



STARNET

An adventure outline for characters of any level

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Credits

text and interior art by Andrew Allen
(<http://spelljammer.org/art/AndrewAllen/>)

layout and graphic design by Static
last updated on February 7, 2003

Introduction

This entire scenario was begun with the intention of eventual submission to Dungeon Magazine, but the deletion of the Spelljammer line and the beginning of gainful employment interceded. Since I never got the chance to formally write this up for publication, I would hope the gentle readers would forgive the brevity of this document, and freely correct any omissions detected, and adapt the piece as they see fit.

Backstory

Legend tells of the GithPeoples revolt from Illithid rule. United under the leadership of their first and greatest leader, Gith, they succeeded in escaping the Mind Flayer yoke and fled out into the empty spaces of the Multiverse.

What sages do not note is that upon Gith's death, his people decided to entomb him in Wildspace, in an abandoned Dwarven Citadel they discovered. The Forge Chamber, which had once been the motive force of the Citadel, had long since been stripped out by its former Dwarven owners. The GithPeoples converted this space into Gith's tomb, sealed it, and left a contingent of Gith warriors behind as tomb guardians.

Of course, history also records that the GithPeoples split into warring factions, the Githyanki and Githzeri; and in the process forgot those left behind. Over the millennia, these guardians eventually forgot their true purpose in Wildspace. They took to piracy, using the Citadel at first only as an immobile base. Over time it grew into a buccaneer city, with docks (built along the gravity plane) growing further outward until they almost reach the edge of the air envelope. Pirates, rouges, assassins, professional fences, and merchants of ill repute (and of all different races, save illithid) congregated here, and eventually established a rough-and-tumble society of sorts, with the Gith Pirates at their head. Ramshackle buildings were built along structurally critical sections of the network of docks, and some ships that parked too long in one spot became built into the structure, too.



Dwarven Citadel

For the most part, the Citadel is wholly the territory of the Gith Pirates. While heavy weapons are outlawed on the StarNet itself, the Gith Pirates still maintain weapon positions as indicated on the Citadel map. The weapons higher up are still configured for anti-ship defense, but those lower (and closer to the StarNet) are configured for anti-personnel use (and therefore hopefully would be less damaging to the structure of the StarNet if used).

As with many Dwarven Citadels, the uppermost part of the ship resembles a massive fist, holding a traditional Dwarven weapon. This particular Citadel was formed with the bridge of the ship in the center of this fist, with rock crystal windows allowing a formidable view of the Citadel and the StarNet below. The Gith Pirates do not advertise this advantage, but most Dwarves who see the design of the Citadel would probably guess the bridge's position.

The overcrowded nature of the StarNet quickly expands the usual atmosphere allotment for a Citadel, and to compensate, much of the exposed surface of the ship is covered with vegetation, as is a surprising amount of the dockwork. There are probably magical enhancements as well.

The **stars** indicated on the floorplans of the Citadel were originally meant to be some type of golem guardians, strategically placed to slow down any forced entry into the Citadel. The Defense Deck plans also include a set of wheeled ballistae, which can be moved to either point out through secret doors, or inward to attack hostiles already in the Citadel.

Tomb (Dwarven Forge)

While the Gith Pirates have forgotten the real reason their forbears were left here, enough legend, superstition and innuendo have remained for them to avoid the center of the Citadel. This is where the Dwarven Forge used to be, but the space currently contains the long-

lost tomb of their ancient leader Gith. The secret doors into the Tomb are forgotten and have not been touched for centuries, and the only other entry into the Tomb would be the heat vents for the old Dwarven Forge. Dwarven characters might guess the presence of such entries.

If the PC's are really trying to get into the Tomb, I've left the details of its interior up to the GM to decide. The side view of the **Tomb** is slightly different from the side view shown on the **Citadel** map. The Citadel version was created with the Dwarven Forge still present in its proper place, while the Tomb map reflects the fact that the Forge has been stripped out of this Citadel.

Is it really the final resting place of Gith? Are there any treasures of note still there? My original intention was that Gith was indeed there, in the form of some horrible new **spacegoing variant of vampire** (with psionic powers as well), long ago entombed by his own people in a great Silver Casket. As a GM, this answers a lot of curious questions of Githyanki lore, such as their preference for magical silver weapons, and silvered SpellJammer ships.

StarNet

As noted earlier, the StarNet is a patchwork of docks, extending along the gravity plane of the Citadel, out to the edge of the air envelope. The docks are made of metal closer to the Citadel, giving way to reinforced wooden planking further out. This whole structure is fragile, and when viewed from a distance, will seem to sway up and down slightly along its edge.

Clustered all through the structure are makeshift buildings and old ships actually built into the fabric of the StarNet. Uses of these structures are the same as any typical D&D city, i.e. warehouses, inns, shops, taverns, guardhouses, and residences. Most of the converted ships are stripped out for their new functions, but some are still useable, and are cleverly disguised to appear unspaceworthy. If necessary, they could cut loose from the StarNet and make a quick getaway, though such activity would damage the surrounding structure (and is therefore illegal).



Many of the same laws that protect the Rock of Bral apply here as well. Fire and smokepowder are fiercely controlled, and large weapons are not allowed within the StarNet for fear of the damage they could do to the fragile structure (though this does not stop some property owners from having them stowed or disguised). Fights and brawls (especially magical ones) are not allowed, for fear of damage to the StarNet; though more selective violence, (such as death magic and skillful assassination) is condoned.

Several docks are so close to the edge of the air envelope, people could easily be made to 'walk the plank' and drift away from the air envelope to suffocate. This is a common occurrence, given the fact that this is a major pirate capital. The other sanctioned method of settling disputes is monthly duels on a nearby asteroid. These dates usually schedule multiple disputes to settle, and are the focus of much anticipation and wagering leading up to the event.

Actual spacedocks are along the outmost edges only, in heavy demand, there may be waiting lists, bidding wars, and reserved sections. Illithid ships (and their masters) are obviously not present here. Small landing craft, such as Wreckboats and Blades are seen landing in the Citadel itself, but these are of official use only.

Just as with any D&D city, the StarNet is separated into various neighborhoods, depending on proximity to the Citadel, or the spacedocks, and whether they are behind the fortress or in front of its gates.

This is a very loud place; sound carries since there is little matter to absorb the noise of such an overcrowded space. Voices carry, footsteps can be heard from far away, the noise of warehouses can be deafening, and always there is the creaking of the docks.

Just as every city has its corrupt underbelly, so does the StarNet. In this case, it is literally the underside of the StarNet, always facing away from the already dim light that Topside receives. This is a dark place, full of dark dealings, but the irony of the StarNet is that 'It's always just a step away'.

GM Notes / Conversions / Uses

The StarNet map is intended as a beginning, the GM is encouraged to add many more ships, buildings and connecting bridges and ratlines.

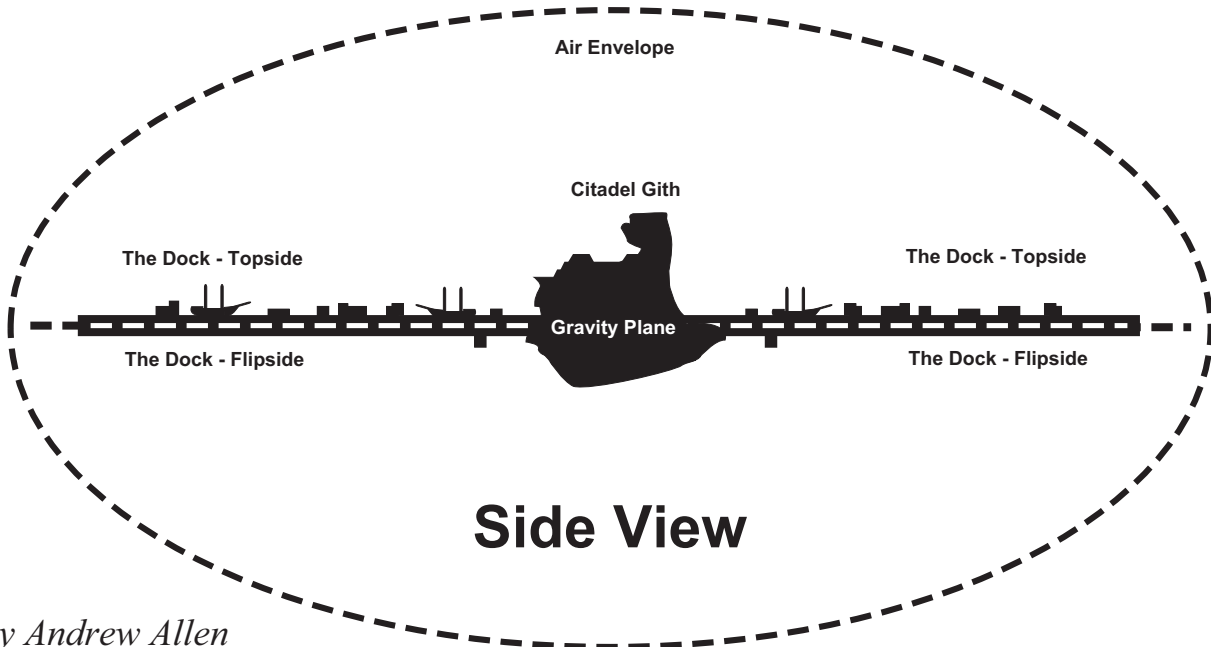
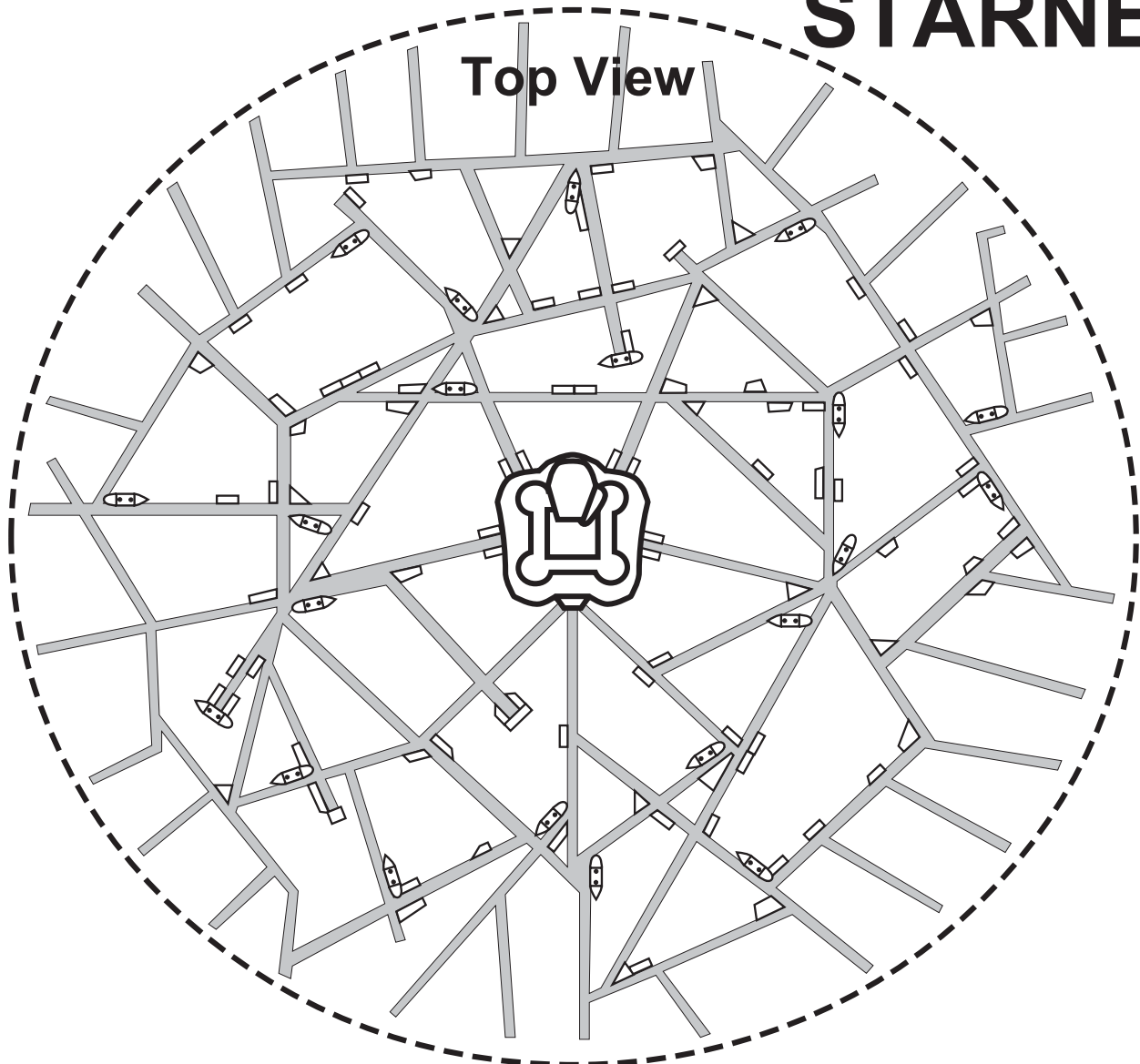
Depending on the version of SJ that is being used in the campaign, 'gravity planes' may not be part of the game physics. If that is so, then Flipside simply doesn't exist.

I don't have many ideas on why the PC's might want to come here, and even fewer why they might want to go so far as to attempt entry into the Tomb. (Though illithids might be willing to hire the party as agents...)

This setting is designed to be flexible for maximum usability. If the inclusion of too much Githstuff injects the wrong type of politics into a campaign, the GM is certainly invited to concoct her own; this was only meant as a possible history for the locale. Also, the entire StarNet could easily be not used and the backstory ignored, and the GM would still be left with a perfectly usable Dwarven Citadel and Forge.

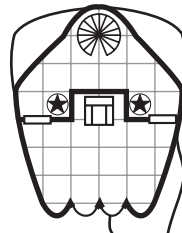


STARNET

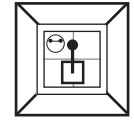
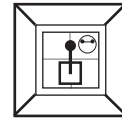
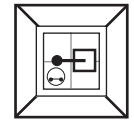
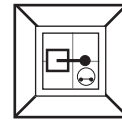


CITADEL (Upper Decks)

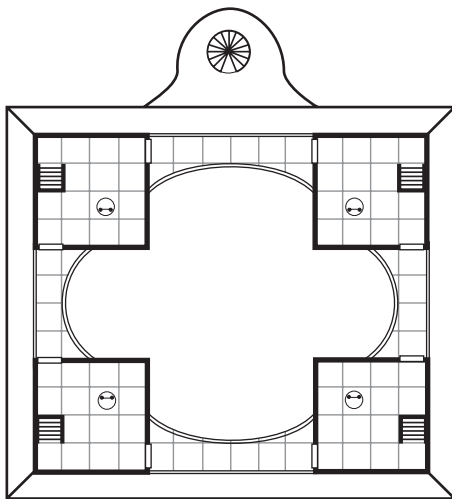
One Square = 5 Feet



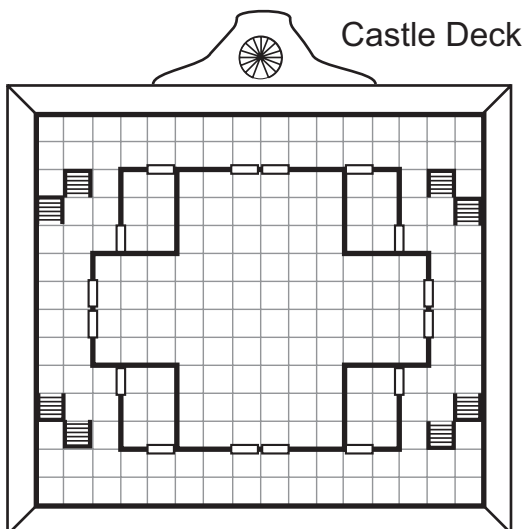
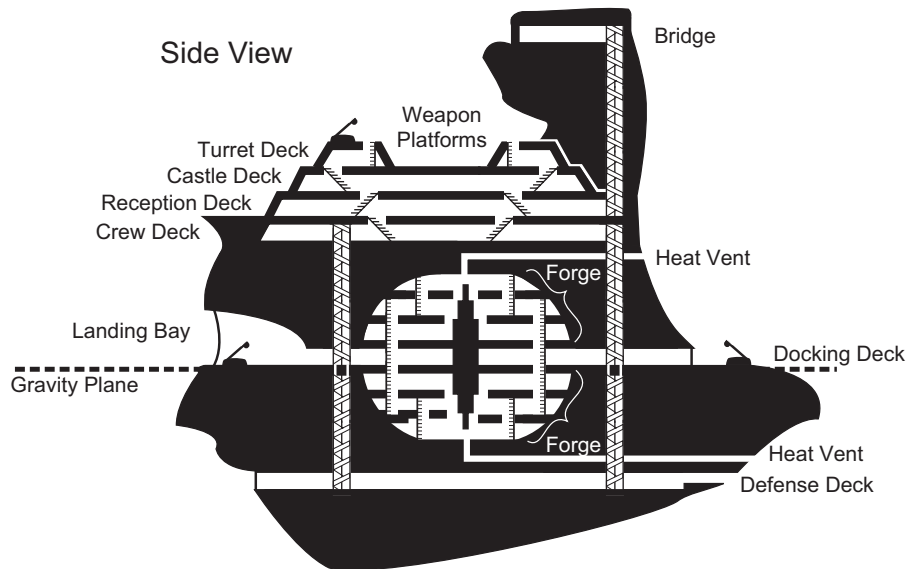
Bridge



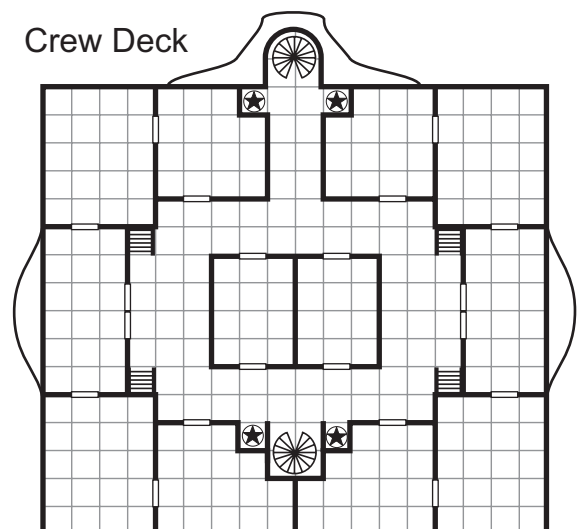
Weapon Platforms



Turret Deck



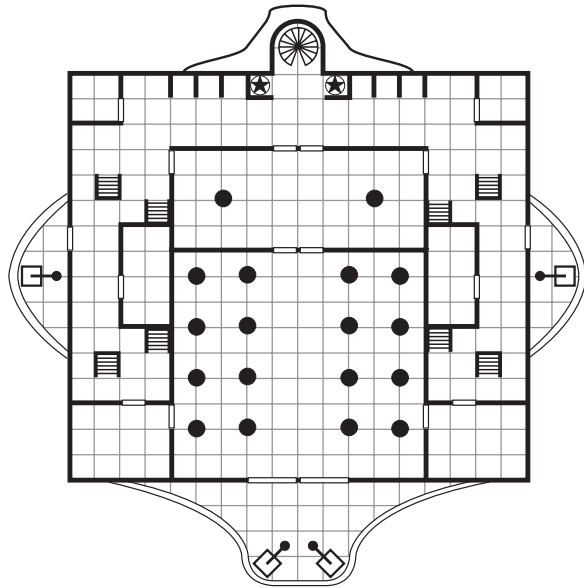
Castle Deck



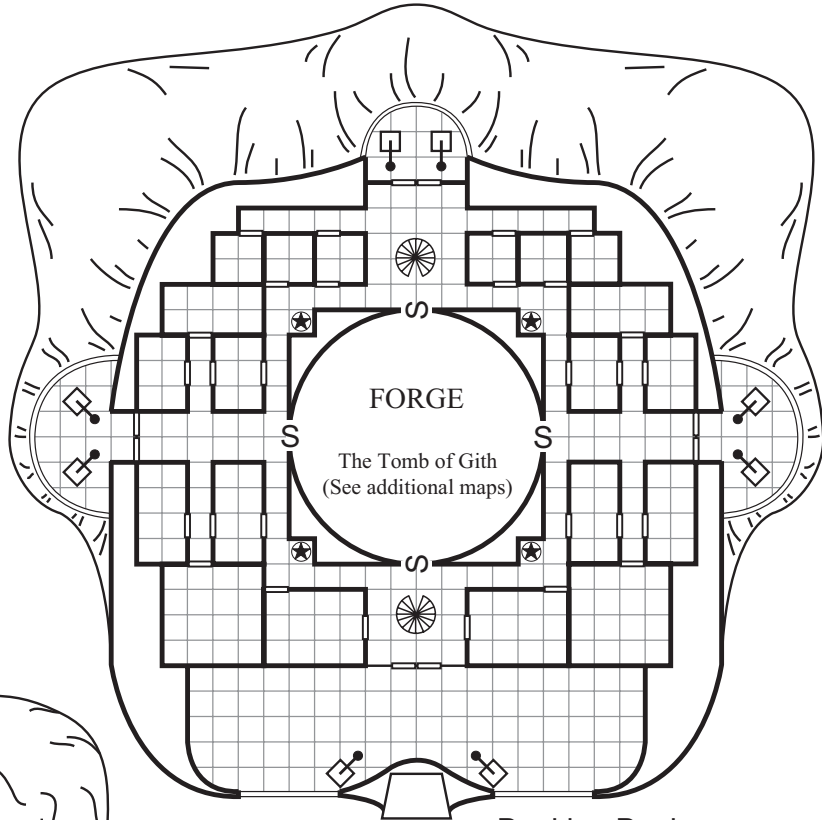
Crew Deck

CITADEL (Lower Decks)

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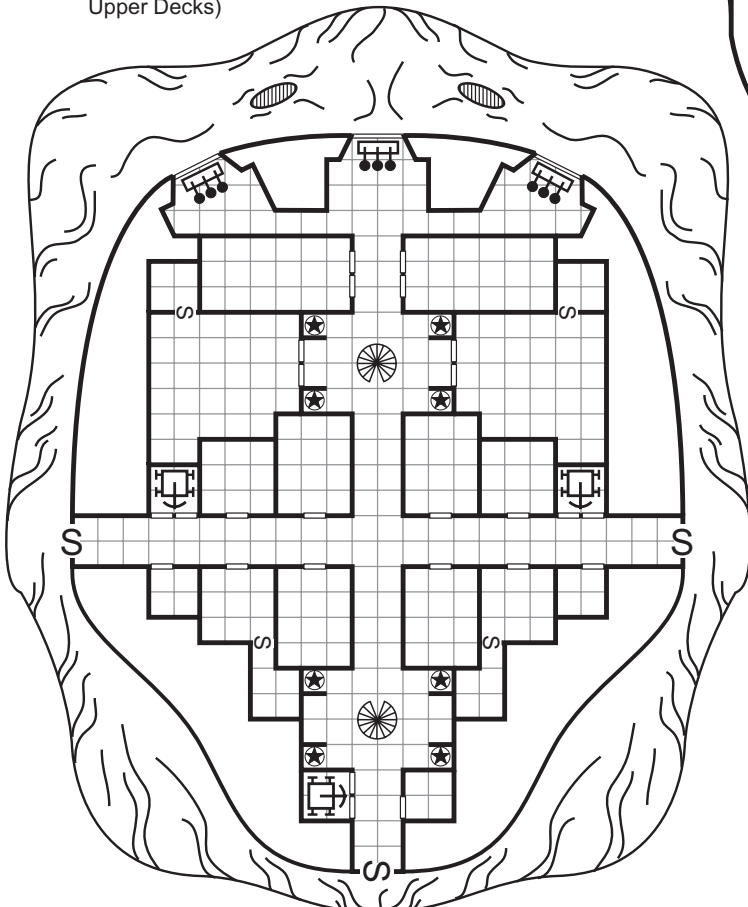


Reception Deck



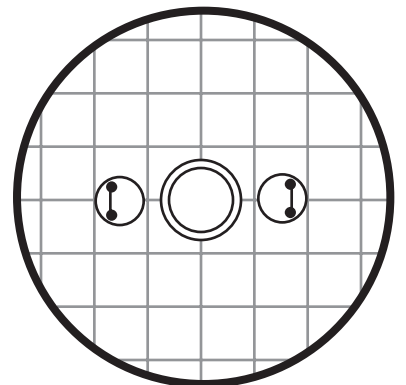
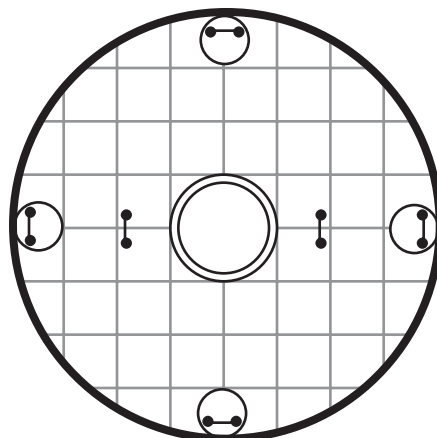
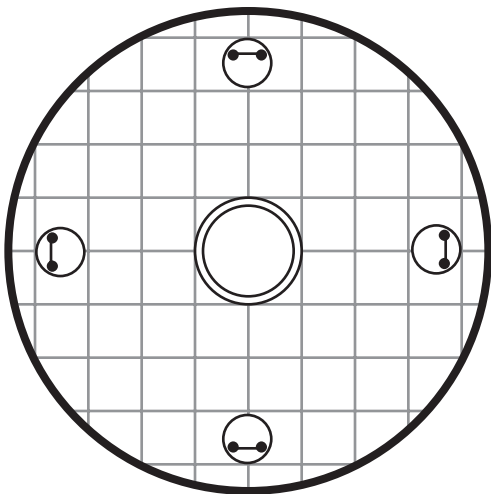
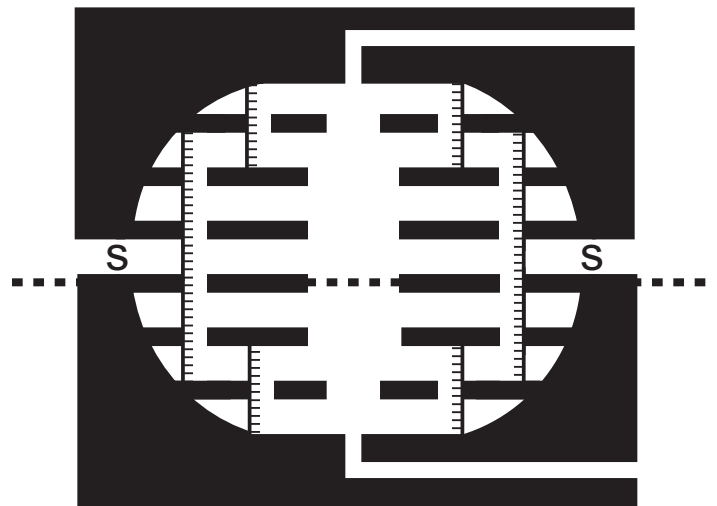
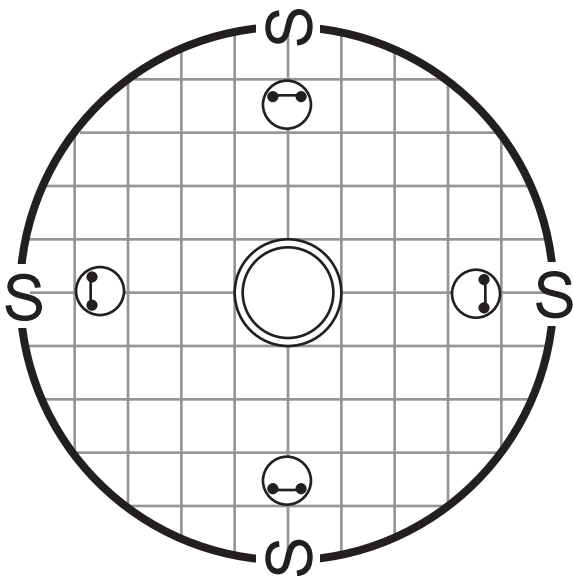
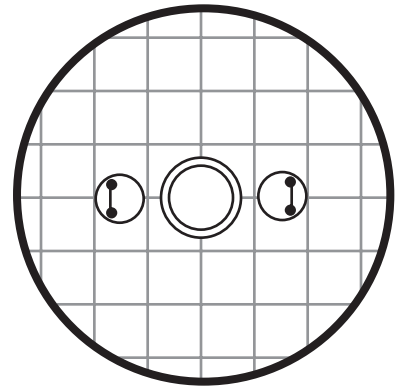
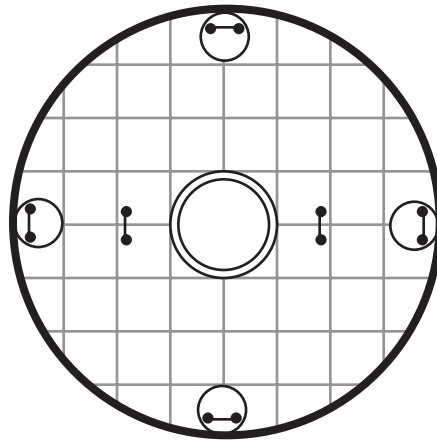
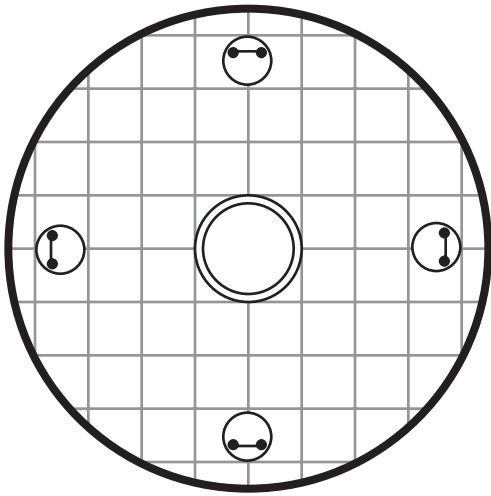
Docking Deck

Defense Deck
(Reverse Gravity from
Upper Decks)



CITADEL TOMB

One Square = 5 Feet



map by Andrew Allen