new territory. Most people who live near the institute's new laboratories, however, would say that they have been conquered by a growing maritime empire.

NOTABLE FIGURES:

Khiran Keraan. A hulking silkie with an oversized body and an oversized brain. He leads the Solumnus Institute's "Underspace Initiative," a project trying to break through the so-called Bathygestal barrier, dive into the abssyogestalt zone, and reach the "bottom" of the Gestalt sea. As long as he gets the data from a mission he considers it a success, if the pilots return alive he considers that to be a nice bonus.

Debordrada. A tiefling wizard that trapped themselves in an astral body. Though their title is "head researcher" they are more like a general for the Solumnus Institute. Officially, they are looking for pages of the Solumnus Key, but they have been happy to take advantage of the Institute's expansionary zeal, so they have found themselves the administrator of a sizable archipelago state.

Drive Hunters



The Drive Hunters developed from a band of Gestalt Surfers who became fascinated with Zeitgiesters just after they were invented. Quickly the surfers developed into test pilots and homespun engineers. Now they are a respected, if expensive, factory for some of the best Zeitgiesters under the sea. They take the profits from their exorbitant prices and invest them into wild and dangerous new designs. They push the envelope as far as it can go, and then maybe a bit further. Their best designs, however, are never for sale. Those prototypes are reserved for the other half of the organization, which uses the state-of-the-art Zeitgiesters to hunt creatures and harvest them for the biological parts to make new Zeitgiester engines.

NOTABLE FIGURES:

Bra Hilondall. A violent, impulsive, and brilliant elf. She dyes her hair deep red to remind her of the days when she was freer. One of the first members of the Drive Hunters she was the one who pushed the team to hunt for their own geist drives instead of scavenging for beached creatures or paying astral fishermen. She loves diving deeper in search of ever more daring prey.

Oicannii Brii. Her former lay-about surfer attitude has been swallowed by the demands of operating an ever-growing research and manufacturing business. Her dedication and obsession for Zeitgeisters strains every interaction and relationship she has, though no relationship has suffered quite as much as her tumultuous romance with Bra.

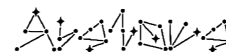
"With a hiss the suit of airtight armor began to unfold itself, revealing the dangerous woman that piloted the one-person sub-astral vessel. Tossing her long dyed red hair out of her face, she reached down and picked up the harpoon the armor had been wielding. Somehow the blade moved even faster in her unarmored hands and I quickly found the harpoon's shimmering point at my throat.

'You let my prey escape.'

*I doubted that I would be as lucky."
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Aperture



The silken thread spun by Astral Weavers is highly prized by astral projectors and drifting criminals alike. The organization known as Aperture was formed to monopolize this valuable resource. They have connections at every major portal on the astral sea and many more at the smaller seedier ones.

You can find agents of Aperture negotiating in hushed halls of astral projecting monks or listening to the bawdy songs of echoing rocky pirate coves. They announce themselves subtly with refined silver jewelry that looks like spiderwebs woven taught along simple rings. Approach them with tact and grace and they may offer to sell you bolts of their precious silk.

Aperture jealousy guards the secrets of capturing and harvesting Astral Weavers. If they catch another group attempting to subvert their monopoly, the organization will bring their full might to destroy the upstart competition. Aperture's business may be protecting the silver cords of projectors, but they can certainly sever them with ease if the need arises. Some fools who have run afoul of Aperture cloak themselves in silver silk to avoid detection but the syndicate is very skilled at finding creatures that can not be tracked with divination magic.

NOTABLE FIGURES:

Jaireth Zemelrath. *Aperture's leader.* This severe woman with pallid skin lost her nose harvesting Astral Weavers decades ago. She rose through the ranks of Aperture with ruthless determination, guile, and craft. She has little time for anything frivolous and will just as soon cut you down as cut you off. However, she will go out of her way to protect an investment that she believes might still bear fruit.

Darbel Okominer. *Captain of an Aperture Geister.* This selkie captain swings wildly between a jovial welcoming fellow and a threatening menace. He has spent years diving the Gestalt Sea searching for the massive colony of Astral Weavers in its depths. His crew is very adept at managing, but are waiting for him to break any day now.

Kartuna Vanitas. *Aperture Trade Liaison.* An immaculately fashioned crabfolk that has

encrusted their shell with precious stones. They are always frazzled that other people are not as punctual as they are. They often get frustrated when other members of Aperture can not live up to their impossible standards. They have a crippling weakness for strawberry ice cream.

Valax. *Weaver Harvester.* A silkie who is fascinated by the Astral Weavers. She only remains in Aperture because it is the only way that she is able to consistently get close to the target of her obsession. She doesn't like what Aperture is doing, and is very conflicted.

Talalt O'Too. *Aperture Lackey.* An astral drifter who accidentally fell into being an errand boy for Aperture. He's young and annoying, and yet somehow astoundingly lucky. People with gifts of divination claim that he has been burdened with a strange fate.

Aperture

Scissor Blade:

+1 Magic Longsword. A pair of strange blades joined together with a hinge. When you hit a creature with an astral body with this weapon and score a critical hit you sever the creature's silver cord, killing the creature instantly.

JOINING APERTURE

Becoming a peon of the syndicate is as simple as enlisting on an Aperture vessel and performing well enough to get put on their roles. If your dedication, ability, or familiarity with arachnids or aberrations catches the eye of an Aperture agent they may approach you to rise through the ranks of the organization.

d4	JOB
1	Find someone who has been offering an astral weaver on the black market.
2	Protect an Aperture Geister vessel as it is traveling to a port for repairs.
3	Infiltrate a ranking official's home to determine how they are acquiring Silver Silk.
4	Explore a sector of the Gestalt Sea for the great Astral Weaver colony.

SERVICES THAT APERTURE CAN OFFER

Silver Silk Cords and Bolts of Silver Silk are made available for purchase.

Information about nearby settlements, trading lanes, pirates, and poachers.

Passage aboard a Aperture Geister.

Information about an organization that Aperture does business with.

Introduction to Geister mechanics.

ESTABLISHING RENOWN

Aperture vigilantly defends and exploits its monopoly on Astral Weaver Silk. Improving the bottom line will earn you favor while endangering the lifeblood of the organization could get you tossed into the Gestalt Seal

Gaining Renown

- Negotiate a lucrative trade deal.
- Acquire Astral Weaver Silk.
- Defend Aperture's poaching grounds.

Losing Renown

- Endanger a Company Asset.
- Assist a would-be rival.
- Make a bad deal.

TRADE STATUS

Shipsman

Renown 3 or higher

You gain proficiency with water vehicles, Star Rafts, and Zeitgeisters. At almost any port you can find an Aperture Star Raft or Geister that will hire you and others you can vouch for. A voyage will normally pay between 20gp and 80gp.

Silver Spinner

Renown 10 or higher

You can acquire items made with Astral Weaver silk for half the normal price. Additionally, if you need to leave a port without being detected the Company will arrange it, normally for less than 250gp.

Silver Captain

Renown 25 or higher

You are provided a Geister whose total value does not initially exceed 50,000gp and a crew to run it.

Loom Lord

Renown 50 or higher

You gain a +2 bonus to all ability checks that use your Stealth or Persuasion proficiency. Additionally, you are given an Asset Pouch that provides a 250 gp per diem every 24 hours.

Below the Waves of the Gestalt Sea



Though the Gestalt Sea appears to be made out of colorful airy clouds, the reality couldn't be further from the truth. Even Astral projectors find it nearly impossible to move through the viscous psionic fluid. A creature that is in the Gestalt Sea has all of its speeds except flying(geist) speed set to 5 feet.

However, the sea is not just an obstacle; there are benefits to living on its shores, most importantly the emotional currents that whisk vessels along at high speeds with little effort. The emotional state of a creature on the Gestalt Sea connects it to one of the sea's emotional attunements. Many seemingly distinct emotional states are influenced by the same kinds of current. A creature or object is drawn toward the closest node, called Nervs, of the same attunement at the drift speed of the Zone it is in. Once a creature passes through a Nerv they are attuned to, they begin to drift towards the next closest aligned Nerv. Even large objects like Star Rafts can be attuned to the emotional currents of the Sea using a ritual.

The Gestalt Sea, much like an aqueous sea, is divided into several zones. Listed from the surface to its unreachable depths they are: the Epigestalt Zone, the Messogestalt Zone, the Bathygestalt Zone, and the impossible Abyssogestalt. As you descend through the zones the pressure and psychic phenomena increase in strength. An object or creature takes force damage equal to the Gestalt Pressure Damage listed for a given zone every round that it is exposed to the pressure of the Gestalt Sea without proper protection or adaptation. Vessels designed to plumb these depths and creatures adapted to these environments will often have traits that reduce the amount of force damage they take.

Finally, creatures that dive deeper than they are naturally adapted to find themselves mutating under the natural psionic energies of the sea. The way the Gestalt Sea wears at your mind and body is known to Rafters and Giesters as Gestalt Exhaustion. Every 24 hours, a creature with fewer mutations than the mutation limit of the Zone it is currently in must make an Intelligence saving throw against the Zone's stated Environmental DC. If the creature fails, roll on the Gestalt Mutations table.

Creatures that have at least 1 Gestalt mutation must spend at least 1 hour of a long rest in close proximity to clouds of the Gestalt sea in order to gain the benefits of a long rest. A gestalt mutation can be removed using a spell like *greater restoration* or *wish*.

d6	EMOTIONS	COLORS
1	Anxiety, Worry, Discomfort, Comfort, Hope, Confidence.	Orange
2	Ennui, Boredom, Indifference, Interest, Curiosity, Intrigue.	Violet
3	Frustration, Puzzlement, Confusion, Insight, Enlightenment, Epiphany.	Yellow
4	Dispirited, Disappointed, Dissatisfied, Relief, Thrilled, Enthusiasm.	Blue
5	Terror, Dread, Apprehension, Calm, Anticipation, Excitement.	Red
6	Humiliation, Embarrassment, Self-conscious, Pleased, Satisfaction, Green Pride.	Green

EPIGESTALT

This zone of the Gestalt Sea spans from the surface to when you can no longer see the silver mists of the Astral Sea. Within this zone live most of the creatures that the physical inhabitants of the Islands around the Gestalt Sea survive on. This zone tends to have clouds that range from deep blues and purples to forest greens. While the clouds are dark a great deal of light still filters down from the Astral Plane above. In this zone, there are complex webs of ecology and even things that resemble coral reefs that have grown up around astral archipelagos. Creatures here may even leap from the sea and hunt or drift through the ordinary Astral Sea. Creatures in this zone rarely mutate to express traits of different creatures, though it would not be surprising if one did.

Mutation Limit: 2

Environmental DC: 12

Gestalt Pressure: 1d6 force damage

Visibility: 1000 ft

Drift Speed: 50 ft per round, roughly 5 miles per hour

Average CR: 6

d6	POSSIBLE MISSIONS
1	Rescue a stranded person or creature.
2	Covertly Transport people or cargo on behalf of Aperture.
3	Map a change in the astral currents.
4	Deliver precious medicine before it is too late.
5	Test a Prototype made by Drive Hunter.
6	Foil a Solumnus Institute invasion.

MESSOGESTALT

Flashes of neon lightning illuminate turquoise and pink clouds before darkness hides the beautiful clouds again. The Messogestalt zone, sometimes called the twilight zone, is where the true oddities of the Gestalt begin to appear. Pirates and smugglers tend to use this zone to escape detection in their Zeitgeisters. With the proper equipment or training, Gestalt Divers can reach and survive at these depths but not for very long. When you hear stories about strange animals from the "deep astral sea" they will normally describe creatures that inhabit this zone. Such monsters often manifest the traits of 2 or three other known creatures.

Mutation Limit: 4

Environmental DC: 14

Gestalt Pressure: 2d6 force damage

Visibility: 100 ft

Drift Speed: 100 ft per round, roughly 10 miles per hour

Average CR: 13

d6

POSSIBLE MISSIONS

1	Explore the wrecked remains of a Star Raft to recover its treasure.
2	Search for a colony of Astral Weavers, either for Aperture or an upstart rival.
3	Confront pirates who are hiding at this level.
4	Drive off a territorial creature that escapes to the level when threaten.
5	Repair a Solumnus Institute Habitat.
6	Investigate a portal in the middle of a violent whirlpool.

BATHYGESTALT

The deepest zone that anyone has ever explored. This zone is filled with brilliant sunset-colored clouds of gold, crimson, and violet. Creatures encountered in this zone are often bizarre and alien. Some use their psionic powers to entice and ensnare creatures that accidentally fall down from higher levels. Others seem to have adapted to draw power from the gestalt itself. Denizens of this zone often express traits from 4 or more other known creatures.

Mutation Limit: 6

Environmental DC: 16

Gestalt Pressure: 3d6 force damage

Visibility: 10 ft

Drift Speed: 500 ft per round, roughly 60 miles per hour

Average CR: 21

d6	POSSIBLE MISSIONS
1	Find a hybrid of two mythical creatures and acquire it for its properties.
2	Investigate the rumors of massive dark shapes racing through the clouds.
3	Recover a damaged Solumnus research vessel.
4	Escape from a monster that has been hunting you through every other zone.
5	Save the crew of a damaged Aperture Zeitgeist.
6	Hunt a Zeitgeister out of a ghost story.

ABYSSOGESTALT

The absolute bottom of the world. No mortal has ever explored these depths and returned to tell the tale. Those who approach say that it is constantly filled with bolts of lightning and clouds brighter than a sun. But there are unconfirmed reports of strange shadows in the brilliance; things like winged squid the size of cities swimming in the crushing depths. Between the Bathygestal and Abyssogestalt zones, there is a wall of clouds where the pressure jumps significantly – called the Bathygestalt barrier – that prevents the intrepid and insane explorers from progressing deeper.

Mutation Limit: ???

Environmental DC: 25

Gestalt Pressure: 9d6 force damage

Visibility: ???

Drift Speed: ???

Average CR: ???

d6	POSSIBLE MISSIONS
1	Break the Bathygestalt Barrier and return.
2	Follow a mysterious sending that comes from these depths.
3	Search for the hole in the bottom of the Sea.
4	Acquire a legendary super ego drive for Drive Hunter.
5	Discover a clue about the true nature of the Gestalt Sea.
6	Follow a Zeit-broken Aperture Captain who delved too deep.

When a player character that has previously gained all 3 types of Geist Drives as Geist Mutations would gain an indefinite madness, instead of rolling on the indefinite madness table it gains the special madness: Zeit-Broken: The character is incapacitated and paralyzed as thoughts, emotions, and sensations from creatures on every plane of existence flood its mind uncontrollably. The character is completely aware of the thoughts, memories, and emotions of all creatures within 600 feet.

"Behind me I heard Javel stumble. I turned to find the brilliant, panicked engineer gone. In her place was a gibbering vegetable of a body, staring down at the floor but seeing the whole world. The oil-slick colors of the Sea Filled her eyes, bleeding out of the dark pits of her pupils. Words from a thousand different languages tumbled off her tongue.

*'No, Javel, don't Break on us now,' Captain Noone hissed, pulling out a vial of brilliant liquid gold and pouring it down her throat."
- 90,000 Dreams under the Astral Sea by Joseff Werne Pg. 317*

d12

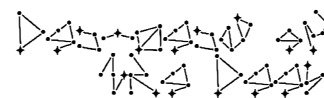
GESTALT MUTATION

1	You gain an indefinite madness.
2	You gain a long-term madness for the next 1d8 days.
3	You gain a short-term madness for the next 1d8 hours.
4	You gain a level of exhaustion.
5	You gain the effects of the <i>detect thoughts</i> spell for the next 1d8 days and vulnerability to psychic damage.
6-7	You gain a trait from a random creature with a CR less than your level.
8	A random ability score decreases by two while another score increases by two.
9	You gain proficiency in a random skill that you were not proficient with and lose proficiency with a skill in which you were proficiency.
10	You gain or improve an Id Drive.
11	You gain or improve an Ego Drive.
12	You gain or improve a Super Ego Drive

Denizens of the Deep

The creatures that inhabit the Gestalt Seat are some of the strangest you might encounter anywhere in the multiverse. No two creatures are alike as they slowly mutate under the psionic influence of the sea. A creature exposed to the clouds of the Gestalt will take on the traits, appearances, and abilities of random creatures from across the multiverse. Some will even gain scraps of memory and knowledge from sentient creatures, creating insane abominations that can think, plan, and even utilize spells.

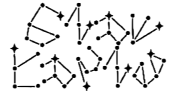
GM's when you are determining what kind of creature might be randomly encountered in the Gestalt Sea use any random encounter table or tables appropriate to the difficulty of the zone. Roll a number of times up to the zone's mutation limit, on any of the tables you are using and create a creature that is a combination of the results. Give the creature at least one Geist Drive and if you desire, one to three Zeitgiester Armaments (both detailed Later). If an armament requires multiple actions to use, consider it to recharge on a 5-6 roll. Use the table presented in the Dungeon Masters Guide by Wizards of the Coast to estimate the new creatures Challenge Rating.



"Captain Noone pulled a book off his shelf and threw it at me to answer my question. I fumbled and the tome dropped to the floor revealing an incredibly exact anatomical sketch of a monstrosity that might have been described as a combination of a shark and an eagle. The book was filled with such monstrous chimera: a millipede-manta ray, a monkey with massive webbed hands like a duckfoot, a dragon-like dolphin, a lupine swordfish, a ring of conjoined crabs linked by their oversized, sharp-toothed claws. And yet it was the grin that Noone gave me as I read through his bestiary that haunted me in my dreams that night and not the grotesque images of the 'Eel of Burning Acid'"
- 90,000 Dreams under the Astral Sea by Joseff Werne Pg. 116



Star Rafts



Most traders and sailors sail the Gestalt Sea using crafts called Star Rafts. Originally these were simple rafts made from the plants that grow around the shores of the Gestalt Sea, like silver bamboo, but over the centuries almost any kind of ship imaginable has been fitted to sail the Gestalt. From humble rowboats to cities strung across a flotilla of heavy galleys, there is no end to the unique vessels that sail these clouds.

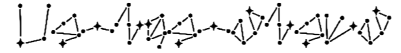
Traditional Star Rafts have reflective silvery hulls and open decks to skim along the surface of the Gestalt. Their sailors dip long poles into the sea to catch the currents and gossamer sails to lift from the waves and sail the silvery mists of the rest of the Astral Plane. Their open design means that, even in the worst case, one can leap from the deck to abandon ship and drift through the Astral Plane.

"I had seen decadent ships before, great triple-masted galleys to bear kingly figures, sleek skiffs built for speed, pirate vessels stained black to strike fear into their prey; but this simple raft beat them all. It looked like a fool with more money than sense had melted his stores of silver, cast it into bamboo molds, and crudely lashed the strips together. The crude elegance was almost as astounding as the way it floated on the wine-dark clouds that had almost swallowed me."

- 90,000 Dreams under the Astral Sea by Joseph Werne Pg. 57



Zeitgeisters



In the past decade or so, daring traders, smugglers, pirates, and adventurers have taken to using a new type of vessel that has begun appearing in the ports around the Gestalt Sea: the so-called Zeitgeisters. These thickly armored sealed death tubs are designed to dive beneath the waves of the Gestalt Sea and catch the faster currents in the sea's strange depths. These vessels aren't old enough to be refined into the elegance of Star Rafts, but they come in many shapes and sizes as shipwrights experiment with cutting-edge designs.

In general, Zeitgeisters tend to be rugged vessels, tightly packed in order to maximize the available space and minimize the possibility of being crushed by the deep Gestalt Pressure. They also tend to be longer than they are wide, to minimize the drag when they need to fight against the currents. One feature that is becoming more and more common is a reinforced glass dome with etchings and markings for observation, navigation, and marveling at the beauty of the rainbow-colored clouds.

"I thought that I was perhaps becoming immune to the surprises of the Gestalt Sea by that point. After all, I had seen three seemingly impossible things before breakfast already that morning. However, when I saw the 'ship' that was to be my home for the next several months, I was gobsmacked. It wasn't a sailing vessel at all, but a long brassy canister capped at both ends by domes of glass.

'How does she float,' I finally asked. I couldn't find the silver traces and inlays that I had come to understand kept Star Rafts afloat.

My new shipmate flashed his shark-like teeth at me with a giddy grin: 'That's just it -she don't. She sinks.'

- 90,000 Dreams under the Astral Sea by Joseph Werne Pg. 92

GEIST ENGINES

At the heart of every Zeitgiester is a Giest engine, a messy joining of astral biology, arcane artifice, and psionic mysticism. The creatures that survive in the depths of the Gestalt Sea have evolved the ability to resist its psychic pressure and even a means of controlling their own movement through the dense sea of clouds. Relatively recently a means of tapping into this psionic locomotion was discovered. It was quickly extended to move larger vessels and those vessels were soon enclosed and reinforced to withstand the Gestalt's depths. And thus the first Zeitgeister was forged.

If you do not have a Geist engine your vessel is at the mercy of the Gestalt's drifts and currents. While you are touching the clouds of the sea, a creature or object cannot move with its own power unless it has a Fly (geist) speed. The most common way to gain a fly (geist) speed is to have a Geist engine. Geist engines come in three flavors, each with its own specialty. So it is not uncommon for expensive ships to have two or three geist drives, while some creatures have developed multiple drives within their bodies.

Id Drive. The most common of Geist engines. Almost every creature native to the Gestalt Sea has developed one. This drive grants a fly(geist) speed to a creature or object. While you can certainly make an Id Drive using creatures captured in the highest, Epigestalt zone, faster and more powerful Id Drives can be harvested from the denizens in the deeper reaches.

Super Ego Drive. The rarest and most esoteric Giest Drives, these can only be acquired from things that live in the deep Bathygestalt zones. As an action a creature or vessel with a Super Ego Drive can create or move a Nerv near them, shifting the currents of the Gestalt. Rumor has it that massive shadows have been seen shooting through the Gestalt Sea at impossible speeds, pulled along by an unnatural Nerv.

"I could not hold down the bile as the stench assaulted me from the open hatch.

'Yeah, it will do that to you' Medula laughed, handing me a perfume-soaked rag and descending the ladder into the engine room. I followed closely behind, my curiosity overpowering my nose.

As mechanical as the rest of the Geister was, I was stunned at how frighteningly biological the engine room ended up being. I had expected pistons and tumblers, or maybe the glowing shard of some arcane crystal thrumming with energy. What I found instead was like a winged dolphin suspended in a tank of bubbling orange fluid. Thousands of needles connected to metallic threads pierced the creature's skin. So many of them crowded around its head that it almost looked like it had hair - a site as humorous as it was macabre.

Medula set to her task with confident speed. Mercifully, she was skilled enough to be able to talk as she worked. 'You have to flush the tank every three days or so, to keep the scum from growing in the formula. If the Geist gets infected we're all in for a bad time.' "

- 90,000 Dreams under the Astral Sea by Joseph Werne Pg. 164

Ego Drive. Instead of providing their own impulse, like Id drives, Ego Drives can attune themselves to the multiple overlapping currents that criss-cross the Gestalt Sea. As an action a creature or object with an Ego Drive can change its Emotional Attunement to change which emotional current affects it. Changing a vessel's attunement is often less precise, but significantly faster than attempting to fight the currents with an Id Drive. Ego Drives are normally harvested from creatures that dwell in the Messogestal zone of the Gestalt Sea.

ZEITGIESTER COMPONENTS

Id Drive: Grants a vessel a fly(geist) speed.
Uncommon: 60 feet per round, roughly 6 mph.

Rare: 120 feet per round, roughly 14 mph.
Very Rare: 240 feet per round, roughly 27 mph.
Legendary: 480 feet per round, roughly 55 mph.

Active Psydar: A Zeitgeister component that emits a psionic pulse to attempt to locate other creatures or vessels within range. A creature operating a Psydar may use its action to make a Wisdom (Perception) check to determine the current location of creatures with an intelligence higher than 4 within range. Creatures or vessels with a Psydar of their own immediately become aware of your current position. The range of the pulse is determined by the rarity of the component.

Uncommon: 500 feet
Rare: 2,500 feet
Very Rare: 12,500 feet
Legendary: 50,000 feet

Astral Mapper: A Zeitgeister component that emits a psionic pulse that echoes back off the structures in the Gestalt Sea around you. A creature operating this component may use its action to reveal any Nervs, astral islands, or other static features within range. Creatures or vessels with a Psydar of their own immediately become aware of your current position. The range of the pulse is determined by the rarity of the component.

Common: 1,000 feet
Uncommon: 5,000 feet
Rare: 10,000 feet
Very Rare: 50,000 feet
Legendary: 100,000 feet

Ego Drive: A creature operating an Ego Drive may use its action to make a charisma check, DC determined by rarity to change the vessel's emotional attunement. Until the beginning of your next turn the Zeitgeister makes all stealth checks with disadvantage and its passive stealth decreases by 5.

Rare: DC 20
Very Rare: DC 17
Legendary: DC 15

Passive Psydar: A Zeitgeister component that listens for the telltale psionic ripples that indicate a creature or Zeitgeister. A creature operating the psydar may use its action to make a Wisdom(perception) check with disadvantage to determine the current location of any creature with an intelligence higher than 4 within range. The range of this component is determined by the rarity of the component.

Common: 1,000 feet
Uncommon: 5,000 feet
Rare: 10,000 feet
Very Rare: 50,000 feet
Legendary: 100,000 feet

Torpedo: A self propelled capsule with an explosive charge and a weak Id Drive. It takes 3 Actions to fire a Torpedo from a Zeitgeister: One action to load, one to purge the tube, and one action to fire. If a creature spends an additional action to aim they may add their proficiency bonus to the attack roll.

Torpedo. *Ranged Weapon Attack.* +4 to hit, range: 1000/ 4000 ft. one target. Hit 55 (10d10) bludgeoning damage.

Astral Lance: Psionic energies condense the material of the gestalt into a devastating lance emerging from the creature or Zeitgeister. This component takes 1 action to use. A creature operating this component may use its reaction to add its Zeitgeister proficiency to the attack roll.

Astral Lance. *Melee Weapon Attack.* +4 to hit, reach 50ft, one target. Hit: 27(5d10) piercing damage

Astral Ram: A psionic component that fortifies the hull of a creature or Zeitgiester to prepare for a ramming attack. This component takes 1 action to use and a creature operating this component may use its reaction to add its Zeitgeister proficiency to the attack roll.

Ramming Attack. *Melee Weapon Attack.* +4 to hit, reach 10 ft. one target. Hit 55(10d10) bludgeoning damage.

Psionic Jammer: A creature operating the Psionic Jammer may use an action to activate or deactivate the Jammer. While the jammer is active creatures and other Zeitgiesters have disadvantage on perception checks to determine your location, but you can't use a Psydar.

Gestalt Depth Charge: An unpropelled timed explosive that causes a damaging shockwave. It takes two actions to deploy a depth charge: one to set the timer and one to choose if the depth charge will explode in 1, 2,3, or 10 rounds. Before a depth charge is deployed a creature may use an action to change its emotional attunement for the rounds that it is drifting. When a depth charge detonates all creatures and vessels within 100 feet take 4d6 bludgeoning and 4d6 fire damage.

Astral Razor: A psionic component that forms a thin plane of psychic force from emitters on the hull of the Zeitgeister. This component takes 1 action to use. All creatures and Zeitgiesters in a 50 foot by 50 foot by 10 foot space must make a dexterity saving throw, (a creature piloting a Zeitgiester may use its reaction to add its Zeitgeister proficiency to the saving throw). On a failed save a target takes 22(4d10) slashing damage.

Astral Trap: A psionic component that concentrates the material of the gestalt in an area, making it even harder than normal to move through the space. A creature operating this component may use its action to affect a cube of space. All creatures and vessels that start their turn in that area or move into the area have their speed reduced by half. The area this component affects is determined by its rarity.

Uncommon: 30 foot cube

Rare: 60 foot cube

Very Rare: 120 foot cube

Legendary: 500 foot cube

Psionic Wards: When the Zeitgeister takes any damage a creature operating it may expend any number of charges to gain resistance to reduce that damage by 15. The number of charges the wards have is determined by the rarity.

Common: 2
Uncommon: 4
Rare: 6
Very Rare: 8
Legendary: 10

Sending Array: This component allows you to receive and broadcast psionic communications to and from other sending arrays within range. A creature operating this component may use its action to send a message of 25 words or less, either as a wide broadcast to all arrays within range or a single array it is familiar with in range. Its range is determined by its rarity.

Common: 1 Mile
Uncommon: 5 Miles
Rare: 10 Miles
Very Rare: 100 Miles
Legendary: 1000 Miles

Mental Support: A psionic component that helps creatures inside a Zeitgeister stave off the effects of Gestalt Exhaustion. When a creature inside a ship with this component makes the daily Gestalt Exhaustion saving throw it gains a bonus to that roll determined by the rarity of the component.

Common: +2
Uncommon: +4
Rare: +6
Very Rare: +8
Legendary: +10



ZEITGIESTER COMBAT

Zeitgeisters can use your preferred rules for ship to ship combat, or space ship combat. Apply the following changes to your set of rules.

Before combat begins

1. Have the pilot of any Zeitgeister determine the vessel's emotional attunement by selecting a number between 1 and 6.
2. Determine the number of Nervs that will be present during the combat.
3. Toss that many d6s onto the battlemat, these will be the Nervs present for the fight.

During combat

1. Apply the Movement and Visibility limitations in accordance with the Zone where the combat is taking place.
2. On initiative count 10 all creatures and objects move toward the closest nerv that matches their current emotional attunement. The distance each thing moves is determined by the Drift Speed of the current Zone.
3. Any creature or object that is not protected takes the Zone's Gestalt Pressure damage on initiative count 10.

Combat Scale

1. Combat between Zeitgeisters often takes place on a larger scale than combat between individuals. Consider having each square represent 100, 500, or 1000 feet depending on the circumstances of the fight.
2. Fights that take place on very large scales may have turns that take place over the span of minutes or even hours.
3. Make sure to inform all players of the scale over which the fight will occur.

SAMPLE ZEITGEISTERS

The following have been provided as examples of Zeitgeisters that you might encounter on your journeys through the Gestalt Sea. Use and modify these to fill your world with many strange, wonderful, or terrible subastral crafts.

SOLUMNUS ATTACK CAPSULE

Vehicle (Zeitgeister)

Armor Class 15

Hit Points 50

Speed 120ft. Flying(giest)

Damage Immunities poison, psychic

Damage Reduction force: 6

Min Crew Size 1

Max Capacity 15

Zeitgeister Components

Rare Id Drive

Astral Ram

Ramming Attack(1 action). *Melee Weapon Attack.* +4 to hit, reach 10 ft. one target. Hit 55(10d10) bludgeoning damage.

SOLUMNUS PLUNGER

Vehicle(Zeitgeister)

Armor Class 15

Hit Points 100

Speed 240 flying(giest)

Damage Immunities poison, psychic

Damage Reduction force: 17

Min Crew Size 5

Max Capacity 6

Zeitgeister Components

Very Rare Id Drive

Rare Ego Drive

Very Rare Active Psydar

Very Rare Passive Psydar

Very Rare Astral Mapper

Rare Sending Array



APERTURE POACHER

Vehicle(Zeitgeist)

Armor Class 18
Hit Points 100
Speed 60 flying(ghost)

Damage Immunities poison, psychic
Damage Reduction force: 7
Min Crew Size 5
Max Capacity 35

Zeitgeist Components

Common Id Drive
Rare Ego Drive
Rare Astral Trap
Astral Lance
Uncommon Mental Support
Common Psionic Wards

Astral Lance. *Melee Weapon Attack.* +4 to hit, reach 50ft, one target. Hit: 27(5d10) piercing damage.

DRIVE HUNTER SUPER EGO PROTOTYPE

Vehicle(Zeitgeist)

Armor Class 12
Hit Points 75
Speed 240 flying(ghost)

Damage Immunities poison, psychic
Damage Reduction force: 11
Min Crew Size 1
Max Capacity 2

Zeitgeist Components

Very Rare Id Drive
Rare Ego Drive
Very Rare Super Ego Drive

APERTURE SMUGGLER

Vehicle(Zeitgeist)

Armor Class 12
Hit Points 100
Speed 120 flying(ghost)

Damage Immunities poison, psychic
Damage Reduction force: 5
Min Crew Size 4
Max Capacity 10

Zeitgeist Components

Rare Id Drive
Very Rare Ego Drive
Uncommon Passive Psydar
Uncommon Astral Mapper
Astral Jammer
Uncommon Mental Support
Uncommon Psionic Wards

DRIVE HUNTER PRODUCTION MODEL

Vehicle(Zeitgeist)

Armor Class 18
Hit Points 100
Speed 60 flying(ghost)

Damage Immunities poison, psychic
Damage Reduction force: 8
Min Crew Size 5
Max Capacity 25

Zeitgeist Components

Common Id Drive
Uncommon Ego Drive
Common Mental Support
Uncommon Sending Array
Common Astral Mapper
Uncommon Passive Psydar
Common Psionic Wards
Torpedos (x4)

Torpedo. *Ranged Weapon Attack.* +4 to hit, range: 1000/ 4000 ft. one target. Hit 55 (10d10) bludgeoning damage.

THE WARSHIP BLACK INFINITY

Vehicle(Zeitgeister)

Armor Class 21

Hit Points 500

Speed 12 flying(giest)

Damage Immunities poison, psychic

Damage Reduction force: 20

Min Crew Size 99

Max Capacity 50,000

Zeitgeister Components

Rare Id Drive

Rare Ego Drive

Legendary Super Ego Drive

Very Rare Active Psydar

Very Rare Passive Psydar

Very Rare Astral Mapper

Very Rare Sending Array

Very Rare Psionic Wards

Very Rare Mental Support

Psionic Jammer

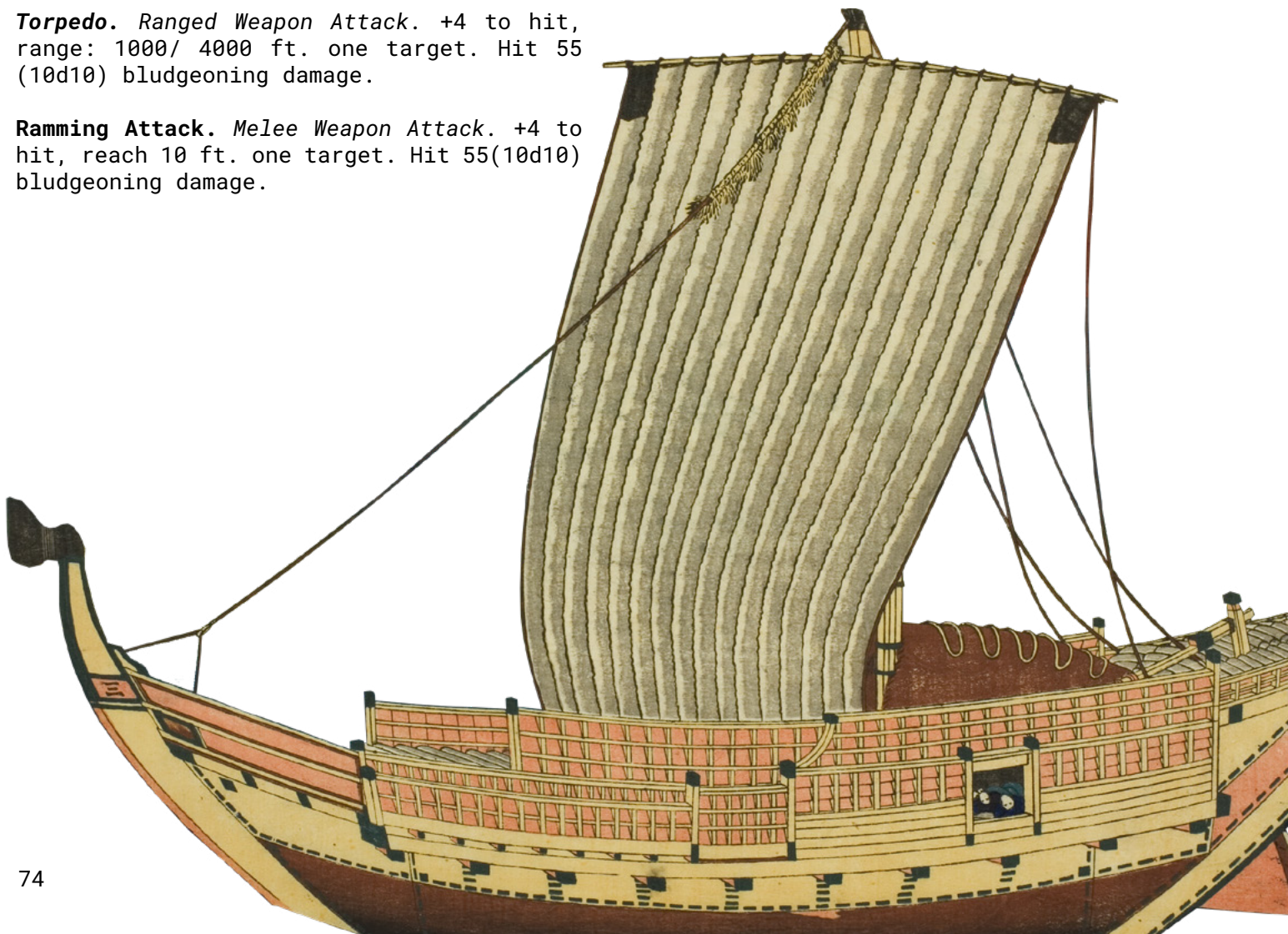
Torpedos (x100)

Rare Astral Razor

Astral Ram

Torpedo. *Ranged Weapon Attack.* +4 to hit, range: 1000/ 4000 ft. one target. Hit 55 (10d10) bludgeoning damage.

Ramming Attack. *Melee Weapon Attack.* +4 to hit, reach 10 ft. one target. Hit 55(10d10) bludgeoning damage.





Creatures

Astral Mantis Shrimp



Report on the shoaling behaviours of Astral Mantis Shrimp during increased weather events.

The subspecies of Locus Arthropoda, known colloquially as the Astral Mantis, is usually a solitary specimen that primarily acts as a nomadic hunter. However, it has been observed by members of the Storm Divers Guild over a notable period of time that during extreme weather patterns or shortages of prey creatures the Astral Mantis Shrimp will shoal into large schools or "swarms". These "swarms" then start gaining interest in large-sized prey normally not considered to be part of their diet. Included is an eyewitness account from one "Slim Willow Slackjaw", a low-level labourer serving onboard a Storm Diver vessel:

"So I's working honest-like, swabbing the morphus sails clean as you like, when I's seenin these swarming red and sparkly lights in the distance, see. I turns to Monti then, Monti he's my translationem psittacinus, and says to him, I says: 'Oy, them's be some form of indigenous astral fauna as seen in the indexes of "Dupont's 3rd Anthro Study", y'reckon?' So I's take out me journal and begin scribblings for austertity. Such as it is I did peeping on them behaviour some wicked strangeness.

They's did pursue one of em largerin macro corvids that set adrift on them higher currents. Now, they macro corvids can be known to be bigger than yours surely. So, it was quite a-startling when them little buggers went about dispatching and strippin 'im of his material constructed form. T'was a sight, I tells ya, and I's record the event best I could I did. Tookin my finds right to you... youse payin, right?"

This concludes the transcript as provided by Mr. Slackjaw. He refused to provide his notes or drawings without compensation which I could not approve without the proper channels.

SWARM OF ASTRAL MANTIS SHRIMP

Medium swarm of tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	16(+3)	9(-1)	1(-5)	7(-2)	2(-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses Blindsight 30 ft., Passive Perception 10

Languages None

Challenge 1 (200 XP) **Proficiency Bonus** +2

Essence Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for an Astral Mantis Shrimp. The swarm can't regain hit points or gain temporary hit points.

Deep Storm Vision. Due to these creatures inhabiting opaque cloud cover as part of their habitat they are sensitive to bright magical lights. If the Astral Mantis swarm is exposed to magical light within their vision range, they have disadvantage on melee attacks.

ACTIONS

Catalyst Pummel (swarm has more than half HP). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14(4d6) piercing damage.

Lesser Catalyst Pummel (swarm has half HP or less). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7(2d6) piercing damage.

ASTRAL MANTIS SHRIMP

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	16(+3)	9(-1)	1(-5)	7(-2)	2(-4)

Senses Blindsight 30 ft., Passive Perception 10

Languages None

Challenge 0 (10 XP) **Proficiency Bonus** +2

Essence Frenzy. The Astral Mantis Shrimp has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Catalyst Pummel. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4+3) piercing damage.



Astral Sea Mouse



The mouse Ignatz is a curious and clever sort, who traverses about on a door with a sail. As all the silly folk know, a door has no purpose without the frame to hold it and without a place to go behind it; but Ignatz is a mouse of wit who knows that a door is limited only by imagination. Such simple construction can be expanded, unfolded and revealed in its purpose until it reaches a greater potential, a potential of grand voyages and impossible discovery. Ignatz knows that an open mind, like an open door, leads to far more of the world than what is limited by silly ideas of what is a barrier and what isn't.

ASTRAL SEA MOUSE

Small fey, neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d6 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	14(+2)	20(+5)	10(+0)	15(+2)	9(-1)

Skills Athletics +9, Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses Blindsight 30 ft., Passive Perception 10

Languages Common, Sylvan

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Conjure Vessel. Once per day the Astral Mouse can conjure an astral vessel of their own design. The vessel differs depending on the Astral Mouse's personality but it is common that as an Astral Mouse grows older the vessels they can conjure become larger and more ornate. Unlike traditional vessels these conjured seacraft feature no central steering column or rudder instead being piloted by the Mouse from a secret compartment below decks that is sheltered from all outside influence. The ship dematerializes 12 hours after the Mouse has disembarked.

Lashed Riffin. The Astral Mouse can manifest 50-foot-long rope woven out of spectral braiding. As a bonus action, the Astral Mouse commands one such rope within 30 feet of it to move up to 20 feet and entangle a large or smaller creature that the Astral Mouse can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13).

A target friendly to the mouse can choose to fail this save as well, allowing them to be lashed to the deck. Until this grapple ends the target is restrained and bound to the deck of the ship and has advantage on any check that would have the individual be moved against the Mouse's will. The Astral Mouse can use a bonus action to release the target, which is also freed if the Astral Mouse dies or becomes incapacitated.

Deck Camouflage. Due to the vessel being constructed by the Mouse's own thoughts they have advantage on Dexterity (Stealth) checks while hiding on the ship or moving around it.

Vessel's Might. While on the projected vessel, the Astral Mouse deals 2 extra dice of damage with any weapon attack (included in its attacks).

ACTIONS

Multiattack. The Astral Mouse makes two attacks with its telekinetic pin or takes two shots with its spirit lock chamber tubes.

Telekinetic Pin. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10(1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the Astral Mouse is on the vessel.

Spirit Lock Chamber Tube. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 24 (4d8 + 6) bludgeoning damage if the Astral Mouse is on the vessel.

Astral Weaver



Swarms of Astral Weavers sail through the astral sea on communal webs. These massive colonies work together to sail the currents of the astral sea. While individually these spiders are no more intelligent than your garden spider, when networked together by their limited telepathy they become frighteningly intelligent hunters. They use this intelligence to move through the astral sea at incredible speeds.

Spreading out their webs, Astral Weaver swarms use their webs like trolling nets to catch unsuspecting creatures and quickly cocoon them in their silvery silk. Many a sailor on the astral sea has seen a friend of theirs snatched away, never to be seen or sensed again.

The silver silk that astral weavers spin has fascinating powers. Three properties make the silk a highly sought-after commodity.

Firstly, things wrapped in the silk are almost invisible in the grey mists of the Astral Plane and furthermore are completely undetectable by divination spells.

Second, the threads can somehow bind to the silver cords of astral projectors lengthening and strengthening them.

Finally, someone clad in clothing made from the silk of Astral Weavers float to the surface of the Gestal Sea, the deadly section of the plane sometimes called the "deep Astral Sea." Thus astral silk is highly prized amongst projectors, seeking to protect their astral forms, pirates and smugglers to hide in plain sight, and those who live on the Shores of the Gestal sea, for peace of mind while living near those dangerous depths.

Astral Silk Cord

Wondrous item, uncommon

You may spend 10 minutes integrating this silver silk into a creature's silver cord. The next time that creature's silver cord would be severed this item is destroyed and the silver cord remains unharmed 450 gp.

Bolt of Astral Silk

Wondrous item, uncommon

A small object or creature may be swaddled in the silvery threads of this fabric. While completely covered a creature or object is undetectable to divination magic. 600 gp.

Weaver Silk Undercloths

Wondrous item, common

When submerged in the Gestalt Sea you gently rise toward the surface at a rate of 20 feet per round. 25 gp.

ASTRAL WEAVER

Tiny aberration, chaotic good

Armor Class 11 (natural armor)

Hit Points 1

Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4(-3)	16(+3)	6(-2)	10(+0)	10(+0)	8(-1)

Damage Resistances bludgeoning, piercing, psychic, slashing

Damage Vulnerabilities fire

Senses Blindsight 10 ft., Darkvision 30 ft., Passive Perception 10

Languages None

Challenge 0 (10 XP) **Proficiency Bonus** +2

Psychic Momentum. At the beginning of its turn, the Astral Weaver increases its speed by 10 feet for each consecutive round that the Astral Weaver uses all of its movement, up to a maximum of 60 ft.

Divination Immunity. The Astral Weaver can not be targeted or detected by divination school spells.

ACTIONS

Silver Cocoon. *Melee Weapon Attack:* +5 to hit. Reach 5 ft. one target. *Hit:* 1 psychic damage and the target becomes restrained (escape DC 8). While restrained the creature can not teleport, use planar travel, end the astral projection spell, or be detected by divination magic.

A small dark arachnid moves assuredly also silvery threads that hang in the air. A pearlescent sheen refracts the light around them making the valuable creature almost invisible.



SWARM OF ASTRAL WEAVERS

Medium swarm of tiny aberration, chaotic good

Armor Class 13 (natural armor)

Hit Points 104 (7d8 + 21)

Speed 20 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	16(+3)	16(+3)	14(+2)	10(+0)	8(-1)

Damage Resistances bludgeoning, piercing, psychic, slashing

Damage Vulnerabilities fire

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses Mindsense 1000 ft., Darkvision 30 ft., Passive Perception 10

Languages None

Challenge 3 (700 XP) **Proficiency Bonus** +2

Mindsense. The swarm can detect creatures with intelligence greater than 3 up to 1000 feet away. It is also aware of creatures' emotional state within that range.

Flyby. The swarm does not provoke an opportunity attack when it moves out of the reach of a hostile creature.

Psychic Momentum. At the beginning of its turn the swarm increases its speed by 10 feet for each consecutive round that the Astral Weaver uses all of its movement, up to a maximum of 120 ft.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bug. The swarm can't regain hit points or gain temporary hit points.

Divination Immunity. The swarm can not be targeted or detected by divination school spells.

ACTIONS

Silver Cocoon. *Melee Weapon Attack:* +5 to hit. Reach 5 ft. one target. *Hit:* 7(1d8 + 3) psychic damage and the target becomes restrained (escape DC 13). While restrained the creature can not teleport, use planar travel, end the astral projection spell, or be detected by divination magic.

A silver blur flashes through the colorful mists of the gestalt sea. The astral drifter next to you on the star-raft is snatched away by a net of almost invisible silver silk. Their cries grow fainter as they are pulled away into infinity. They are forever lost, stolen by the Astral Weavers.

