

An "official" Spelljammer Guide to the Spheres [revised 1.0]

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Introduction

Spelljammer is a very unique and creative setting, but it is also one of the worst organized settings TSR produced with material is scattered among many different products. This makes it very difficult to find what you are looking for, a problem exasperated by *Spelljammer*'s status as a 'connection' campaign, designed (like *Planescape*) to connect the 'big' three settings, *Forgotten Realms*, *Greyhawk*, and *Dragonlance*. I've been working to alleviate this problem by writing guides and indices for those aspects of *Spelljammer* that are most important for creating a coherent, rational game setting. The first of these guides was An “Official” Spelljammer Timeline, which collated *Spelljammer*-related historical mentions in published TSR products into a cohesive, coherent timeline that *Spelljammer* (or *Hackjammer*) gamemasters could use as the foundation of their own, personalized campaigns.

This guide, An “Official” Spelljammer Guide to the Spheres, has a similar purpose. *Spelljammer*'s iconic center is the Rock of Bral, just as Sigil is the iconic heart of *Planescape*, *Spelljammer*'s setting cousin, but Sigil's location is quite firmly placed at the center of the Plane of Concordant Opposition, metaphorically the heart of the entire *Advanced Dungeons and Dragons* multiverse. Moreover, the various inner and outer planes are all well mapped in relation to each other, and have been ever since the *Advanced Dungeons and Dragons Player's Handbook* in 1978. In contrast, *Spelljammer* lacks any sense of connection or location, its iconic city designed to be place din whichever location the gamemaster sees fit. This is admirably adaptable and it lends itself to gamemaster innovation, but it deprives the larger *Spelljammer* fan community of a sense of connection and shared experience as the setting they explore is radically different from one campaign to the next.

This guide attempts to provide some of that continuity of design and purpose for *Spelljammer* **spacially**, just as the earlier Timeline did **temporally**. It does this by collating all of the published material that can be found on the various spheres and worlds.

Fan-generated material is often quite good, but is simply too little known. This material is not sorted by value or quality, the attempt was simply to cull any mention of a sphere or world found in material published by TSR, WotC, or K&C (*Hackjammer* only). It did not matter if the reference was obscure or slight. All of those that could be found were entered. Some extrapolation was made, however, especially in the case of sphere connections. If an adventure called for the PCs to travel from sphere A to sphere X then a connection was assumed, even if the product never made a formal statement that the two were connected.

Spheres tend to only be mentioned in *Spelljammer* or *Planescape* or a handful of other products, but individual worlds are mentioned more often. It is not clear what sphere many of these worlds belong to or, in the case of SJR4 *Practical Planetology* the worlds are provided for the gamemaster to place as she sees fit. A list of these ‘loose’ worlds is provided as well.

There may be spheres or worlds that have been missed, especially worlds that might be mentioned in non-*Spelljammer* TSR or WotC products. If there are enough of these, or other needed changes, a revised version will be produced at a later date.

Finally, this guide is not designed to supplant or replace any published work. Each entry includes a section on sources so the sphere or worlds information will be easy to confirm.

Phlogiston Navigation

Conceptually, navigation within the ‘wildspace’ of a sphere is relatively simply. Using a type of sextant the navigator can determine his location through basic geometry. He shoots the angle between various celestial landmarks (stars, comets, planets, the sun, any visible wildspace object with a fixed location or regular orbit. In principle, it’s the same as nautical navigation using the stars, simply extended to a three dimensions.

However, there are precious few landmarks or navigation aids in the Flow. Even the spheres themselves tend to be grey and featureless when encountered in the phlogiston. Navigation through the phlogiston is thus very difficult, and very different from navigation in wildspace.

We have a general sense of how it is accomplished; *The Broken Sphere* has several scenes where the characters pour over phlogiston charts trying to divine the location of the ‘Spelljammer.’ And we have descriptions of phlogiston navigation in two products.

On page 54 of the *Concordance of Arcane Space* from the *Spelljammer: AD&D Adventures in Space* boxed set we have this:

Movement in the Flow

The rainbow ocean allows spelljamming ships to attain greater velocities. These speeds have defied measurement since the phlogiston is without permanent landmarks or markers. Time is the only constant. In general, it takes from 10-100 days to travel from one crystal sphere to another. The sphere reached is random unless a locator device is used to find a particular sphere. These locators, supplied by the Arcane or duplicated by spells, target the particular sphere that is sought. Some spheres are unreachable from others due to the Flow itself, and travelers must go through a third or fourth sphere in

order to reach their goal. These anomalies are noted under the individual spheres which spheres are nearby and can be reached regularly, and which ones are not. Some spheres drift into and out of proximity with each other, So that just because you reach an area once does not mean that you will find it again. A ship's last port of call determines which spheres it can move to. Port of call is the sighting or landing within a crystal sphere. If a ship heading for Krynn from Greyhawk accidentally ends up at the Realms, the Realms becomes its new port of call. Ships in the Flow slow down when they encounter other bodies, such as ships and rogue planets, but this does not affect total travel time.

I haven't found any mention of sphere locator devices or spells in other sources, but they do seem like the perfect item for the Arcane to sell.

We also have the following information from page 46 of *Hackjammer*:

NAVIGATION

Within most crystal spheres navigation is not difficult, just a more complicated version of terrestrial navigation by the stars utilizing three-dimensional instruments. Navigation in the Phlogiston is much more difficult, there are precious few landmarks or navigation aids in the flow. So how does one get from place to place? The easiest method is to follow a flow river, and that is done by determining the predominate colors of an area's flow. There are many major flow rivers through the Phlogiston, and each has a distinctive color scheme that makes it distinct from the others. Since most crystal spheres remain in relatively stable positions within the flow one can navigate by counting the spheres passed as one follows the river. River intersections provide another means for determining location, as the colors do not intermix (sages still debate the reasons for this). Travel to spheres outside a major flow is much more time consuming and difficult: the navigator must first determine his exact position within the sphere to be departed, then he must determine at what angle from the sphere the destination sphere lies and plot a direct course to it. Obviously, this method is very risky, though some navigators are skilled enough to consistently find spheres using this technique. It has been suggested that if you head in any direction within the Flow, you will eventually come to a crystal sphere, but this has not been proven. And there is no reason to believe the sphere would be within the range of a ship's air envelope.

Written long after the original description, and intended to clean up some of the inconsistencies in *Spelljammer*, the *Hackjammer* does not contradict the earlier work so much as expand on it. Used together they provide a conception of phlogiston navigation that works well.

As a practical matter, navigation in the phlogiston and in wildspace can be handled by simple proficiency checks. Page 8 of *The War Captain's Guide*, the first book in the *The War Captain's Companion* boxed set lists 'Navigation, Celestial' as a proficiency. It's not clear what this refers to, but the description resembles wildspace navigation. *CGR1 Complete Spacefarer's Handbook* (on pages 64-65) lists 'Navigation, Philogiston' separately from 'Navigation, Wildspace.' This is a better formulation, but in either case the gamemaster can resolve navigation question fairly simply using the non-weapon proficiency system.

Phlogiston Transit Times

Canon travel time in the Phlogiston is 10-100 days between spheres, but some of the travel times between spheres have been documented in various sources. This list shows known times, in alphabetical order based on the sphere of departure. Note, there is plenty of reason to believe that these times are variable, a DM would be well within his rights to adjust the actual time traveled by 1d6 SJD +/-.

Casaspace to Herdspace: 29 SJD {*The Maelstrom's Eye*, p160}
 Darnannon to Pirtel: 45 SJD {*Dungeon #36 'The Sea of Sorrow'*}
 Krynnspace to Realmospace: 53 SJD {*Into the Void*, p168}
 Heartspace to Nex: 17 SJD {*The Broken Sphere*, pp90-91}
 Nex to Vistaspace: 30-35 SJD (passing Pathspace and Primespace) {*The Broken Sphere*, p202}
 The Pearls to Ouiyanspace: 23 SJD {*The Broken Sphere*, p307-8}
 Pirtel to Darnannon: 38 SJD {*Dungeon #36 'The Sea of Sorrow'*}
 Pirtel to Refuge: 43 SJD {*Dungeon #36 'The Sea of Sorrow'*}
 Realmospace to Refuge: 7 SJD {*Dungeon #36 'The Sea of Sorrow'*}
 Realmospace to Winterspace: 45 SJD {*The Radiant Dragon*, p155}
 Refuge to Pirtel: 30 SJD {*Dungeon #36 'The Sea of Sorrow'*}
 Refuge to Realmospace: 7 SJD {*Dungeon #36 'The Sea of Sorrow'*}
 Vistaspace to the Pearls: 90 SJD (passing Primespace) {*The Broken Sphere*, p307-8}
 Winterspace to Heartspace: approx. 30 SJD {*The Broken Sphere*, p13}
 Herospace to Faeriespace: 9 SJD {*SJA3 Crystal Spheres*, p17}
 Faerispace to Herospace: 15 SJD {*SJA3 Crystal Spheres*, p27}
 Shadowspace to Moragspace: 2-9 SJD {*SJQ1 Heart of the Enemy*, pp82, 7}
 Moragspace to Greyspace: 21 SJD {*SJQ1 Heart of the Enemy*, p 7}
 Greyspace to Shadowspace: 12-21 SJD {*SJQ1 Heart of the Enemy*, pp30, 7}
 Moragspace to Realmospace: 21 SJD {*SJQ1 Heart of the Enemy*, p 7}
 Realmospace to Shadowspace: 12-21 SJD {*SJQ1 Heart of the Enemy*, pp30, 7}
 Casaspace to The Dead Shell: 25 days {*SJA2 Skull & Crossbows*, p45}

Where is the Rock of Bral?

The Rock of Bral presents a special problem for any Spelljammer sphere list that tries to focus on canon material, because the canon on Bral originally was that the DM could place it in any sphere. Bral was designed to be plugged into the DM's home campaign with minimal fuss and bother. This is an admirable idea, and it worked very well for Spelljammer, *SJR5 Rock of Bral* is not only the very best of all the Spelljammer products, it is the only Spelljammer product which can stand with the very best AD&D products of all sorts. Bral doesn't need to shirk from comparison with other top ranked city accessories such as Sargent's *The City of Greyhawk*, Greenwood's FR1 *Waterdeep and the North*, or even the hoary greats; Chaosium's *Thieves' World* boxed set or TSR's *Lankmar: City of Adventure*. If they did one thing right for Spelljammer, it was *SJR5 Rock of Bral*.

So, the canon answer to the question, “Where is the Rock of Bral?” is “Wherever the DM decides to place it.” But that’s not particularly helpful for this project, and it also ignores some later TSR work which does seem to place the Rock in specific spheres.

The Rock appears directly in two fiction products. Roger E. Moore’s *The Maelstrom’s Eye* begins on the Rock of Bral, and in *Spelljammer #9 ‘The Geas’* Jeff Grubb sets most of the action on the Rock of Bral. ‘The Geas’ has no sphere specific information, and has no impact on where the Rock is located. *The Maelstrom’s Eye* has a great deal of information on other worlds in the same sphere.

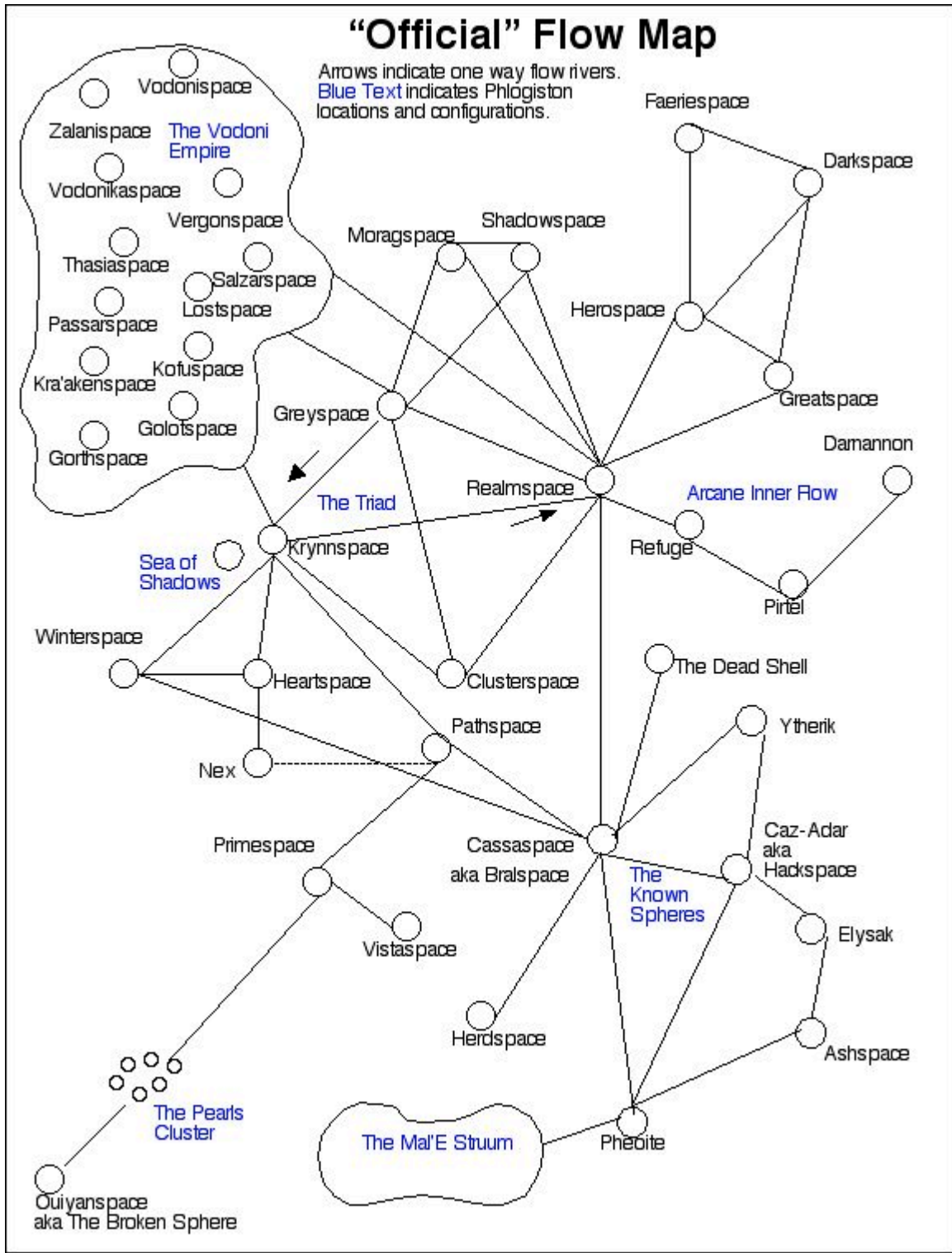
Several published works place the Rock within the Tears of Selune, in Realmspace. In *Polyhedron #127 "A World of Your Own: Island Campaigns: Part 6 Strange heroes, strange adventures"*, Roger E. Moore suggests placing the Rock in the Tears, but since the series is a sample of campaign construction, it is not really more forceful than the suggestions in *SJR2 Realmspace* or *SJR6 Greyspace* that place the Rock in the Tears or the Grinder, respectively. But in *Faiths and Avatars* (p170), in the entry on Tyr, Julia Martin and Eric Boyd establish that for Forgotten Realms canon, the Rock is in the Tears. That would seem to end it.

Except that *The Maelstrom’s Eye* mentions several planets that are definitely within the same sphere as the Rock of Bral, and none of those planets are mentioned in *SJR2 Realmspace* or any other published source on Realmspace. And they are definitely big enough to mention. Moreover, the Elven Admiral in command of the Fleet by the Rock is not the Admiral that *War Captain’s Companion* places in charge of the Elven fleet in Realmspace. No products mention a major scro invasion of Realmspace, though one definitely occurs in the same sphere as Bral. In fact, Roger E. Moore’s own Forgotten Realms short story, ‘Gunne Runner’ (*Realms of Magic*, 1995) hints strongly that the scro have only a weak presence in Realmspace (admittedly, this could reflect the scro presence after *The Maelstrom’s Eye*).

On the other hand, the planets mentioned are small enough to be easily added to Realmspace. In addition, *Into the Void* ends with Teldin departing the planet Toril in Realmspace, and *The Radiant Dragon* begins with Teldin on the asteroid Garden in Realmspace. *The Maelstrom’s Eye* never mentions Teldin traveling from Realmspace to Bral, so Bral could be in Realmspace. The bottom line is that a Forgotten Realms product establishes a canon location for the Rock, but circumstantial evidence in *Spelljammer* products contradicts it.

It’s actually easily reconciled. *SJR2 Realmspace* mentions a *Spelljammer*-canon asteroid city in the Tears, Dragon Rock. Aside from the short paragraph in *SJR2*, Dragon Rock is not detailed in any published sources. The similarity between the names makes it easy to simply substitute ‘Dragon Rock’ in Realmspace, which leaves us clear to maintain the Rock in its own sphere. This sphere has entered canon as ‘Casaspace’ in *Hackjammer*, according to the lead *Hackjammer* author, Adam Miller. But *Hackjammer* also contains the Rock of Brawl, which is firmly placed in Hackspace.

So, we have three asteroid cities, all with similar names, that act as centers of spelljamming traffic and trade: Dragon Rock in Realmspace, the Rock of Bral in Casaspace (which some fans on the internet have called Bralspace, or Spiralspace), and lastly the Rock of Brawl in Hackspace. Of course, DMs can still choose to place the Rock wherever they wish.



This map of the flow only shows sphere connections documented from published *Spelljammer* products.

The Spheres and other Phlogiston Locations

Arranged alphabetically, sphere entries follow this template:

<Name> alternative names are listed as well

Connects To/From: Lists all the spheres that have documented connections to this sphere.

Other connections most likely exist

Planets and Ports: Lists the notable planets and ports, may not be a complete list

Sources: Sources which prominently describe the sphere

Description and Notes: A short description of the sphere and its inhabitants, as well as any unusual notes.

Arcane Inner Flow

The Arcane Inner Flow is a stable configuration of twelve spheres that includes Refuge, Pirtel, and Darnannon. It also connects directly to the Triad through Realspace. One can travel the Arcane Inner Flow in both directions, but clockwise travel is notably slower. This phlogiston configuration is a center of Spelljamming traffic and commerce. Sources: *Dungeon* #36 'The Sea of Sorrow,' pp44-45. The article contains a partial chart of the Arcane Inner Flow.

Arcane Outer Flow

The Arcane Outer Flow is a stable configuration of over 100 spheres. It is unknown which spheres are part of the Outer Flow, but by definition the Triad, and the Inner Flow spheres are not. Stable connections between the Inner and Outer Flows are known only to the Arcane.

Sources: *Dungeon* #36 'The Sea of Sorrow,' pp44-45

Ashspace

Connects To/From: Elysak, Pheoite

Planets and Ports: 10 worlds

Sources: *Hackjammer*, p125

Description and Notes:

A massive intrasphere war is being waged by the sphere's major inhabitants: Orcs, Ogres, Beholders, Mind Flayers, Neogi, and Gagwallers. A human culture once existed here but has been conquered by the other races. It is one of the Known Spheres.

Astromundi Cluster aka Clusterspace

Connects To/From: Greyspace, Realspace, Krynnspace

Planets and Ports: Firefall, Islands of the Sun, Denaeb, The Shakalman Group, Barukhaza, Kashimar, Mu-Thalak, Tan-Sharm, The Tumara Cloud, Malishan, Dumovian, Mordan, Shaseogan, Lliman, Chakarak, The Varan Group, Ushathrandra, Darkwatch, Talos, Ilimandara, Deyomad, The Glacier, Achemon, Torin, Khel, Lumura, Mitiar, Calimar, Sultama, Calamed, Amaron, Thandilan, Boyarny, Avarien, Tronsogard, Drachengard, Trinona, Netune, Cerekazdh, Ssthakal, Giltiond, The Maw, Ironport, Isle of Banshees, Doromakhad, Khalzan, Dalmania, Hatha, Highport

Sources: *The Astromundi Cluster*

Description and Notes:

A large sphere comprised entirely of asteroid communities. Astromundi is huge, and the sphere holds many competing factions. An Illithid empire and the Antilan human magocracy are the two most powerful. Fully detailed in a boxed set, this is a full-fledged Spelljammer setting. According to canon, only living vessels, such as elven men-o-war or armadas, are able to exit the sphere.

Bloodspace

Connects To/From: Unknown

Planets and Ports: Aebrynis

Sources: *Birthright Campaign Setting*

Description and Notes:

This sphere contains the Birthright campaign setting.

Casaspace aka Bralspace aka Spiralspace

Connects To/From: Realmospace, Winterspace, Herdspace, Ytherik, Caz-Adar, Pheoite, Pathspace, The Dead Shell, Vodoni Empire

Planets and Ports: Rock of Bral, Spiral, Ironpiece, Numliador, Minial's Arch

Sources: *The Maelstrom's Eye*, *Hackjammer*, p125

Description and Notes:

Casaspace is a relatively small sphere with many small worlds and asteroids orbiting its small sun. Its location makes it something of a cross-road for Spelljamming traffic, and it contains the Rock of Bral, perhaps the most famous port in the spheres. Casaspace has seen a great deal of fighting during the II Unhuman War.

{Special Note: Non-canon sources have referred to this sphere as 'Bralspace' or 'Spiralspace' but those names do not appear in official products. Please see Where is the Rock of Bral above.}

Caz-Adar aka Hackspace

Connects To/From: Ytherik, Casaspace, Elysak, Pheoite

Planets and Ports: Main planet is Aldazar aka Garweeze Wurld, 15 other worlds

Sources: *Hackjammer*, pp60-83

Description and Notes:

A large, populous sphere filled with a wide variety of species. Caz-Adar is the hub of the Known Spheres, and filled with many different power groups. It contains the home world of the *Hackmaster* game, and is thoroughly detailed in the *Hackjammer* supplement.

C'T'lk'atat

Connects To/From: Unknown

Planets and Ports: Unknown

Sources: *The Ultimate Helm*, p7

Description and Notes:

This sphere is dominated by 'Jade Insects' and its inhabitants call the Spelljammer S'Kurl, 'Singer Beast'. The sphere is little known to the wider spelljammer community.

Darkspace

Connects To/From: Faeriespace, Herospace, Greatspace

Planets and Ports: Verin, 8 unnamed planets

Sources: SJA3 *Crystal Spheres*, pp39-56

Description and Notes:

Darkspace is a bitterly cold sphere. Only the third planet, Verin, is capable of supporting life but like the rest of the sphere it is barren and lifeless now. The sphere is dominated by vast numbers of undead. The source material on Darkspace contradicts itself. The sphere is described as containing only asteroids, and then a couple paragraphs later, described as having 9 planets. No explanation for planetary destruction is given, and the rest of the module presumes the third planet, Verin, survives.

Darnannon

Connects To/From: Pirtel

Planets and Ports: Unknown

Sources: *Dungeon* #36 'The Sea of Sorrow'

Description and Notes:

We have very little information on this sphere. It is controlled by the Imperial Elven Fleet, conducts important trade with the Arcane of Refuge, and is one of the 12 spheres that comprise the Arcane Inner Flow.

The Dead Shell

Connects To/From: Casaspaces

Planets and Ports: 3 Earth Planets

Sources: SJA2 *Skull & Crossbows* p45

Description and Notes:

This sphere has a Black Hole as its primary, rather than a fire body. It appears to be incredibly ancient. Two of its planets are large earth bodies, but the third is an asteroid with Juna artifacts on it.

Dragonspace

Connects To/From: Unknown

Planets and Ports: Io's Blood

Sources: *Council of Wyrms*

Description and Notes:

This is the home sphere for the *Council of Wyrms* setting.

Dukagsh

Connects To/From: Unknown

Planets and Ports: Dukagsh, others possible

Sources: *Dragon Annual* #1 'Campaign Classics: The Scro', SJS1 *Goblin's Return*, SJQ1 *Heart of the Enemy*, *Complete Spacefarer's Handbook*

Description and Notes:

This distant sphere was originally uninhabited, but following the first Unhuman War the powerful orc Dukagsh led a fleet of orc refugees here and established them on

this new planet. They thrived here, and transformed under Dukagsh' teaching into the Scro. This is the Scro home sphere, and virtually know one outside the Scro themselves knows how to find it.

Elysak

Connects To/From: Caz-Adar, Ashspace

Planets and Ports: 2 air worlds, 2 earth bodies, Ippruk

Sources: *Hackjammer*, p125

Description and Notes:

Elysak is a small system of five planets orbiting a hot, orange sun. Spelljamming is little known in this sphere. Ippruk, the second planet of the system, is populated by humans, elves, dwarves, ogres, and orcs, all with Bronze-age technology.

Faeriespace

Connects To/From: Darkspace, Herospace

Planets and Ports: Armon, Morath, Krag, Beastra, Mish, Genla, Freemor, Agron, and Tiqua

Sources: *SJA3 Crystal Spheres*, p18-20

Description and Notes:

Dominating the sphere is an unimaginably huge tree, the roots of the tree disappear at the "bottom" of the crystal sphere. The branches and leaves of the tree have their own gravity and hold a virtually inexhaustible air supply. Sixteen suns hang from certain branches around the tree like fruit; eight planets are supported on the branches beneath them. The leaves of the tree are constantly shifting and changing positions, effectively creating night and day on the various planets. At the center of the tree is Armon, capital of Faeriespace and home of Aelivere, the One-King, undisputed ruler of Faeriespace.

Faeriespace is home to the faerie races, both good and evil. The darker faeries live on the four planets known as the Vastdarken: Morath, Krag, Beastra, and Mish. Located higher in the tree are the four planets of the Upgood: Genla, Freemor, Agron, and Tiqua.

Fungo

Connects To/From: Unknown

Planets and Ports: 2 Earth planets, 1 asteroid belt, 1 water planet, 1 air planet

Sources: *Spelljammer: AD&D Adventures in Space, Concordance of Arcane Space*, p77

Description and Notes:

The Fungo sphere is used as an example of sphere creation in the original *Spelljammer* boxed set. It has relatively little detail, but the two earth planets are fairly standard fantasy worlds with spelljamming civilizations that are at war with each other.

Glowrings Sphere

Connects To/From: Unknown

Planets and Ports: Unknown

Sources: *The Maelstrom's Eye*, pp 32-33

Description and Notes:

We know very little about this sphere. General Vorr of the Scro Tarantula Fleet killed the Lich captain of a pyramid ship here before he joined the Tarantula Fleet. It's possible that the Glowrings sphere has or had a Spelljammer-aware Egyptianesque culture.

Greatspace

Connects To/From: Herospace, Realmospace, Darkspace

Planets and Ports: Karrington, Skora, Thesalys, Lagor's World, Longpoint, Hecht, and Boran.

Sources: SJA3 *Crystal Spheres*, p30-32

Description and Notes:

Greatspace is a prosperous sphere dominated by the spelljamming culture of the planet Thesalys. Its people are devoted to the Greek pantheon, and they are very culturally and scientifically advanced. The sphere is ruled by House Shambrath and supports a great deal of spelljamming traffic. Greatspace engineers developed the Shrikeship and the Hummingbird. It is well detailed as the primary sphere in SJA3 *Crystal Spheres*.

Greyspace

Connects To/From: Realmospace, Clusterspace, Moragspace, Shadowspace, to Krynnspace, Vodoni Empire

Planets and Ports: Oerth , Kule , Raenei , Liga (the sun) , The Moth, Edill, Gnibile, Conatha, Ginsel, Borka, Greela, The Spectre

Sources: SJR6 *Greyspace*, *Spelljammer: AD&D Adventures in Space*, *War Captain's Companion*, CGR1 *Complete Spacefarer's Handbook*, *From the Ashes*, many other Greyhawk products

Description and Notes:

This is one of the primary spheres in Spelljammer and home to the first TSR campaign world. Greyspace is a geocentric sphere, with Oerth at the center of the system. Oerth and its 'moons,' Kule and Raeni, are inside a massive asteroid field, the Grinder. The other planets lie outside the Grinder, which separates the sphere into 'inner' and 'outer' systems. Greyspace is part of 'The Triad' Flow configuration. The Grinder is specified as a potential Rock of Bral location.

Golotspace

Connects To/From: Zalanispace, Vodonispace, Vodonikaspace, Vergonspace, Thasiaspace, Salzarspace, Passarspace, Lostspace, Kra'akenspace, Kofuspace, Gorthspace

Planets and Ports: Unknown

Sources: SJA4 *Under the Dark Fist*, p52

Description and Notes:

A young human culture, the Golotians, inhabit the sphere, but they are ruled by evil dragons. The dragons in turn are ruled over by the Vodoni Emperor, Vulkaran.

Gorthspace,

Connects To/From: Zalanispace, Vodonispace, Vodonikaspace, Vergonspace, Thasiaspace, Salzarspace, Passarspace, Lostspace, Kra'akenspace, Kofuspace, Golotspace

Planets and Ports: Gorth

Sources: SJA4 *Under the Dark Fist*, p52

Description and Notes:

The planet Gorth is the only habitable planet in the sphere and is covered with lush and ancient forests. There is no known sentient life on Gorth, the sphere is claimed by the Vodoni Empire, which maintains some ships and bases in the sphere.

Heartspace

Connects To/From: Winterspace, Nex, Krynnspace

Planets and Ports: Crescent, Loom, Starfall

Sources: *The Broken Sphere*, pp16-106

Description and Notes:

Named for its bloated, crimson-red sun that expands and contracts regularly as if it were one giant heart, this sphere is most noted for the planet Crescent. Crescent really is a crescent, a curved, half-circle of a world. Life exists on the inside curve, the outside curve is rugged and inhospitable. In the city of Compact on Crescent is the Great Archive, one of the largest centers of knowledge in the spheres. Crescent is a theocracy, devoted to Marruk, Master of All Knowledge. It is protected by the Crescent Peace Force which uses grey-painted wasp ships for patrols flying the flag of the CPF (a white field with a crescent that frames a 7 pointed star). Visitors are only permitted to land at Compact.

Heartspace has at least two other planets, Loom, an ovoid planet that is most distant from the primary and Starfall, the next planet out from Crescent. Heartspace's sphere wall has 16 permanent portals.

Herdspace

Connects To/From: Casaspace

Planets and Ports: Many ports, no 'planets' per se

Sources: *The Maelstrom's Eye*

Description and Notes:

Herdspace is a very different Crystal Sphere. It has no planets; instead, the inside of the sphere itself is the 'ground'. This provides it with more living space than any other sphere. It is dominated by 'mega fauna', planetary scale creatures that walk through the sphere (the footprint of at least one mega fauna was measured at 130 miles long!).

Portals from the phlogiston are actually gates so ships entering the sphere do not disturb the 'ground'. The sphere likely has everything imaginable somewhere in it, but spelljamming-aware rastipedes and falmadaraatha have been confirmed to live within it. The gnomes of Ironpiece and the Elven Imperial Navy have both visited the sphere more than once. It is renowned as the home of the Fal known as 169. It has a sun at its center, the atmosphere doesn't extend all the way to the center, after two hours plus of upward flight wildspace is reached. The sun of the sphere is dark over half, so that day and night do exist in the sphere.

Herospace

Connects To/From: Faeriespace, Darkspace, Greatspace, Realmospace

Planets and Ports: Planet Name: Gondorin, Hearthguard, Darkseed, Cumberland, Ge'Neva, Morgan's World, Woodhaven, Asylum, Chaostromme, Borden,

Sources: SJA3 *Crystal Spheres*, pp9-17, CGR1 *Complete Spacefarer's Handbook* pp85, 87

Description and Notes:

This very unique sphere has 9 planets, each revolving around its own sun. Each sun is a different color, ranging from white to dark green. The sphere is controlled by the Rational Order of Magistrates, who have a very large spelljammer navy and are headquartered on the moon Borden, which revolves around the planet Ge'neva. Only 'heroes' are allowed to live within the sphere, and there are settled on the various planets according to their alignment.

Gondorin, the Lawful Good world is the headquarters of the Order of the Chalice, and Darkseed, the Lawful Evil world is rumored to be the headquarters of the X Pit.

The Known Spheres

The Known Spheres, centered on Caz-Adar, is a stable Flow configuration of six spheres. These spheres include Ashspace, Caz-Adar, Casospace, Ytherik, Elysak, and Pheoite.

Sources: *Hackjammer*, p125

Kofuspace

Connects To/From: Zalanispace, Vodonispace, Vodonikaspace, Vergonspace, Thasiaspace, Salzarspace, Passarspace, Lostspace, Kra'akenspace, Gorthspace, Golotspace

Planets and Ports: 3 'bubbles'

Sources: SJA4 *Under the Dark Fist*, p52

Description and Notes:

The Kofu sphere is an anomaly among the known spheres. This system is completely solid, filled with the black crystal shell material straight through to the core. The "planets" of the system are actually just huge air-bubbles within the medium, and each of the three major bubbles has a small star at its center. Portal tunnels open at random between the bubbles. It is inhabited by Kofu elves, who look much like drow but are very peaceful. They have been conquered by the Vodoni Empire, which maintains some bases in this odd sphere.

Korvspace

Connects To/From: Unknown

Planets and Ports: Korvada, Teirze, Sidar, Kleggra's Bones (asteroid belt), Anque, Lipoca, Quetze, Port Kazdeyn, Xbal, Ilthurk, Glayse

Sources: *Polyhedron* #81 'In His Majesty's Spacial Service'

Description and Notes:

The Elven Imperial Navy controls the three inner planets in this system, Korvada, Teirze, and Sidar. The sphere is less settled than Darnannon. In addition to elves, there

are large populations of humans, giff, gnomes, and illithids. To compound matters, several neogi clans have taken up residence at the edges of the sphere, and have begun making life less than pleasant for the natives. The sphere is bustling with spelljammer trade, however.

Kra'akenspace

Connects To/From: Zalanispace, Vodonispace, Vodonikaspace, Vergonspace, Thasiaspace, Salzarspace, Passarspace, Lostspace, Kofuspace, Gorthspace, Golotspace

Planets and Ports: None

Sources: SJA4 *Under the Dark Fist*, p52

Description and Notes:

Kra'akenspace has no planets, just many live world asteroids. The entire crystal sphere is filled with breathable air. It is inhabited by the Kra'aken or "the Kra'", who appear as slender, semi-transparent, winged humanoids of unearthly beauty. They live in huge floating biospheres. They have been conquered by the Vodoni Empire, which maintains garrisons here.

Kreenspace

Connects To/From: Unknown

Planets and Ports: Unknown

Sources: *Thri-Kreen of Athas*, p84

Description and Notes:

This crystal sphere is dominated by the xixchil and thri-kreen; most of the fauna of this legendary sphere is insectoid.

Kyrnnspace

Connects To/From: Winterspace, Astromundi Cluster, Pathspace, From Greyspace, To Realmospace, Vodoni Empire

Planets and Ports: Sirion, Reorx, Krynn, Nunitari, Lunitari, Solinari, Chislev, Zivilyn, Gilean, Shinare, Takhisis, Sargonnas, Morgion, Chemosh, Zeboim, Hiddukel, Mishakal, Paladine, Kiri-Jolith, Majere, Nehzmyth, Stellar Islands

Sources: SJR7 *Kyrnnspace*, *Spelljammer: AD&D Adventures in Space*, *War Captain's Companion*, CGR1 *Complete Spacefarer's Handbook*, *Beyond the Moons*, *Into the Void*, *Dragonlance Adventures*, *Tales of the Lance*, many other Dragonlance products

Description and Notes:

This is the home sphere for the Dragonlance campaign setting. Kyrnnspace is part of the Triad, but poses some problems for DMs, notably the steel money standard of Krynn, and Krynn's disappearance from the sphere at the start of Krynn's 5th Age. It is the original sphere of kender and tinker gnomes. Teldin Moore, hero of the Cloakmaster Cycle, begins his journey on Krynn.

Lorpulanspace

Connects To/From: Unknown

Planets and Ports: Mefesk

Sources: *The Ultimate Helm*, p7

Description and Notes:

The wolf-people of Mefesk dominate this sphere. They travel through the sphere in ships built of ivory and bronze. They name the Spelljammer Zhalabrian, 'the Swimmer'. The sphere is otherwise little known.

Lost One's Sphere

Connects To/From: Unknown

Planets and Ports: Unknown

Sources: MC7 *Spelljammer Monstrous Compendium* 'Clockwork Horror'

Description and Notes:

The home sphere of the Clockwork Horrors.

Lostspace

Connects To/From: Zalanispace, Vodonispace, Vodonikspace, Vergonspace, Thasiaspace, Salzarspace, Passarspace, Kra'akenspace, Kofuspace, Gorthspace, Golotspace

Planets and Ports: Unknown

Sources: SJA4 *Under the Dark Fist*, p52

Description and Notes:

A seemingly deserted sphere filled with the ruins of titanic past battles and civilizations. The Vodoni Empire claims this sphere, and Vodoni military forces search through its ruins for lost magic.

Mal'E Struum

The Mal'e Struum is a stable configuration of spheres within a spiraling circle of Phlogiston Rivers, which all circle Pheoite. These Flow Rivers produce an effect that resembles a terrestrial ocean maelstrom.

Source: *Hackjammer*, p125

Moragspace

Connects To/From: Shadowspace, Realmospace, Greyspace

Planets and Ports: Gammaro Base

Sources: SJS1 *Goblin's Return*, SJQ1 *Heart of the Enemy*

Description and Notes:

Ages ago Moragspace was infested by gammaroids, they ate all the planets over several centuries. One of the last gammaroids ate a primary witchlight marauder at the end of the First Unhuman War, leading to the gammaroid's death. Today this is a scro-dominated sphere. They have turned the dead gammaroid into base that controls multiple scro and mercenary fleets.

{Special Note: SJQ1 *Heart of the Enemy* p2 notes that the players travel to Moragspace and Shadowspace from either Greyspace or Realmospace.}

Mystarospace

Connects To/From: Unknown

Planets and Ports: Mystara, Matera, Patera/Myoshima

Sources: *Champions of Mystara*, *Dawn of the Emperors: Thyatis and Alphatia*, *Top Ballista*, *Red Steel*, *Poor Wizard's Almanac & Book of Facts*, *Volumes I-III*, many other Mystara, Hollow World, Red Steel, and Known World products

Description and Notes:

Mystarospace is home of the Mystara, Known World, Hollow World, and Red Steel settings. The physics of this spheres differ from that of standard wildspace, especially concerning gravity.

Nexspace

Connects To/From: Heartspace, Pathspace

Planets and Ports: Nex

Sources: *The Broken Sphere*, pp90-139

Description and Notes:

This very strange sphere has no stars and no sun, just one small air world and a central planet surrounded by a dust cloud. The sphere is only 1 SJD across, and inside the dust cloud two dozen stars circle the small planet 3,000 feet above the surface. The name 'Nex' means violent death and this is a forbidden sphere. Old histories claim explorers were attacked by magic that could 'reform entire planets, entire systems.'

Ouiyanspace aka The Broken Sphere

Connects To/From: The Pearls

Planets and Ports: Unknown

Sources: *The Broken Sphere*, pp246+, *The Ultimate Helm*

Description and Notes:

This is the mythical birthsphere of the *Spelljammer*.

Passarspace

Connects To/From: Zalanispace, Vodonispace, Vodonikaspace, Vergonspace, Thasiaspace, Salzarspace, Lostspace, Kra'akenspace, Kofuspace, Gorthspace, Golotspace

Planets and Ports: Unknown

Sources: *SJA4 Under the Dark Fist*, p52

Description and Notes:

Another uninhabited sphere claimed by the Vodoni Empire, this sphere is filled with asteroids and small planets. Many Vodoni mining colonies and battle stations can be found in the sphere.

Pathspace

Connects To/From: Krynnspace, Casaspace, Nex

Planets and Ports: Devis

Sources: *Into the Void*, p10

Description and Notes:

The planet Devis in Pathspace was the first planned destination for the gnomish exploration ship *Unquenchable* after its departure from Krynnspace. Because it is most likely a hub of spelljammer traffic, and is connected to both Kryn and Bral, it is a likely candidate as the sphere of Astrylon, Barrara, and the Citadel of the Keepers of the Flame.

The Pearls

A stable configuration of six unnamed spheres; they are so close together that a distance less than their own diameters separates them one from the other. This produces a spectacular view in the Phlogiston.

Sources: *The Broken Sphere*, pp 308

Pheoite aka Twilitespace

Connects To/From: Casospace, Caz-adar, Ashspace, the Mal'E Struum spheres

Planets and Ports: Dethwulf, four other planets

Sources: *Hackjammer*, p125

Description and Notes:

This small star system has five worlds orbiting Pheos, a bright golden sun. A broad asteroid belt divides the inner and outer worlds. The sphere is very active with spelljamming traffic and trade, and most standard races and creatures can be found in it, especially dwarves, elves, orcs, and humans. Pheoite is a gateway to an entire group of spheres called the Mal'E Struum.

Pirtel

Connects To/From: Refuge, Darnannon

Planets and Ports: Century, Darkwatch, Guinmir's Band, Archin, Skyport, Mor Wake

Sources: Dungeon #36 'The Sea of Sorrow,' Dungeon #45 'An Artist's Errand'

Description and Notes:

Pirtel is a sparsely inhabited, frigid sphere. It has two planets, Archin and Century, and two asteroid belts. The inner most asteroid belt is a thick shell of asteroids that completely encloses the sphere's cold, red sun. The sphere's primary port is Skyport, a disc of earth and stone that orbits Archin. The sphere is most infamous for the Sea of Sorrow, a Sargasso where dozens of ships have met their doom. Legend holds that a radiant dragon pirate known as Blacklight ruled the Sargasso until his, or her, recent demise.

Primespace

Connects To/From: The Pearls, Vistaspace,

Planets and Ports: At least one port near edge of sphere

Sources: *The Broken Sphere*, p202

Description and Notes:

There is little canon material on this crystal sphere, but it does have a mercantile outpost near edge of the sphere whose merchants accepted a nautiloid vessel with 'no questions asked.'

Realmspace

Connects To/From: Greyspace, Herospace, Greatspace, Clusterspace, Refuge, Casospace, Moragspace, Shadowspace, From Krynnspace, Vodoni Empire

Planets and Ports: Anadia, Coliar, Toril, Selûne, Tears of Selûne, Karpri, Karpri Station, Chandos, Glyth, Haven, Mingabwe and Polluter, Garden, Grandchild, Yerthad, Reaceon, Retinae, Icon, Fjord, Locci, Dragon Rock, Knurl, Sunson, Templar, Farworld, H'Catha, Turnbetl, Lumbe

Sources: SJR2 *Realspace*, *Spelljammer: AD&D Adventures in Space*, *War Captain's Companion*, CGR1 *Complete Spacefarer's Handbook*, *Into the Void*, *The Radiant Dragon*, *Polyhedron* #122-127 'Island Campaigns', *Forgotten Realms Campaign Setting*, 2nd ed., *Kara-Tur: The Eastern Realms*

Description and Notes:

This is the home sphere of the Forgotten Realms campaign setting and one of the Triad. The main planet, Toril, also contains the Maztica, Kara-tur, and Zakhara settings. It is the most detailed sphere aside from the Astromundi Cluster, and has many different fiction connections to Spelljammer. It is an important sphere, with a great deal of Spelljammer traffic and trade. The Tears of Selune are specified as a potential Rock of Bral location in several products.

Redeye

Connects To/From: Unknown

Planets and Ports: Unknown

Sources: SJR1 *Lost Ships*, p62

Description and Notes:

A mostly deserted, dangerous sphere, Redeyes has two red fire worlds and is littered with space debris. It has often been a battleground, as it lies between human and illithid dominated space

Refuge

Connects To/From: Realspace, Pirtel

Planets and Ports: Below, Refuge, Welcome

Sources: *Dragon* #159 'Rough Times on Refuge'

Description and Notes:

This is an Arcane controlled and one of the greatest ports in the Spheres. Refuge is both the name of the sphere and the primary port. Refuge is a moon, it orbits a large planet called Below that is off-limits to travelers. The outermost planetoid is a small asteroid known as Welcome, where ships must first stop before heading onto Refuge. This sphere is the primary source of Arcane spelljamming helms and vessels. It is also part of the 'the Arcane Inner Flow'.

Salzarspace

Connects To/From: Zalanispace, Vodonispace, Vodonikaspace, Vergonspace,

Thasiaspace, Passarspace, Lostspace, Kra'akenspace, Kofuspace, Gorthspace, Golotspace

Planets and Ports: Salzar the Waterplanet

Sources: SJA4 *Under the Dark Fist*, p53

Description and Notes:

The Vodoni Empire claims this sphere, but has no bases or ships within it. The sphere is very strange, one small water planet at the center of the system, surrounded by eight fiery stars that roll around the inside of the crystal shell. The stars occasionally pass through each other with a fiery explosion. This is a magic dead sphere, travel is by psionics or physical flight. The natives are huge immortal, sentient balls of water. Vulkaran, the Vodoni Emperor managed to destroy one, and on this basis claims the sphere.

Sea of Shadows

The Sea of Shadows is a famous magic dead sargasso that lies in the Phlogiston near Krynnspace. It is a region of swirling purple mists studded with red radiances that grow, pulse, and fade away randomly. It is filled with undead shadows.

Source: SJR1 *Lost Ships* p34

Shadowspace

Connects To/From: Moragspace, Realmospace, Greyspace

Planets and Ports: Sohhoras, Lukkum, Iuussus, Empunatus, Wirrit, Kiffin, Pajjax, Delless, Tryggt, Mynn

Sources: SJQ1 *Heart of the Enemy*, pp31-80.

Description and Notes:

This very small sphere is surrounded in the phlogiston by thick, black clouds with only a few clear paths for entry. It has a red, pyramid shaped sun and nine oddly shaped planets, but known of the planets move, all celestial bodies in this sphere are immobile.

The speaking pegasai of Mynn are the most prominent species in the sphere.

{Special Note: SJQ1 *Heart of the Enemy* p2 notes that the players travel to Moragspace and Shadowspace from either Greyspace or Realmospace.}

Solspace

Connects To/From: Unknown

Planets and Ports: Mercury, Venus, Earth, Luna, Mars

Sources: *Polyhedron* #73 'An 1889 Crystal Sphere: Her Majesty's 1st Giff Infantry (The Grays)' and *Polyhedron* #74 'A New Crystal Sphere: Combat, Planets, And The Aliens of Sol'

Description and Notes:

Located away from any major rivers this was only recently discovered by an Elven Man-o-War. Only artifact level magic (such as spelljammer helms) functions here and the sphere's physics differ from the standard wildspace physics. This is the sphere of the *Space: 1889*. It is recommended that game masters think very carefully before adding this sphere to their campaigns.

Spiderspace

Connects To/From: Unknown

Planets and Ports: Ashen, Verdura, Quelya, Perianth, The Spider Moon, The Chain of Tears, Moradin's Forge

Sources: *Polyhedron* #151 'Shadow of the Spider Moon'

Description and Notes:

This system was part of a Spelljammer conversion to D&D 3rd edition. The conversion rejected the idea of crystal spheres, but nothing in the setting description would prevent a game master from using it as a sphere. The system's major races included humans, mind flayers, drow, yuan-ti, formorians, gnomes, elves, and dwarves.

Steel Star

Connects To/From: Unknown

Planets and Ports: Unknown

Sources: SJR1 *Lost Ships*, p56

Description and Notes:

The Steel Star sphere is named after its sun, which emits a dull grey light. According to Khelbun Arunson it is the home of the legendary ogre spelljammer fleet. The ogres are said to be building several 'Archimperator' *Mammaoth*-class vessels in this sphere.

Taur-utu aka Tauruspace

Connects To/From: Unknown

Planets and Ports: Geb, Ahto, Girru

Sources: *Hackjammer*, p128

Description and Notes:

The main planet is ruled by a Romanesque Empire of Minotaurs, their primary foes are Avariel, winged elves, who inhabit a water planet studded with islands.

Thasiaspace

Connects To/From: Zalanispace, Vodonispace, Vodonikaspace, Vergonspace, Salzarspace, Passarspace, Lostspace, Kra'akenspace, Kofuspace, Gorthspace, Golotspace

Planets and Ports: Thasia

Sources: SJA4 *Under the Dark Fist*, p53

Description and Notes:

Thasia is gargantuan and covered in dense jungle vegetation; even the great oceans on Thasia are thick with seaweed on the surface. The natives are a race of shambling mound-like plant men. Thasiaspace is claimed by the Vodoni and they have a few hundred satellite stations hovering above the surface of Thasia, but nothing on the surface of the planet.

The Triad

This stable configuration of three spheres includes Realmospace, Krynnospace, and Greyspace. It can be seen as the 'homeland' of the *Spelljammer* setting.

Sources: *Dungeon* #36 'The Sea of Sorrow,' pp44-45.

Truespace

Connects To/From: Unknown

Planets and Ports: Penumbra

Sources: *Dawn of the Overmind*

Description and Notes:

This immense sphere contains Penumbra, a massive artificial planet that was once the heart of the Illithid Empire. Physics in this sphere match those of the real world, so most spelljammers which enter the sphere unprepared are destroyed.

Vergonspace

Connects To/From: Zalanispace, Vodonispace, Vodonikaspace, Thasiaspace, Salzarspace, Passarspace, Lostspace, Kra'akenspace, Kofuspace, Gorthspace, Golotspace

Planets and Ports: Six planets

Sources: SJA4 *Under the Dark Fist*, p53

Description and Notes:

The planets of the Vergon system have been at war for centuries. The Vodoni keep these planets divided and at war to maintain their control of the sphere.

Vistaspace

Connects To/From: The Pearls, Primespace, Nex

Planets and Ports: Garrash

Sources: SJR4 *Practical Planetology* p22, *The Broken Sphere* pp.201, 213, 223

Description and Notes:

Little is known of this sphere, but the huge fire world Garrash, populated by the sentient ships called the Zat, is here.

Vodoni Empire

Twelve spheres exist in a stable configuration of spheres, all connecting to each other. The Vodoni have conquered these spheres since their current Emperor, Vulkaran, took the throne centuries ago. Many of the spheres have few or no inhabitants, however. The spheres are Zalanispace, Vodonispace, Vodonikaspace, Vergonspace, Thasiaspace, Salzarspace, Passarspace, Lostspace, Kra'akenspace, Kofuspace, Gorthspace, and Golotspace.

The exact location of this configuration of twelve spheres is uncertain, but there are definitely connections between this configuration and Casaspacespace, Realmsspace, Greyspace, and Krynnspace, since SJA4 *Under the Dark Fist* portrays an invasion of those spheres by the Vodoni Empire.

Sources: SJA4 *Under the Dark Fist*, p51

Vodonikaspace

Connects To/From: Zalanispace, Vodonispace, Vergonspace, Thasiaspace, Salzarspace, Passarspace, Lostspace, Kra'akenspace, Kofuspace, Gorthspace, Golotspace

Planets and Ports: Vodonika, plus 4 other large planets

Sources: SJA4 *Under the Dark Fist*, p53

Description and Notes:

This is the nearest sphere to the Vodonispace and they have thoroughly colonized it, Vodonika means 'New Vodon'. Each of the five planets here, all habitable, are as populated as either Oerth or Toril and most of the Vodoni Empires economic and military might comes from this sphere.

Vodonispace

Connects To/From: Zalanispace, Vodonikaspace, Vergonspace, Thasiaspace, Salzarspace, Passarspace, Lostspace, Kra'akenspace, Kofuspace, Gorthspace, Golotspace, Casaspacespace, Realmsspace, Krynnspace, Greyspace

Planets and Ports: Sala, Vodon, Grog, Calandia

Sources: SJA4 *Under the Dark Fist*, p51-52

Description and Notes:

Over four centuries ago the sun of this sphere went nova and destroyed the primary planet and its civilization. The gods fled into 'The eye of the Gods' which they entrusted to Vulkaran, who was to release them after the explosion. But Vulkaran

betrayed the gods and instead established the Vodoni Empire, first conquering this sphere, and then the nearest eleven other spheres. Note, because the gods have been barred from this sphere, no priestly magic functions here.

Wayspace

Connects To/From: Unknown

Planets and Ports: Waypoint

Sources: *Into the Void* p.186

Description and Notes:

We know almost nothing about Wayspace, except it contains Waypoint which is a desert world.

Winterspace

Connects To/From: Casaspace, Heartspace

Planets and Ports: Armistice, Radole, Whyst

Sources: *The Radiant Dragon*, *The Broken Sphere* p16, *SJR4 Practical Planetology* pp10-13

Description and Notes:

This cold sphere is filled with tiny worlds and moonlets. Two of its worlds are quite famous. Radole is a center of Spelljammer trade and commerce, as well as the site of ancient ruins associated with the Juna. Armistice is the planet upon which the Imperial Elven Fleet imprisoned Gralnakh Longtooth and his Combined Goblin Fleet near the end of the First Unhuman War. The elves maintain a strict blockade of that planet. In addition to Radole, there is a spelljammer port called Remagin on the planet Whyst.

Ytherik

Connects To/From: Casaspace, Caz-adar

Planets and Ports: Karakos, Charax, Onozuki, and Huatepec

Sources: *Hackjammer*, 125-126

Description and Notes: *Hackjammer*, p125-126

All four planets are gas giants with extensive habitable moon systems, and each has become the haven for a different pantheon (Greek, Sumerian, Japanese, and Aztec, respectively). The four pantheons are locked in a vicious religious war. Neogi and Mind Flayers travel the system buying slaves taken in the religious wars. Human, elf, dwarf, gnome, Orc, and more live on the moons, but the racial pantheons have no hold here.

Zalanispace

Connects To/From: Vodonispace, Vodonikaspace, Vergonspace, Thasiaspace,

Salzarspace, Passarspace, Lostspace, Kra'akenspace, Kofuspace, Gorthspace, Golotspace

Planets and Ports: Unknown

Sources: *SJA4 Under the Dark Fist*, p53

Description and Notes:

Inhabited by a black, gargoyle-like race called the Zalani. The Zalani are basically a peaceful race, and the Zalani empire fell in a matter of days. Now the Zalani serve as ship builders for the Vodoni Empire. All of the Vodoni vessels carry the distinctive

winged appearance of Zalani craftsmen, and the vessels themselves are masterpieces of workmanship.

'Loose' Planets/Worlds

There are many planets and worlds which appear in various published AD&D works that do not have their crystal sphere specified. It is relatively easy to place these planets within whichever crystal sphere the gamemaster desires.

Many of these planets come from SJR4 *Practical Planetology* but not every planet listed in that work appears here. Some of those planets, such as Armistice, are actually placed in a specific sphere in other *Spelljammer* sources. Only SJR4 *Practical Planetology* worlds which are not placed in a sphere in other sources appear below.

The planets and worlds described below follow this template:

<Name> alternative names are listed as well

Type: The general make up of the planet: Fire, Earth, Water, Air, Plant

Size: A= less than 10 miles across, B= 10-100 miles across, C=100- 1K (1000) miles across, D= 1-4K miles across, E= 4-10K miles across, F= 10-40K miles across, G= 40-100K miles across, H= 100-1M (1 million) miles across, I= 1-10M miles across, J= 10M+ miles across

Shape: Amorphous, Belt, Cluster, Sphere, Cube, Flat, Elliptical, Polyhedron, Irregular

Sources: The published source(s) of the world. The information in this template, for example, comes from *Spelljammer: AD&D Adventures in Space, Concordance of Arcane Space*, pp34, 36, 37, & 42.

Description and Notes:

A general description of the world appears here.

Aerlofalyn

Type: Air

Size: Unknown

Shape: unknown

Sources: *The Maelstrom's Eye*, p39.

Description and Notes:

Aerlofalyn was an elven garden world of wind and air across which giant islands and continents drifted like leaves in a river. It was the home world of Admiral Cirathorn, destroyed by goblinoid forces in the First Unhuman War.

Alabeth

Type: Air

Size: G

Shape: Sphere

Sources: SJR4 *Practical Planetology* p33

Description and Notes:

A huge, spherical airworld, Alabeth has 15 moons and is comprised of alternating layers of cloud and clear air. The atmosphere is breathable throughout the planet, and sustains elven and a troglodyte cultures.

Arborianna

Type: Earth

Size: E or smaller

Shape: Sphere

Sources: *Evermeet: Island of the Elves*, p87

Description and Notes:

This world was inhabited by gold elves, similar to those of Toril. It was conquered by the scro in 1369 DR/5051 OC during the Second Unhuman War. The Torilian gods Malar and Lloth rescued a man-o-war full of refugees from Arborianna and tricked them into participating in the attack on the elven homeland of Evermeet.

Astrylon

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: *Spelljammer #10 'Exile on Taladas'*

Description and Notes:

Astrylon lies in the same sphere as Barrara and the Citadel of the Keepers of the Flame. Its dominant civilization is a merchant republic with Renaissance-level culture and technology. It is ruled by the Doge of Astrylon and the Diet of Elders, and they employ galleons as their standard spelljamming vessel. Astrylon lost a war against its sister planet of Barrara and is no a client state of that nation.

Because Pathspace is a likely a hub of spelljammer traffic, and connected to Krynnspace, it is a likely candidate as the sphere of Astrylon, Barrara, and the Citadel of the Keepers of the Flame.

Barbuda

Type: Water

Size: C

Shape: Sphere

Sources: *SJR4 Practical Planetology* p30

Description and Notes:

This small water planet is covered by a warm salt water sea, dotted with small floating islands (some islands even float below the waves). Its ecology is similar to tropical seas and coral reefs on most worlds, and it is inhabited by sahuaghin, sea sprites, and coatl.

Barrara

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: *Spelljammer #10 'Exile on Taladas'*

Description and Notes:

Barrara lies in the same sphere as Astrylon and the Citadel of the Keepers of the Flame. Like Astrylon it has Renaissance-level culture and technology and employs galleons as the standard spelljamming vessel. Barrara currently controls Astrylon as a client state.

Because Pathspace is a likely a hub of spelljammer traffic, and connected to Krynnspace, it is a likely candidate as the sphere of Astrylon, Barrara, and the Citadel of the Keepers of the Flame.

The Black Fen

Type: Earth

Size: Unknown

Shape: unknown

Sources: Q1 *Queen of the Demonweb Pits*, p15

Description and Notes:

This is one of the worlds that Lolth has conquered and linked a gate to from her home plane. It is a desolate swamp, overgrown with rank grasses, shadowed by great cypress trees, and spotted with pools of muck. Lolth uses it as a breeding ground for her creatures, the humans who once held it live a savage existence in the mountains that surround the swamp.

Bodi

Type: Earth

Size: D

Shape: Sphere

Sources: SJR4 *Practical Planetology* p16

Description and Notes:

This forest world's primary sentient inhabitants are green dragons, tasloi, and high elves.

Bondel

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: *The Radiant Dragon*, p285.

Description and Notes:

All we know of this elven world is that the scro conquered it during the Second Unhuman War and murdered the entire elven population.

Boroda

Type: Earth

Size: Unknown

Shape: Sphere

Sources: *Spelljammer* #5-8

Description and Notes:

This is a jungle planet inhabited by many monsters, including red dragons, as well as a primitive human society. It is the current home of Bors, son of the infamous wizardess Nimone.

Bustlum

Type: Earth

Size: Unknown

Shape: unknown

Sources: TSR Trading Card #208 'Grazzle'

Description and Notes:

Inhabited by gnomes, this world is not spelljammer aware.

Caer Sidi

Type: Earth

Size: Unknown

Shape: Unknown

Sources: Q1 *Queen of the Demonweb Pits*, pp13-14

Description and Notes:

This world holds the Kingdom Of Caer Sidi, a fairy-tale kingdom ruled by a race of haughty elves. Other creatures in the world include hobgoblins, trolls, dwarves, orcs, gnomes, and kobolds as well as all manner of wild, mythological beasts such as unicorns, griffons, dragons, and manticores. The elves of this world cannot stand the touch of iron or steel so their armor, weapons, and other goods are made from copper, brass, bronze, or other alloys with a strength equal to steel. They enslave dwarves, goblins, and gnomes. Lolth is attempting to invade this world as well.

Charon

Type: Water

Size: C

Shape: Sphere

Sources: SJR4 *Practical Planetology* p27

Description and Notes:

Known as the 'Planet of the Dead', Charon was once a moon of a planet called 'Nex' (not the Nex of the sphere). Nex was home to an advanced magical culture which destroyed it in a global Armageddon. Charon now has several floating islands, once part of Nex, inhabited by the undead remnants of Nex's ancient magical culture.

Citadel of the Keepers of the Flame

Type: Earth

Size: Unknown but likely A

Shape: Unknown

Sources: *Spelljammer* #14-15

Description and Notes:

The Keepers of the Flame are a religious order led by the powerful High Priest Kouros. The citadel seems to be on an asteroid of some sort. Bors, son of the witch

Nimone, tries to steal from it. Based on their reaction to this attempt, the priests are likely of good alignment, but we have no other details of their belief system.

Citadel of the Keepers of the Flame lies in the same sphere as Astrylon and the Barrara. Because Pathspace is a likely a hub of spelljammer traffic, and connected to Krynnspace, it is a likely candidate as the sphere of these three worlds.

Compendium

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: CGR1 *Complete Spacefarer's Handbook* p93

Description and Notes:

This might be a sphere, rather than a world. It is the secret headquarters of the Seekers, and is supposedly filled with the knowledge they have uncovered.

Comporellon

Type: Earth

Size: E

Shape: Sphere

Sources: SJR4 *Practical Planetology* p4

Description and Notes:

The primary groundlings are humans known as the Ai'ir, they are not spelljamming aware. The planet is covered with acidic clouds which damage most spelljammers fling down to or up from the planet's surface.

Dawnrise

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: TSR Trading Card #318 'Hajallian Thremintha'

Description and Notes:

This elven world was attacked by the scro during the Second Unhuman War. The elven priest Hajallian Thremintha was the only survivor.

Doth B

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: *The Maelstrom's Eye*, p54

Description and Notes:

All we know of this place is that it as an extensive library which covers spelljammer topics.

Dohwar Homeworld

Type: Earth or Water

Size: Unknown

Shape: Unknown

Sources: MC9 *Spelljammer Monstrous Compendium II* 'Dohwar'

Description and Notes:

This arctic planet is the homeworld of the Dohwar, millions of them inhabit the planet. Its location is unknown but "in the far reaches of wildspace."

Falx

Type: Earth

Size: F

Shape: Sphere

Sources: SJR4 *Practical Planetology* p7, *Into the Void*, *The Radiant Dragon* pp59-75, *The Illithiad*

Description and Notes:

This inhospitable planet's sentient species live primarily below ground, and include dwarves, goblins, orcs, drow, and aboleth. But the dominant race are the illithids, who control the planet nearly completely, and are one of the dominant illithid spelljamming nations.

The Frozen Lands

Type: Earth

Size: Unknown

Shape: Unknown

Sources: Q1 *Queen of the Demonweb Pits* p15

Description and Notes:

Lolth is preparing to conquer this world, and has humanoid armies stationed at forts throughout this frozen, mountainous region. Human lands to the south are much warmer. Little else is known of this world.

The Great Ocean

Type: Water

Size: Unknown but 'thousands of miles'

Shape: Unknown

Sources: Q1 *Queen of the Demonweb Pits* p15

Description and Notes:

On this world, the sky is saffron yellow and the sun is a pale bright blue over a pink ocean. It is dotted with islands, and climate varies from tropical to arctic. Lolth is recruiting ixitxachitl, lacedon, morkoths, and kopoacincths to use against the dominant human race, a migratory sea people. They sail great catamarans to carry the trade of their vast mercantile empire from island city to island city.

Ignia

Type: Fire

Size: C

Shape: Sphere

Sources: SJR4 *Practical Planetology* p20

Description and Notes:

A small but typical fire world dominated by an efreet civilization.

Insectare Homeworld

Type: Earth

Size: Unknown

Shape: Unknown

Sources: MC9 *Spelljammer Monstrous Compendium II* 'Insectare'

Description and Notes:

The secret homeworld of the Insectare is mountainous and forested.

Jakandor

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: *Jakandor: Island of War*, *Jakandor*, *Isle of Destiny*, *Jakandor*, *Land of Legend*

Description and Notes:

This world is home to the barbarian Knorr and the Charonti necromancers.

Note: Officially available for any setting or world.

The Labyrinth of Arachne

Type: Earth

Size: Unknown

Shape: Unknown

Sources: Q1 *Queen of the Demonweb Pits* p16

This area is used by Lolth as her breeding ground for spiders of all sorts. Tunnels and passages twist and interconnect to form a maze of chambers, caverns, rooms, tunnels, corridors, and dead ends. These extend for miles underground, and there is no known exit to the surface of this world.

Lirak's Cube

Type: Earth

Size: Unknown

Shape: Cube

Sources: *The Maelstrom's Eye*, p54, CGR1 *Complete Spacefarer's Handbook* p78

Description and Notes:

Lirak's Cube is home to an 'Academy' or university that offers graduate degree in 'spelljamming theory and applications' and courses in mathematics, biology, anatomy, 'Introductory Troll Slaying' and 'Treasure Appreciation.' It is likely a center of learning but also has a port with strict rules about kinder and bureaucratic port regulations.

Lolth's Prison

Type: Earth

Size: A

Shape: Disc

Sources: Q1 *Queen of the Demonweb Pits* p18

Description and Notes:

This is a small desert world, with brightly lit, small stars on the horizon. Five small suns shine overhead, ranging in color from red to white; the sky is black. A 30' tall bone giant stands next to an iron cage. Lolth uses this world as a prison.

Lurienia

Type: Earth

Size: A

Shape: Disc

Sources: CGR1 *Complete Spacefarer's Handbook* p121

Description and Notes:

This small, elven fortress world survived a siege by humanoid forces in the First Unhuman War.

Maldev

Type: Earth

Size: Unknown

Shape: Unknown

Sources: Q1 *Queen of the Demonweb Pits* p17

Description and Notes:

This mountainous earth world is another that Lolth is invading. Maldev is the name of a dwarven kingdom she has almost conquered with a gnoll/bugbear army. Only one dwarven fortress, Kandelspire, remains unconquered.

Masg

Type: Unknown but likely Air

Size: Unknown

Shape: Unknown

Sources: *Dragon* #244 'Warriors of the Wind' p22

Description and Notes:

Masg is the homeworld of the Masgai, a tall, insectoid-race that is distantly related to air elementals and can fly. The Masgai are empire builders who are slowly spreading their influence from world to world. Their capital city of Rig-Veda is hidden on Masg, which is a remote world whose location is jealously guarded by both mundane and magical means.

The Masgai systematically dominate other worlds by establishing trading enclaves in the most powerful cities of each world, then expanding their power and influence slowly. The Masgai plans can take centuries, they prefer to establish control without military conquest, but fight when required. Their large empire draws on the resources of numerous worlds, all connected by sophisticated gates.

The Nightworid Of Vlad Tolenkov

Type: Earth

Size: Unknown

Shape: Unknown

Sources: Q1 *Queen of the Demonweb Pits* p17-18

Description and Notes:

This world has no sun; heat and plants are sustained only by powerful ancient magic. There are some stars and some human lands but this world, which Lolth is also trying to conquer, is dominated by undead.

Note: It is possible that this is not a world at all, but an 'island' of *Ravenloft* that Lolth's inadvertently opened a gate to.

Nivil

Type: Earth

Size: G

Shape: Ring

Sources: SJR4 *Practical Planetology* p40

Description and Notes:

This ring planet has a massive amount of surface area, and is inhabited by nearly every sentient race ever encountered. The Alanta Empire is spelljammer aware and the most prominent groundling nation on the planet.

Nubis

Type: Air

Size: E

Shape: Sphere

Sources: SJR4 *Practical Planetology* p37

Description and Notes:

This air world is inhabited by silver dragons, cloud giants, and storm giants. It has no land formations, but the inhabitants live on semi-solid clouds. They are spelljammer aware.

Plata

Type: Earth

Size: E

Shape: Disc

Sources: SJR4 *Practical Planetology* p46

Description and Notes:

This discworld is dominated by the aarakocra, who are spelljammer aware and call themselves the Chilterik. They have no world-spanning government, but when the humanoid fleets tried to conquer Plata during the First Unhuman War, the aarakocra defeated them. The remnants of that fleet, orcs, goblins, and other humanoids, remain on the planet.

Parcelius

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: *Into the Void*, p200.

Description and Notes:

All we know is the famous hammership *Probe*, owned by the illithid Estriss was registered on this planet. Therefore it is likely a fairly cosmopolitan, spelljammer-aware world.

Purity

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: CGR1 *Complete Spacefarer's Handbook* p95

Description and Notes:

This all-human enclave is the secret headquarters of the Xenos.

Ssirik Akuar aka The Sunset World

Type: Earth

Size: Unknown

Shape: Unknown

Sources: *Dragon* #150 'Sunset World', *The Illithiad*

Description and Notes:

An illithid controlled world orbiting a small red sun. The planet is tidally locked, seemingly in permanent 'sunset,' and covered in black plants. There are many ruins on the surface as well, from the pre-illithid civilization.

Talangran

Type: Earth

Size: E

Shape: Sphere

Sources: *Dungeon* #34 "The Lady Rose"

Description and Notes:

This planet holds the Talangran Empire, a spelljamming aware groundling nation with superior technology and a thirst for Elven slaves. "The Lady Rose" *Dungeon* #34.

Thalassa

Type: Water

Size: D

Shape: Sphere

Sources: SJR4 *Practical Planetology* p25

Description and Notes:

This water world has a layer of strange 'oxywater' which air-breathing creatures can breath as well. It is dominated by merman and sahuaghin cultures.

Tir

Type: Earth

Size: Unknown

Shape: Unknown

Sources: *Dragon* #244 'Warriors of the Wind' p22

Description and Notes:

Tir appears to be a fairly standard earth world. Humans, drow, grey elf, dwarf, and humanoid cultures exist upon it, as well as two unique species, the Fainil and the Telvar. Fainil are a race of drow-demon crossbreeds with the ability to fly. The telvar are a barbaric human/bird race also with the ability to fly. The Telvar live in mountainous and/or northern regions living as nomads and following herds of reindeer about.

Torus

Type: Earth

Size: F

Shape: Irregular (toroidal)

Sources: SJR4 *Practical Planetology* p44

Description and Notes:

This donut-shaped planet is dominated by centaurs, but is also home to a small, spelljammer-aware human culture as well.

Unipaxala, The Peace Asteroid

Type: Earth

Size: A

Shape: Irregular

Sources: *TSR Worlds Annual #1 "Jammers"*, *Spelljammer #3-4*

Description and Notes:

The people of this asteroid settlement are pacifists who worship 'Peace', a philosophical concept which nonetheless seems to be able to grant spells to the priests of Unipaxala. Their basic tenet is simple, "To Revere Peace in All its Myriad Forms, To Bring No Harm to Others, and To Resolve Conflict through the Powers of the Mind"

The priests of the asteroid wear blue and purple robes with gold trim, high priests wear blue robes with gold trim. Acolytes wear green robes with gold trim. They defend themselves through careful use of their priestly powers and a powerful artifact called the 'Ice-Ring Projector' which is powered by mysterious crystals. When the crystals are shattered the projector surrounds the asteroid with a sphere of ice, impervious to normal siege weapons or ramming ships. The asteroid has been conquered once, by the neogi, but was soon freed by the efforts of the infamous wizardess Meredith.

Xixchil Homeworld

Type: Plant/Live

Size: Unknown

Shape: Unknown

Sources: MC9 *Spelljammer Monstrous Compendium II 'Xixchil'*

Description and Notes:

The Xixchil's homeworld is a live world with many predators.

Zphidnin

Type: Unknown

Size: Unknown

Shape: Unknown

Sources: *The Maelstrom's Eye*, p54

Description and Notes:

All we know of this place is that it as an extensive library which covers spelljammer topics.

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