

# Player's Guide to the Warp

Everything a player needs to know for a Spellwarp campaign

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## Sailing the Cosmic Seas

Spellwarp is a new take on a classic Dungeons & Dragons campaign concept. Fantastic retro-futuristic sci-fi adventures, built on a framework of classic swords and sorcery foundation. Spellwarp games draw inspiration from classics like Flash Gordon, or Star Wars, or modern interpretations such as Treasure Planet. With that signature Dungeons and Dragons twist.

A long time ago, on the planet Toril, a group of intrepid adventurers discovered a device. The Spellwarp. This magical device, once calibrated, allowed communication with dozens of similar devices, and more importantly, through a direct connection to The Weave, allows for near instant travel between them.

That first Spellwarp was destroyed during discovery, after the first Voidship was sent through. In that time, a new civilization of warp faring exiles has arisen. An alliance forged from the shared bond of survival between the humans, dwarves, elves, and others that made that first voyage possible, and the voidfaring nations they discovered.

Conflict arose, as it always does, between the peaceful Toril Alliance, and the fledgling empire of Imperial Toril. Both seek survival, and strength, but one through personal power and might and the other through friendship and alliances. Pick a side, or play them both.

## Races

We recommend using the variant rules found in Tasha's Cauldron of Everything. Because they are a variant, we are presenting traditional stat blocks that you can modify easily following that formula. These should reflect general trends, not absolutes.

## Humans

Mechanically, humans in Spellwarp use the same statistics as the humans from the Player's Handbook. Humans, elves, dwarves, gnomes, and any of the races descended from the original explorers are collectively known as Torilfolk.

## Dwarves

Dwarves in Spellwarp exist, but are a minority faction within human society. The ones that exist today are descendants of those first dwarves who helped build the original ships. As such, the only dwarven subraces appropriate in a Spellwarp game is the Warp Dwarf. Since Half-dwarves are not feasible, dwarves are incredibly rare. As such, the few dwarves who remain take intense pride in dwarven culture.

### Warp Dwarf

- **Ability Scores:** +1 Int
- **Helmsman's Intuition:** You gain proficiency in Arcana and Insight checks.
- **Shipwright:** You gain proficiency with two kinds of artisan's tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. In addition, whenever you make an Intelligence (History) check, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

## Elemental Infused

Originally, quite a surprise, after a few generations in the Warp, some humans were born with elemental traits. Their physical characteristics are identical to the Gensai in the Elemental Evil Player's Companion, except that they are human born, not extraplanar, and do not learn primordial.

## Gnome

Gnomes in spellwarp are an outside faction. During the exploration, their ancestors heard about the mythical Warp Gate, and in spite of being specifically not invited on the journey, managed to stow away aboard the first ships. When the gate collapsed, with the explorer's trapped on the other side, the gnomes revealed themselves. After initial waves of hostility, their usefulness in maintaining a ship using the barest of castoff scrap proved their value. Now, Warp Gnomes are valued on many Toril ships as mechanics and crew. Unlike the elves, whose population faded over time, the Warp Gnomes seem to be thriving, and have greatly increased their population over the years in the Void.

### Warp Gnome

- **Ability Scores:** +1 Int
- **Spark of Intuition:** You gain proficiency in Perception and Investigation skills. In addition, once per long rest you can gain a flash of insight in regards to what may be broken aboard a voidship. You can determine intuitively if any system is broken, and which system it is. If there are multiple broken, you know of one, randomly determined, and that there are probably more. You cannot use this ability on the same ship, until the detected fault is repaired, by you or someone else.

- **Engineer:** You gain proficiency with tinker tools and have automatic advantage on any roll involving repair or construction of a voidship.

## Half-Elves

Elves existed for a time in the Warp, but after generations living alongside, and intermarrying with, the other Torilfolk, a full elf is quite rare. Most are half, quarter, sixteenth, and so on elves. The ones that exist today are descendants of those first few elves who braved the journey with the original human, dwarven, and gnomish explorers. Your DM may let you play one of the last true elves in the Void, or you can play what is known as a Warp Elf, the common name for half-elves in the Spellwarp setting.

### Half-Elf (Variant; Warp Elf)

- **Ability Scores:** Cha +2, +1 to any other
- **Fey Ancestry:** Warp Elves have lost their connection to the fey.
- **Warp Connection:** As a bonus action, you can magically teleport up to 15 feet to an unoccupied space you can see. Once you use this ability, you can't use it again until you finish a short or long rest.
- All other abilities as normal.

## Warforged

Warforged in Spellwarp use the same game statistics as normal for a game set in the Forgotten Realms. That said, they are a convergent discovery. A group of sentient automatons, built in a completely different manner, and only sharing the mechanical characteristics of their Toril bound brethren.

In Spellwarp, Warforged are a result of advanced technology, given life with magical energy. While an automaton without genitalia, they will often still pick a gender that feels appropriate for themselves and generally stay with it, adopting pronouns as needed.

Spellwarp Warforged are not the rough hewn, bulky mechanical creatures of terrestrial Toril. Instead, they are sleek, smooth, polished metallic beings operating with an unearthly grace.

## Cetation

Cetations have no homeworld of their own. Or maybe they are more like the Torilfolk, and just lost it. Regardless, they have no grand empire. Instead, Cetations are born in the warp, die in the warp, and most importantly to them, live in the warp. Cetations all have a thick grey hide, and are known for their gregarious nature. The various subspecies differ on cultural norms here and there, but all strive to find enjoyment in what they do.

- **Ability Scores:** +2 Con
- **Size:** Cetations are a rotund, medium sized race, ranging from 5'8" to 7" and 250 to 400lbs.

- **Speed:** 30 ft.
- **Age:** Cetations reach adulthood 18, age very similarly to humans, topping out at under 100 years.
- **Alignment:** Cetation society is fairly strict and ordered, with most aspects of Cetation society governed by rank. When encountering a new group, the Cetation will attempt to ascertain the leader, and work handily to become the second in command. Never first.
- **Insulation:** Your naturally thick hide creates an insulating thick layer of protection. While unarmored your AC is 12 + dexterity modifier. You can use a shield and gain this benefit. In addition, you gain advantage on saving throws against cold effects, and resistance to cold damage.
- **Imposing Presence:** You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.
- **Linguist:** You gain the linguist feat at first level.
- **Sedentary:** You have advantage against effects that would force you to move, if you otherwise do not want to.
- **Amphibious:** You can breathe air and water
- **Languages.** You can speak, read, and write Common. Due to their secondary nature, the Cetations have long forgotten their native tongue.
- **Cetation Sub-Races**
  - **Rhis:** The Rhis are the most aggressive of the Cetation species, gravitating to military enrollment, or mercenary groups. They love a good fight, and relish a chance to test their martial skill against another.
    - **Ability Scores:** +1 Str
    - **Horn:** Your horn is a natural melee weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
    - **Goring Rush:** Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.
  - **Proba:** The Proba see themselves as planners, and do what they can to instill themselves as advisors to the powerful. They will often engage in tactical mock battles or strategy games just to test wits.
    - **Ability Scores:** +1 Wis
    - **Trunk:** You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.
    - **Specialized Training:** You gain proficiency in two of the following skills. Arcana, History, Insight, Nature, Religion, or Medicine.

- **Choer:** The Choer see themselves as companions, and work to ensure a lively social circle. Choer parties are the stuff of legends, and should never be passed up. Their toothy grin is one of the biggest in the galaxy, and they show it off with pride.
  - **Ability Scores:** +1 Cha
  - **Reveler:** You have proficiency in the Performance and Persuasion skills, and you have proficiency with one musical instrument of your choice.
  - **Alluring Presence:** You know the friends cantrip and can cast it without material components.

## Cyclops

The Cyclops hail from a single homeworld on the edge of the charted space known as Sacred Eye. Cyclops society is guided by prophecy and devotion to the tending of their own world. Their seeming neutrality was shattered about a decade ago when they took to space with a single minded goal towards the destruction of the Mindflayers. Physically the Cyclops are unmistakable, having only a single large eye (centered on the forehead) along with a horn atop their bald heads. The Cyclops are born with one of three vibrant eye colors, which grants them a special ability.

- **Ability Scores:** +2 Wisdom
- **Size:** Medium, Cyclops stand anywhere from 6ft and 8ft tall. They range from 250lbs to 350lbs.
- **Speed:** 30 ft
- **Age:** Cyclops reach adulthood at 18 years, with the eldest living as long as 250 years.
- **Alignment:** The Cyclops are a lawfully aligned people, tending to favor good over evil.
- **Depth Perception** - The Cyclops have a -1 to passive perception and do not begin with bow/crossbow weapon proficiencies.
- **Mind Shield** - Cyclops gain advantage to saves versus mind affecting magic.
- **Gore!** - The horn of any Cyclops is both extremely durable and sharp. Immediately after you use the Dash action on your turn and move at least as far as your speed, you can make one melee attack with your horns as a bonus action. This attack deals 1d8+Str piercing damage. If a horn were to break, it can regrow back in 1D4 days.
- **Languages.** You can speak, read, and write Common & Giant. Surprisingly, their variation of the Giant language appears to be based off of ancient dwarven script.
  - Ruby - Characterised by their scarlett eye, the Ruby are known for their ability to see truth where others cannot.
    - Ability Score: +1 Constitution
    - Sacred Eye: As a bonus action, the Ruby can gain Truesight 30ft. This power lasts for 10 minutes and can only be used again after a long rest.
    - Intuition: Ruby gain proficiency with insight.
  - Amber - Commonly known as “dawn-eyed,” the Ambers are known for their bright orange eye, and fearsome battle prowess.
    - Ability Score: +1 Strength

- **Glomer:** As an action, target one creature that you can see within 30ft. Target must make a DC 8+proficiency bonus Wisdom save or gain the paralyzed condition until they pass a saving throw at the end of their turn. This ability can be used once per short rest.
    - **Heroic Strength:** Amber have advantage for any strength rolls related to manipulating, opening or breaking an object.
  - **Amethyst-** Characterised by a vibrant purple eye, the Amethyst are known for their connection to the Arcane.
    - **Ability Score:** +1 Intelligence
    - **Beaming Gaze:** As an action, you can fire a beam of energy in a line 30 feet long and 5 feet wide blasts from your eye. Each creature in the line must make a Dex saving throw DC 8+proficiency bonus. A creature takes 3D6 force damage on a failed save, or half a successful one. Once activated this power can only be used again after a short rest.
    - **Wellspring:** Amethyst have advantage to Arcana skill checks made to recall lore about eldritch symbols, and magical traditions.

## Jura

The Jura homeworld is in a state of constant warfare, which the rest of the warp probably considers a good thing. The Jura mercenary clans wage constant war over the planet's 8 continents, passing control from one another fairly frequently. On occasion a band decides that the worn-torn hellscape that is their homeworld isn't worth fighting over, and their fleet expands to one of the nearby moons or habitable planets in the Jura system. As such, these are also generally in a constant state of war, and even more rarely, a Jura fleet leaves the system entirely seeking conquest elsewhere.

- **Ability Scores:** +2 Str
- **Size:** the Jura push the bounds of medium size, standing well over 7ft, and 250lbs.
- **Speed:** 30 ft.
- **Age:** Jura reach adulthood at 18, but can live as long as 300 years, leading to lots of young adults, with power consolidated at a few long lived elders.
- **Alignment.** The Jura are lawfully aligned and their aggression makes them tend towards good or evil.
- **Vicious Attacks:** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
- **Weapons Training:** A Jura is proficient with all simple and martial weapons, and all armors as part of their upbringing.
- **Leathery Hide:** A Jura without armor has an ac of 14 + Dex mod due to their thick, leathery skin. They can still benefit from a shield while using this ability.
- **Languages.** You can speak, read, and write Common and Jura.
- **Jura Sub-Races**

- **Triceratons:** The Triceratons are known for their size and their impressive tri-horned cranial ridge. Some variations exist with singular horns, 5 horns, and even the rare 7 horn, but broadly, all are considered Triceraton. Triceratons are relatively rare, and usually use their size and strength to demand leadership roles in the clans.
  - **Ability Scores:** +1 Con
  - **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
  - **Goring Rush.** Immediately after you use the Dash action on your turn and move at least as far as your speed, you can make one melee attack with your horns as a bonus action. This attack deals 1d8+Str piercing damage.
- **Raptorians:** Raptorians are lithe and fast, and known for their speed and viciousness. They may be the smallest Jura species, but their mobility and numbers make them lethal in teams. The Raptorians are the most common Jura, and typically make up the bulk of a clans membership.
  - **Ability Scores:** +1 Dex
  - **Move Speed:** 40ft
  - **Balancing Tail:** Raptorians can use their tail to balance, and gain proficiency in the acrobatics skill.
- **Stegonauts:** The stocky Stegonauts are known for their careful planning, and quick reactions. Stegonauts are usually given advisor, logistics, and planning roles within a Jura clan.
  - **Ability Scores:** +1 Wis
  - **Quick to Act:** A Stegonaut adds their proficiency bonus to initiative checks.
  - **Tail Swipe:** If a creature moves into flanking with a Stegonaut, the Stegonaut can take a reaction to make a melee attack against them.

## Neogi

One of the first warp faring races, the Neogi have spread far and wide throughout the Warp. Their quest for wealth drives them, and they can be found in almost any system.

- **Ability Scores:** +2 Cha
- **Size:** Small. Neogi are between 2'6" and 3ft tall, and surprisingly lightweight, at 15lbs on average.
- **Speed:** 20 ft.
- **Age:** Neogi are hermaphroditic, spawned from an adult Neogi known as a Broodmother. At 50, a Neogi is considered a Broodmother, and continually spawns a horde of tiny neogi that crawl all over it. It will not hesitate to throw these spawn at an attacker, eat them if hungry, or treat them in all manner of disposable ways. If one of those Neogi can survive to the point where it is too big or cumbersome for the Broodmother to carry, it will discard it. This Neogi is now considered an adult, and the process usually takes about 5 years. Once a Neogi becomes a Broodmother, it may suddenly die from unexplained

causes at any time, and acts in a highly irrational manner because of this, they are not suited for PCs from this point onward. When a Broodmother dies, the brood will consume them, and any that survive the feeding frenzy are considered adults... or eaten.

- **Alignment.** Neogi are Lawful Evil, as a society, and preach strict economic freedom. In practice, they will uphold a deal to the letter of the law, provided the deal can be enforced. They don't put stock in written word, and generally value verbal agreement (and are not above remembering it differently to suit their needs). Neogi have little concept of property, and personal accountability. If they want something, and can take it, they will. Neogi who have interacted with the [the humans] often assimilate, and can be taught compassion. These Neogi often undergo a small procedure that limits their brood to a few singular spawn at a given moment. In fact, many Neogi, in the right society, form loving and lasting relationships with one another, [humans] and even their offspring.
- **Sweeten the Deal:** 3/Day you can cast Charm Person as though you were a sorcerer. You cast this spell with Charisma.
- **Mental Fortitude.** The Neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.
- **Spider Climb.** The Neogi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Languages.** You can speak, read, and write Common. The Neogi have long lost their personal language, in favor of Common, which allows for the most trade options. While they don't place much value in the written word from a contracts perspective, they do see value in labeling objects, or identifying them. So they generally learn to read and write.
- **Neogi Sub-Races**
  - **Latrodarions:** Latrodarion's are known for their venomous bite, as much as they are for their distinctive black and red chitin. Lats, as they are called, are crafty negotiators, and the saying "buyer beware" goes double here.
    - **Ability Scores:** +1 Int
    - **Venomous Bite:** A Latrodarion gains a bite attack which can be used to deal 1d4+str piercing damage, and 1d6 poison damage.
  - **Theraphosidor:** Theraposidor, or Theros for short, are larger than their siblings and were originally the warrior caste of their homeworld. Now they serve as guards and soldiers for the various Neogi traveling merchant fleets.
    - **Ability Scores:** +1 Str
    - **Size:** Medium
    - **Speed:** 30
    - **Reticulating Spines:** A Theraphosidor can launch the spiny hairs which cover its thorax at an opponent. These spines function as javelin, and up to 6 can be thrown in a given day.
  - **Aranedor:** An Aranedor's natural divination abilities make them invaluable on a ship. The Neogi believe this is doubly so on a merchant ship. They often gain answers about potential double crosses, or whether or not a target would fall for one of their own.

- **Ability Scores:** +1 Wis
- **Web of Mystery:** 1/Day you can cast Web, and Augury as though you were a sorcerer. At level 8, you can also cast Divination and Commune 1/day. You cast these spells with Charisma and replace the material components with small amounts of web you extrude from your mouth. At the completion of the divination spells, you have a humanoid fist sized ball of web, from which you can divine your answers.

## Primator

The Primator rule their system from their homeworld of Primus, and the senate has broadly agreed that colonization is in their best interest. As such, they have colonies on all habitable masses within the Primator system, including both solid planets, three oxygen rich moons, and a thriving asteroid colony. The Primator people favor law, order, and philosophy, and place reason above all else. Physically, Primators are generally humanoid shaped, but covered in a thick layer of fur, negating the need for much clothing. Instead, they prefer nudity, with formal, elaborately decorated, togas worn on special occasions.

- **Ability Scores:** +2 Wis
- **Size:** Primators are medium sized, ranging from 5'5" to 6'4" and 140 to 230lbs.
- **Speed:** 30 ft.
- **Age:** Primator reach adulthood 18, age very similarly to humans, topping out at under 100 years.
- **Alignment:** Primator society is very strict and lawful, and generally good aligned. An individual Primator may be rash and prone to outbursts, but as a whole, the society frowns on it, and they are expected to control their emotions.
- **Climb Speed:** All Primator have a climb speed of 20ft, and never need to make checks for climbing in normal circumstances.
- **Specialization:** You have proficiency and can begin play with a tool of your choice.
- **Linguist:** You gain the linguist feat at first level.
- **Languages.** You can speak, read, and write Common. Primator take great pride in their use of language and often learn as many as they can.
- **Primator Sub-Races**
  - **Gorr:** The strongest and most aggressive subrace of Primator, the Gorr tend to occupy positions within the military.
    - **Ability Scores:** +1 Str
    - **Weapons Training:** You are proficient with all simple and martial weapons, and all armors.
    - **Languages:** Gorr
  - **Panz:** Wild and carefree, the Panz are the entertainers of the Primator homeworld. Within the Primator circus, Panz almost always occupy top billing.
    - **Ability Scores:** +1 Dex
    - **Prehensile Tail:** You can use your tail in a prehensile manner. You can carry objects up to your light load in it, and hang from it leaving both hands free. You cannot use it to make attacks or carry a shield effectively.

- **Climb Speed:** 30ft.
  - **Languages:** Panz
- **Orangutoa:** The Orangutoa are the thinkers, debaters and philosophers of the Primator homeworld, and are often in political or religious roles.
  - **Ability Scores:** +1 Int
  - **Serenity:** You have advantage on saving throws against being charmed or frightened.
  - **Languages:** Orangu
- **Babon:** The Babon are business leaders and traders in Primator society. They favor aggressive expansion for financial reasons, and the chief proponents of the asteroid mines are all Babon.
  - **Ability Scores:** +1 Con
  - **Menacing.** You have proficiency in the Intimidation skill.
  - **Languages:** Babo
- **Lemar:** Lemar are the social elite, and nobility of the supposedly egalitarian Primator society. For whatever reason almost every spouse of a rich or famous person turns out to be one of the Lemar.
  - **Ability Scores:** +1 Cha
  - **Standing Leap.** Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.
  - **Small Size:** Lemar are small sized.
  - **Languages:** Lem

## Roden

The Roden are a colonization focused species, whose environmental policies and destruction left not only their homeworld, but their system devoid of life. Now, Roden ships sail the Warp as scavengers and raiders, stealing what they can, without regard to the impact or consequence.

- **Ability Scores:** +2 Dex
- **Size:** The Roden are small sized, at 4ft, and 45 lbs.
- **Speed:** 30 ft.
- **Age:** Roden reach adulthood early, at 16, and rarely live past 60. Typically born in a litter of at least 4 with a gestation period of only 4 months, it's incredibly rare for a Roden to be an only child, and Orangutoan philosophers believe this may factor into their need for companionship.
- **Alignment:** Roden society is chaotic evil. No home world to claim of their own, or none remaining, the Roden instead sail about space looking for Warp stations or transportation ships to salvage.
- **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.
- **Pack Tactics:** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Disease Adverse:** You gain advantage on all saving throws against disease.
- **Languages.** You can speak, read, and write Common.

- **Roden Sub-Races**

- **Murin:** The most common Roden, the Murin are easily identified by their jet black fur and long, hairless tail.
  - **Ability Scores:** +1 Int
  - **Diminutive Build.** You count as one size smaller when determining how much space you occupy, whether allies can move through your space, or squeezing. You also gain proficiency in Stealth.
  - **Wildspace Resistance:** Murin only take 1d4 damage per round of wildspace exposure, not 1d6.
- **Cavy:** The large and friendly Cavy, is recognized as the oddball species of Roden, preferring trade and communal living to the Murin's raids and murder.
  - **Ability Scores:** +1 Cha
  - **Medium Size:** The Cavy is between 5 and 6 ft tall and a generous 200lbs.
  - **Digestive Adaptation:** A Cavy can eat just about anything, and is immune to ingested poisons. This makes their love of the culinary arts a gamble for their friends or family.
  - **Tool Proficiency:** Chefs kit.
- **Chiro:** All Roden are stealthy, but the Chiro are the stealth assassins of a stealth based people. Their specialty is gliding in under cover of pitch black, making their kill and moving on.
  - **Ability Scores:** +1 Wis
  - **Flight:** A Chiro has wings and a flight speed of 30ft.
  - **Blindsight:** 30ft.

## Selachii

Selachii are solitary loners with no homeworld to call their own. As far as any can tell, they were born in the Warp, and they seem to be at home there. They make their homes in asteroids, void ships and wherever others aren't. Selachii usually find a small pod to travel with they call their own, under 20 at most.

- **Ability Scores:** +2 Wis
- **Size:** Medium, Selachii stand anywhere from 4ft and 7ft tall and display a wide variety of physical variation. They range from 120lbs to 235lbs.
- **Speed:** 30 ft, 45 ft Swim.
- **Age:** Selachii reach adulthood 18, yet they appear to have an upper limit that could theoretically reach as old as 500 years. Their reclusive nature, and general lack of society makes this challenging to measure specifically.
- **Alignment:** Selachii have minimal society, instead traveling alone or in small packs. They tend to be fairly loyal to their social groups, and are usually in the neutral alignment.
- **Blood Frenzy:** A Selachii gains advantage on melee attack rolls against any foe below 10% of its maximum hit points.

- **Jagged Teeth:** The Selachii are known for their powerful bite attacks. You can use their teeth for unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- **Languages.** You can speak, read, and write Common. Due to their secondary nature, the Cetations have long forgotten their native tongue.
  - **Orcan:** The Orcan are known for their black and white skin patterning as much as they are for their ruthlessness. Orcan are often hired as Warp Pirates.
    - **Ability Scores:** +1 Str
    - **Powerful Build:** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
    - **Surprise Charge:** If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your bite.
  - **Sphyrna:** Known for their iconic hammer shaped head, the Sphyrna are the thinkers and philosophers of the Selachii. Seeking solitude for contemplation.
    - **Ability Scores:** +1 Int
    - **Blindsight 30ft**
    - **Sonar Pulse:** 1/Long Rest, you can cast the true seeing spell with minor exceptions to your truesight.
      - You must still make a saving throw when you automatically detect a visual illusion. If you fail, you know the image is fake, but cannot see through it. It will obscure vision.
      - You do not see the original form of shapechangers or creatures transformed by magic. You may still detect them by other means.
  - **Charcha:** Charcha know the effect their toothy grin has on other creatures, and use it to their advantage when possible.
    - **Ability Scores:** +1 Cha
    - **Blood Scent:** Charcha can make any Wisdom (Survival) check to track any bleeding (defined as not at full health) creature with advantage. Furthermore, they can detect the presence or a wounded creature out to 100ft, gaining advantage on Wisdom (Perception) checks to find them.
    - **Feast:** As a bonus action, you can make a special attack with your bite. If the attack hits, it deals damage equal to your Charisma modifier.

## Playable Monster Rules

Some of the factions in Spellwarp are traditionally monsters. Instead of watering down mind flayers, and giving a lesser experience, we have come up with the following rules to play a monster as a character. These are optional rules subject to DM permission.

## Effective Character Level

All monsters in the monster manual have an effective character level equal to their CR. If their CR is less than 1, their ECL is 0. A player character's ECL is equal to their levels in classes. So a Mind Flayer, CR 7, is an ECL 7 character. In our system, a player can play a mind flayer with statistics taken straight from the monster manual as a level 7 character. If they wish to proceed in classes from this point, they are free to do so. When they gather enough XP to reach level 8, they can multiclass into a new class, provided they meet the prerequisites. They can then continue to level as normal. A note. You may run into monsters with statistics who do not have a single ability score of 13 or higher, or with ability scores of less than 5. Monsters that meet either criteria are not suitable for players.

## ECL Rules and Guidelines

Because there are so many monsters published, there is no way for this to work seamlessly. There are some exceptions that should be taken into account. We have put together 4 generalities that should be used to help ensure everyone has a fun time.

1. **The “No Dogs Allowed” Rule.** You can't play a monster that is 4 legged, has no arms, and can't speak. If your choice of monster is closer to a dog than a human, you should pick something else.
  - a. Hobgoblin: Obviously in. Bulette: Obviously out. Medusa: Pause, but sure that's in. Blink Dog: Man this is a tough one. Ask your DM.
2. **The “My DM Hates Me” Rule.** You can't play a monster that your DM says you can't. They might straight ban dragons as a choice. That happens, and you should pick something else. It's a lot of work to plan for a monster PC, and there are some choices your DM may not be able to accommodate. Your DM may also decide to increase the ECL for a given monster choice arbitrarily. Maybe you've picked something with an ability that's way out of line for a PC of your level (for example an arbitrarily large amount of hit points like the CR 4 lamia with 97 HP), and your DM will allow it, but only at an increased ECL. Or maybe you brought healthy snacks, and you've been told to stop bringing a veggie tray, so your DM straight out bans it.
  - a. This rule has a counterpoint, the rarely seen “DMs Favorite” rule. Sometimes your DM will decrease the ECL of a monster if you've picked something way underpowered. Or you bring good snacks, like anything with chocolate.
3. **The “Spellcasting is Hard” Rule.** Some monsters get spells as though they were a traditional caster. Two things happen in this case. First, their ECL is set to their caster equivalent level or their CR, whichever is greater. Secondly, when you multiclass out and start trying to take real classes, you can enter your equivalent caster class at the next level allowed. So if your monster class casts as a 4th level wizard, you can start at wizard level 5, not level 1. Sometimes a monster does this, but won't outright say it. Instead they list a big collection of spells, but don't tell you what spellcasting class they are from. Your DM will have to use their best judgement to find the equivalent caster class and level to assign you.

- a. Trying to use this ability is probably going to queue up the My DM Hates Me Rule, and bring extra scrutiny to your character. This is a good thing, and a time for you to lay it all out in the open, so no one is surprised by your abilities, and the DM isn't tempted to nerf you mid game.
- 4. **The "Pick a Real Race" Rule.** Many monster entries are for things like Bandit (race any). They have powers that emulate class features, and aren't really monster races. Pick a real race or class, and use that, these rules are not for that. They are for playing frost giants, not human bandits, who aren't rogues. This also applies if you want to play something like a centaur. There is a playable centaur, and you should use that instead.

## Classes

Any class is suitable for a Spellwarp campaign. If you have access to supplements, there are a lot of star themed subclasses which are perfect for a Spellwarp game. If none of them jump out at you, some new subclasses have been included below to help add a little Spellwarp flavor to your character.

### Druid - The Empty Circle

Nature is sparse in the warp. Those druids who choose a life on voidships do what they can to nurture the plant and animal life they find within the warp, but many are relatively cut off from the nature they revere. These few have forsaken their circle, and instead taken on the mantle of the Empty Circle. These druids, while not cast out by any specific order, have learned to draw their strength through the warp, and its strange, alien, environment.

#### Level 2 - Empty Spells

Level	Spells
1	Sanctuary, Shield
3	Blink, Nondetection
5	Passwall, Teleportation Circle
7	Sequester, Teleport

**Level 2 - Warp Field:** Empty Circle Druids are in tune with the nature of the warp itself. They can use their body as a conduit, and open small Warp Gates between their fingers, allowing objects to pass between them, provided both hands are still used to open portals on both ends. Objects caught between these fields when one end closes take 1d6 slashing damage and are shunted to whichever side has more of the object currently.

**Level 2 - Warp Guardian:** Druids of The Empty Circle have taken a new vow. One to protect the warp, and those who make their homes in this weird and wonderful land. As such, at the end of a long rest, the druid can form a bond with their crew. They attune to a number of willing

creatures equal to their wisdom modifier, and can always sense relative distance (0ft, 10ft, 100ft, 1,000ft, and so on adding a 0 each time) and cardinal direction towards that creature. Additionally, by expending a use of their wild shape class feature as a reaction when they see a bonded creature about to be struck by an attack or targeted by a spell, the druid can teleport the creature 10ft per point of proficiency bonus in a straight line, closer to the druid. This usually causes attacks to miss, unless the new location is still within the creature's reach. In that case, the attack is rolled as normal, but with disadvantage. This ability must be used before the roll is made, but an attack declared in this manner requires an action as normal. Even if it no longer has eligible targets.

**Level 6 - Exile:** The druid's connection to the warp is not only to the benefit of the allies, but the detriment of its enemies. The druid can place their hand on an object and begin drawing it into the warp, slowly and painfully. This ability deals 1d6 slashing damage per round. This can be used offensively by making a melee attack against a creature and deals 1d6 slashing damage. When used on an object, or a grabbed creature, in successive rounds, this abilities damage increases as the object is drawn more and more into the warp. The druid can spend their action to continue the effect, and increase the damage by 1d6. So a druid using this ability to burn through a door will deal 1d6 damage on the first round, 2d6 on the second, and 3d6 on the third.

**Level 10 - Warp Sense:** A druid's bond to their crew grows, and their mastery of the warp expands. They can open a small warp gate in front of them, with which they can view their crew members. This functions as the Scrying spell, but is limited in effect to only allow targeting of the bonded crew. The target gets a saving throw each time you attempt to use this ability, and once they have passed, can choose for any future attempts to automatically fail, until the bond is forged again.

**Level 14 - Cast into the Warp:** The Empty Circle allows a druid to banish any creature touched. The subject is launched into the Warp itself in a dazzling display of color. If the target is not prepared against normal exposure, they suffer those effects each round. The creature remains there unless they have some means of exiting or returning on their own, or they can pass a charisma saving throw using the druid's spell save DC at the end of each round. Because this is not a spell, but a physical manifestation of the warp, abilities that give advantage to spells do not help.

## Ranger - Warp Marine

Warp Marines specialize in travel through Wildspace. To be specific, they aren't mere sailors and ships crew. Warp Marines travel Through Wildspace. They are renown for their ability to travel safely between ships undetected and perform sabotage, reconnaissance, or evacuations, and most importantly safely return. These brave, or maybe just foolhardy, individuals regularly throw themselves freely from the safety of Voidships and into the vastness of Wildspace,

### Level 3 - Wildspace Cowboy

While in Wildspace, whether onboard a Voidship or through other means, a Warp Marine gains resistance to cold, can hold their breath for twice the normal duration, and can ignore the effects of Wildspace for one round per point of proficiency bonus.

### **Level 3 - Anchor**

Once per short rest, for one minute, your feet can adhere to any surface within 5ft, gaining the ability to move up, down, and across any solid surface. In effect, you gain a climbing speed equal to your walking speed. If you already have a climb speed, you can anchor yourself to a given object, and are immune to effects that would move you, or knock you prone.

### **Level 3: Warp Marine Spells**

<b>Level</b>	<b>Spells</b>
1	Expeditious Retreat
2	Misty Step
3	Gaseous Form
4	Dimension Door
5	Passwall

### **Level 7: Warp Jump**

As an action, you can open a portal within the Warp, and hop through it. You teleport yourself from your current location to any other spot within 100ft. You arrive from a second portal at the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "100 feet straight downward" or "upward to the northwest at a 45-degree angle, 30 feet." You can bring along objects as long as their weight doesn't exceed what you can carry. The ability fails if you attempt to travel through a space you can't fit, although you can still take a moment to look through the portal and see why it failed. You can use this ability once per short rest.

### **Level 11: Breach the Gap**

When you make Warp Jumps, you can hold the portal open as long as you concentrate, or until you use it to travel. With this in mind, you can allow others to traverse your portals and travel, so long as you are the last one through.

### **Level 15: Should be Dead**

Through frequent exposure, you are inured to the effects of Wildspace, and no longer suffer the ill effects of exposure.

## **Player Options**

A collection of options for players to use when making characters from The Warp.

# Backgrounds

## Voidborn

*You mean to tell me everyone on this planet relies on plants to make air for them to breath?*  
Born in the empty expanse known as the Void, you grew up without a homeworld or planet to call your own. You are more at home in the emptiness of the Void than walking around on solid ground.

**Tool Proficiencies:** Vehicle (Void), Navigators Tools, and a Gaming Set of your choice.

**Languages:** Two of your choice

**Equipment:** A Voidship of your choice, worth no more than 1,000gp and a belt pouch containing 10 gp

## Feats

### Controlled Spawn

**Prerequisites:** Neogi. Can not be a Broodmother.

**Benefit:**

- +1 Intelligence, Wisdom, or Charisma.
- You can use the Find Familiar spell to summon a Neogi Hatchling which serves as a familiar.
- You do not continually produce new spawn, and do not become a Broodmother.

### Paralytic Venom

**Prerequisites:** Latrodarion Neogi

**Benefit:**

- +1 Constitution
- A creature wounded by the poison damage from a Latrodarion's bite must make a constitution saving throw DC 8+Prof+Con Mod or become Paralyzed. They gain a saving throw at the end of each of their turns to end the condition.

### Prehensile Tail

**Prerequisites:** Primator

**Benefit:**

- +1 Dexterity
- You can use your tail in a prehensile manner. You can carry objects up to your light load in it, and hang from it leaving both hands free. You cannot use it to make attacks or carry a shield effectively.

## Protrusible Jaws

**Prerequisites:** Selachii

**Benefit:**

- +1 Charisma
- You gain proficiency in the Intimidate skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You can make a bite attack as a bonus action once per short rest. This attack catches your opponents by surprise, and is rolled with advantage.

## The Worlds of Spellwarp

*There are worlds beyond worlds—cold, hot, light, dark, watery, and earthen. They all share one basic need—a need for heroes. — Elminster Aumar*

### Locations

The setting for Spellwarp is massive. Most games take place in a continent or village, maybe expanding to another plane or two. A Spellwarp campaign will have the players visit multiple worlds as a matter of course. As such, this guide could be a thousand pages and not touch a fraction of the worlds, or it can give an overview of the types of locations that can be encountered. We have opted for the latter.

A Spellwarp campaign takes place within a collection of interconnected Crystal Spheres far from Realmspace.

### Crystal Spheres

The Crystal Spheres are an integral part of a Spellwarp campaign. In the Forgotten Realms, the planet of Toril and its seven sister planets orbit their sun. Encompassing these orbiting bodies, is a vast space known as Wildspace. At the borders of wildspace are a phenomenon known as a Crystal Sphere. This sphere contains the entirety of what is known as Realmspace. Throughout the Forgotten Realms campaign setting, there is an uncountable number of Crystal Spheres, each containing their own solar system, and celestial bodies. These spheres protect the systems contained within from the ravages of Phlogiston, or the dense multicolored fluid between the spheres. This Phlogiston is known colloquially as the Warp.

**Travel Between Spheres:** Travel between spheres is theoretically possible for very powerful characters, on par with deities. Openings in the spheres also occasionally form and close, allowing Spelljamming ships passage. These have their own magics to protect against the Phlogiston and allow travel. Spellwarp takes place far from Toril, and the surrounding regions where Spelljammer magic has been discovered. That particular method of travel will be covered in another sourcebook.

**Spellwarps:** The primary method of travel between Spheres is through the use of Spellwarps. These circular gates work similar to teleportation circles, or gates, for the vessels that cross them. Instead of direct teleportation, they are preconfigured with safe, optimal passage through the Warp to another keyed Spellwarp. Then, once activated, the vessel is launched at impossible speeds along the path, before exiting the Spellwarp on the other side. With this in mind, travel between spheres relies heavily on the Spellwarps, and since each sphere has two or three at most, their control is hotly contested. The origins of the Spellwarp are a mystery, and their construction method is totally unknown.

**Wildspace:** Within RealmSpace, or KyrnSpace, or any given sphere, there exists something between all the planets. This something is an empty vacuum known as Wildspace. The signature feature of a Voidship is its ability to provide protection from Wildspace to its passengers. Whether through technological advancements, magical wards, or both. Exposure to Wildspace is generally considered a certain doom. There is no air in wildspace, and so creatures must hold their breath. In addition, they run the risk of freezing to death or explosive decompression. They take 1d6 slashing and 1d6 cold damage damage per round, increasing by for each round of exposure (1d6, 2d6, 3d6, 4d6, etc).

## The Planes

In addition to traveling through Crystal Spheres and discovering new planets, it wouldn't be Dungeons and Dragons without a multiverse of planes.

**The Material Plane:** The Material Plane is big. Like super big. You don't even get it, but you think you do. Take however big you think it is, and multiply it by a thousand, and you're still not even there. It's big. The material plane includes everything in the Forgotten Realms, sure, but also everything in all of the various Crystal Spheres, and all of the Warp between them.

**The Finite Planes:** With how big the Material Plane is, the finite planes seem a lot smaller. Bytopia for instance is probably smaller than a single Crystal Sphere. In general, the finite planes have a limited view into the Crystal Spheres. Most of the ones found in the Forgotten Realm campaign setting are limited to within RealmSpace. This limitation is not because they are contained within the sphere, but because any access points, magical or otherwise, originate within that sphere. As such, many Spheres have their own finite planes unique to themselves.

**The Infinite Planes:** Infinite planes work differently than a lot of people think. Using the same logic as finite planes, they have connections to the material wherever they need. Being infinite, they have an infinite number of connections. Whereas a finite plane has a bunch, all of which are within the same sphere, an infinite plane has infinite connections across essentially every sphere. In this way, the infinite planes are a shared plane across all spheres. That doesn't mean they are a guaranteed method of travel between them though. While one could theoretically walk between openings to RealmSpace and KyrnSpace and travel the spheres, the distances are too vast for anyone to reasonably try. Even with magical assistance. Additionally, just because there are portals to the Abyss, and palaces with mighty Abyssal kings that are known in Toril, it does not mean that they are influential, or even known in other spheres. By its nature,

an infinite plane is mostly empty. The civilizations that arise tend to group together towards specific points, usually nearest to connections to the material. In this way, you have scenarios where what is known as the first layer of the Abyss in Toril, is actually the 8,573rd, and the  $18.94 \times 10^7$ th is the first in [Wherever]space. All this to say, that while the Abyss is accessible throughout any Crystal Sphere, it may not be recognizable. While the Torilfolk could theoretically travel through an infinite plane on a return to Toril, most of the infinite planes are too hostile for a mass exodus of civilians. Especially considering that the right path has not yet been discovered among the infinity.

## Items

**Wild Suit:** A wild suit is a bulky, fragile, sealed outfit that can be worn to protect the wearer from the effects of Wildspace. Due to the clumsy nature of the suit, the wearer's AC is 10. Furthermore, if they are struck by an attack, the suit will puncture and become useless. 500gp.

**Rebreather:** This magical rod provides protection against Wildspace for a short duration when placed in one's mouth. It provides air for 3d4 consecutive rounds and is single use only. It does not prevent the accumulating damage though, and is generally only used in emergency situations. 20gp.