

Planar Compass



Buccaneers
- of the -
**BIG
BLACK!**

#2 - Autumn 2021

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

THE MULTIVERSE,

PLANE	DESCRIPTION
<i>Aelkinva</i>	Divine fey realm, lost home of the Aldhelsi.
<i>Aredat</i>	Draconic realm.
<i>Astral Plane</i>	Sea of souls, the big black, the place between the planes.
<i>Clexar's Plane</i>	Home of Clexar.
<i>Dherrah</i>	Mundane plane.
<i>Dolmenwood</i>	Ley nexus where the fairy and mortal worlds touch.
<i>Elemental Air</i>	Bright aether, the dimension of endless sky and wind.
<i>Elemental Earth</i>	Plane of infinite rock and soil.
<i>Elemental Fire</i>	Realm of lava, flame, and incineration.
<i>Elemental Water</i>	Dimension of endless blues and eternal rain.
<i>Garronkor</i>	Home plane of the Onauk.
<i>Glorindale</i>	Plane of eternal peace.
<i>Gnosis</i>	Plane of infinite knowledge and lost secrets.
<i>Hedgemazia</i>	Plane of aristocratic gardens.
<i>Mar Hegiddo</i>	Apocalypse plane.
<i>Mors</i>	Plane of death.
<i>Nullus</i>	Event horizon between law and chaos, the realm of capricious equilibrium, Meatlandia.
<i>Ordo</i>	Plane of law and time.
<i>Phykhore</i>	Plane of life.
<i>Sounix</i>	Plane of light and truth.
<i>The Prime Forge</i>	Plane of weaponry, armor, and craft.
<i>Vaengelos</i>	Plane of sound.
<i>Wishery</i>	Plane of dreams and fancies.
<i>Yind</i>	Plane of darkness and lies.

IN BRIEF

INHABITANTS	KNOWN PORTAL	DISTANCE FROM DREAMHAVEN
Estealhelsi, Ur-Fey	Unknown	Unknown
Davikau	Dragon's Gate	1,800 miles
No Native Creatures	N/A	N/A
Clexar	Clexar's Egress	2,160 miles
Humans	Port Primatus	720 miles
Goat-People, Fey, Humans	Dolmen Ring Isle	432 miles
Air Elementals, Sylphs, Djini	Laputa	288 miles
Earth Elementals, Gnomes	Gaiasburg	216 miles
Fire Elementals, Salamanders, Efreeti	The Obsidian Harbor	144 miles
Water Elementals, Undines	Island of Atlas	72 miles
Onauk, Goblinoids	Eisodos Island	360 miles
The Arbitratii	Accordlay	576 miles
Librorum	The Muted Arch	1,080 miles
Articulate Critters, Lanternmoths	Unknown	Unknown
Hellions, Vacationing Gods of Death	The Scorched Village	432 miles
Undead	Death's Door	2,044 miles
Chaos Worms, Scorn Lords, The Great Worm Who Bores Eternally at the Center of Time and Space	None	N/A
Chanicooids	The Clockwork Port	288 miles
Treants, Dryads	The Verdant Fountain	1,584 miles
Celestials	The Burning Orb	936 miles
Dazgar	Tefra Thaster ul Chal	504 miles
Unknown	The Island of Symphoria	1,440 miles
Wishlings	Ultan's Door	216 miles
Shadows	The Veiled Island	864 miles

PLANAR COMPASS 2 BUCCANEERS OF THE BIG BLACK

ASTRAL VISIONARIES

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INTRODUC

WELCOME BACK

*As endless as the stars in the sky,
as infinite as the planes of
existence, there is a sea between...*

Welcome to Issue 2—we hope you’ve weathered the storms of the mundane and are ready for an escape! What you hold in your hands has been a shared escape for our team, and it’s time for you to join us on the journey. An ancient proverb tells us “there are mountains beyond mountains.” In the Astral Sea, it’s more akin to Donovan: “First there is a mountain, then there is no mountain, then there is.”

Things are different in this place, everything shifts and changes, balances briefly, and trips along. There’s always something peeking out of the edges of the frame, waiting to be discovered with the next roll of the dice.



REQUIRED BOOKS

To fully make use of this zine, you should have access to and familiarity with the following:

Old-School Essentials (OSE).

Planar Compass Issue 1 (PC1).

Contains details about species, monsters, psionics, etc., that are referenced in this issue.

Note: For the sake of space, *Old-School Essentials* and *Planar Compass Issue 1* will be abbreviated as **OSE** and **PC1**.

OPTIONAL BOOKS

OSE Advanced Fantasy: Monsters or the **OSE Advanced Fantasy Referee’s Tome**.

Encounter tables in this issue have optional rules for these expanded monsters.

OSE Advanced Fantasy: Genre Rules and **OSE Advanced Fantasy: Druid and Illusionist Spells** or the **OSE Advanced Fantasy Player’s Tome**.

Although there are no references in this issue to the expanded classes and character options, you may find that they match the tone and enhance your game.

CTION

MID-LEVEL PLAY

The contents of this issue are designed for characters of level 4+, with little emphasis on encounter balance. Depending on your group's play style, if you are at the beginning of an extended campaign and the players are level 1-3, you may want to foreshadow the encounters here, rather than putting them in direct conflict. Until they reach a higher level, anyway.

THE SETTING

The waters of the Astral Sea are the thoughts, hopes, dreams, and nightmares of all the sentient beings of the multiverse. As such, all physical matter (including lifeforms) is alien to the Astral plane. All things found there that aren't psychic water are the result of planar intrusions (see *Nearby Planes* under *Astral Sailing*, pg. 40) and travelers from other dimensions.

Species: Many of the species and monsters referenced in this book (such as Aldhelsi, Onauk, Skullga, and Chanicoids) are detailed in Issue 1 of Planar Compass (see *Species of Note* under *Locales and Locals* in *PC1*, p7).

Keeping Time

Interplanar travel can be disorienting and confusing, timing is everything. Out here in the black, there is no "night" or "day." Most folks adhere to **Central Ordo Time**. Rarely, you'll encounter some that cling to the cycles of their home planes. Ordan time is kept in **apertures**, about the length of a solar day, broken into **sects**. It takes a few apertures to go from here to there, but beware: monsters decide dinnertime by their whim.

Beyond the Horizon

The Astral Sea is boundless, connected to limitless worlds. Game masters, feel free to mix and match content from different settings as fits your pleasure.

Planar Breakthroughs

When traveling, you notice other planes leaking through and influencing the environment. Within this book are nuggets and details, monsters and myths seeping into the seas. Should your party happen upon a portal to another plane, we suggest leaning heavily into the content provided, or inserting another setting entirely on the other side of a portal.

MONSTER

BUBONIC BARNACLES

Vegetation imbued with wisps of sentience from the Astral Sea. Feeds on the wood from ships, often trapping them. Attacks anything that disturbs its feeding.

Crawler Vine

The first stage of the Bubonic Barnacles' life cycle are the crawler vines. They are small and move quickly.

AC 7 [12], **HD** 2* (9hp), **Att** 1 × whip (1d4), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 25, **NA** 1d8 (1d12), **TT** None

Growth: Grows into a **Straggler** after 1d6 rounds of feeding on a ship (1d4 damage each round).

Straggler

Vaguely resembling a humanoid figure, this mass of seaweed becomes very aggressive against any living thing in its area.

AC 10 [9], **HD** 4* (18hp), **Att** 1 × bludgeon (1d8), **THACO** 17 [+2], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Neutral, **XP** 125, **NA** 1d6 (1d10), **TT** None

Growth: Grows into an **Algae Bloom** after 2d4 rounds of feeding on a ship.

Algae Bloom

The final stage of the Bubonic Barnacles' life cycle is a giant colony of seaweed. Its sentient spores infect creatures and bloom into new crawler vines.

AC No hit roll required, **HD** 8* (36hp), **Att** 1 × spore (1d6 + bloom), **THACO** 15 [+4], **MV** 0, **SV** D8 W9 P10 B10 S12 (8), **ML** 11, **AL** Neutral, **XP** 1,200, **NA** 1d4 (1d6), **TT** None

Bloom: If the spore successfully attaches to a target, they must **save vs poison** or have it burrow into them. If the spore is not dug out, it will grow into a crawler vine in 2d6 rounds, causing 1d8 damage as it emerges.



DRAGON

See *Dragon* under *Monsters* in *OSE*.

Astral Amphiptere

Semi-translucent with deep blue and purple coloration and sparkling points of starlight. Dwells in caves on Astral islands.

AC 0 [19], **HD** 9*** (40hp), **Att** [2 × claw (1d6 + 1), 1 × bite (3d10)] or *breath*, **THACO** 12 [+7], **MV** 90' (30')*Max. Cargo* 240' (80')*flying*, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** *Neutral*, **XP** 3,000, **NA** 1d4 (1d4), **TT** H

Breath weapon: 100' long line planar tear (see Planar Tear table, right).

Language and spells: 40%; 4 × 1st level, 4 × 2nd level.

Sleeping: 30%.

Plane passage: If its life is in danger, it opens a portal to escape to another plane (use the Planar Tear table to select the plane). Conversely, if the Astral Amphiptere is friendly, it may be willing to open a portal as a favor. Either way it can only open a portal once per week.

PLANAR TEAR

D8	EFFECT
1	Elemental Air: Line of cold.* 1-in-4 chance to conjure an air elemental.†
2	Elemental Earth: Line of rock.* 1-in-4 chance to conjure an earth elemental.†
3	Elemental Fire: Line of fire.* 1-in-4 chance to conjure a fire elemental.†
4	Elemental Water: Line of water.* 1-in-4 chance to conjure a water elemental.†
5	Mors: Line of acid.* 1-in-4 chance to conjure 1d4 wraiths.†
6	Ordo: Line of time flux. 1d4: On 1-2, the effects of a haste spell (see <i>Haste</i> under <i>Magic-User Spells</i> in <i>OSE</i>). On 3-4, the effects of a reversed haste spell (slow: movement is halved and may only attack every other round). Lasts 3 turns.
7	Sounix: Line of radiance.* 1-in-4 chance to conjure 1d4 lesser celestials (see <i>Monsters from Issue 1</i> , pg. 9).
8	Yind: Line of magical darkness (see <i>Light</i> under <i>Magic-User Spells</i> in <i>OSE</i>). 1-in-4 chance to conjure 1d8 shadows.†

* See **Breath Weapon** under **Dragon** under **Monsters** in *OSE*.

† see **Monsters** in *OSE*.



FOOLS FIRE

A swarm of blinding insects, drifts down from the sky and encases their prey in webs.

AC 7 [12], **HD** 2** (9hp), **Att** 1 × swarm (2 or 4hp), **web**, **THACO** 18 [+1], **MV** 60' (20') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 11, **AL** Neutral, **XP** 30, **NA** 1 (1d3), **TT** None

Size: 10' × 30' area.

Immunity: Only harmed by fire, extreme cold, sleep spells (affect the whole swarm), smoke (drives off), or other attacks as the referee wishes.

Swarm attack: Automatically damages characters within swarm area: 2hp if wearing armor, 4hp without.

Brilliant: The swarm is blindingly bright and can be seen from quite a distance. At close range (30' or less), it is so bright it can blind (**save vs spells** to negate) for 12 turns.

Webs: The swarm envelopes creatures and wraps them in webs. Creatures caught in webs become entangled and are unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in 2 rounds. All creatures in a flaming web suffer 1d6 points of damage.

Warding off: Characters inside the swarm who defend themselves by brandishing a weapon (or similar) suffer half damage from the swarm. A brandished torch deals damage to the swarm.

Escaping: On exiting the swarm, characters continue to suffer half damage until they have spent 3 rounds swatting the attached insects from their person.

Diving into water: Suffer damage for one round, then attached insects drown.

MONSTERS FROM ISSUE 1

The following monsters are detailed in **PCI**:

Aldhelsi: as Erntar Royam, p9.
Belsorriso: as Saturday, p17.
Chanicoide: as Clockwork Guard, p30.
Gelatinous Lusca: p19.
Greater Celestial: as Vendigast, p32.
Lesser Celestial: as Vendigast, but with 20 HD.
Onauk: as Palio, p11.
Psiombie: p30.
Suckerfly: p26.
Skullga: p31.
Raz: p27.
Traveling Soul: p19.

GLASS GIANT

14' tall humanoids made of glass. Mysterious and of alien intelligence, they are extremely territorial.

AC 6 [13], **HD** 2* (9hp), **Att** 2 × fist (3d6) or 1 × glass boulder (3d6), **THACO** 10 [+9], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 13, **NA** 1d2 (1d6), **TT** E + 5,000gp

Glass boulder throwing: Range up to 300'.

Shatter: When the glass giant reaches 0hp, all creatures within 60' take 3d6 damage from exploding shards of glass (**save versus breath** for half).

HYPNOLOTL

Brightly colored bipedal salamanders. Often called tomb farmers. They are actually vegetarians, and use the bodies of those they kill to fertilize the barren islands of the Astral Sea.

AC 5 [14], **HD** 2** (9hp), **Att** 2 × claw (1d4), 1 × bite (1d8), *Hypnotize*, *Drown*, **THACO** 18 [+1], **MV** 90' (30') *swimming* 90' (30'), **SV** D14 W13 P14 B15 S14 (2), **ML** 6, **AL** Neutral, **XP** 30, **NA** 1d6 (1d12), **TT** F

Hypnotize: Anyone who sees the colorful waves emitting from the feathery external gills of a hypnolotl is unable to take any actions except move towards the hypnolotl (**save vs spells**). A character who saves is unaffected for the rest of the encounter. Blocking the sight of the gills or killing the hypnolotl breaks the hypnosis.

Drown: Will submerge any hypnotized creatures within reach. Creatures drown after 10 rounds submerged.

Regeneration: Beginning 3 rounds after taking damage, regain 3hp per round. Severed limbs regrow.

LOBNAUGHT

30'–40' long, the bottom half is serpentine with rows of turtle-like flippers. The upper half has the claws and eyes of a lobster and the jaws of a shark.

AC -3 [22], **HD** 15** (67hp), **Att** 2 x claw (4d8), 1 x bite (2d10) or Anti-Magic Cones, **THACO** 5 [+14], **MV** 150' (50'), **SV** D4 W5 P6 B5 S8 (15), **ML** 8, **AL** Chaotic, **XP** 4,200, **NA** 1 (1d4), **TT** None

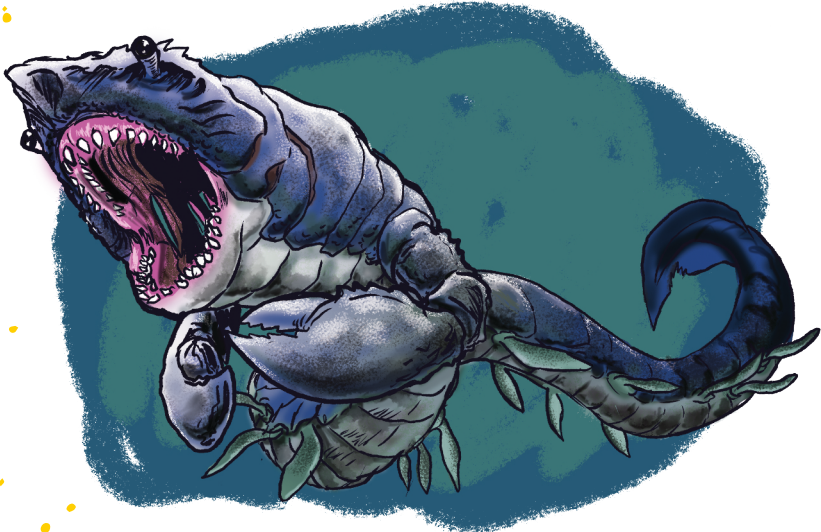
Anti-magic cones: Two conical fields emanate from the eyes of the Lobnaught: 30' wide at the end and 150' long. Magic items and spells do not work within this field. The eyes operate independently of each other, so the cones can point in entirely different directions.

Magical resistance: +2 to saves versus spells.

Confusing glare: Anyone who looks into the eyes of a Lobnaught becomes confused, and unable to determine themselves what they will do.

- **Subjects of 2+1 HD or greater:** Save versus spells each round to resist the spell's effect, acting with free will that round if they make the save.
- **Subjects of 2 HD or lower:** No saving throw.
- **Behavior:** Roll on the following table for each affected subject each round to see what they do that round:

2D6	EFFECT
2-5	Attack Lobnaught.
6-8	No action.
9-12	Attack subject's allies.



MIST MIMIC

Locked out of the Astral realm, these creatures can only project themselves inside. They attempt to lure or hire others to bring goods to their plane. They are often found on the decks of ships, patiently awaiting their next victims.

AC 7 [12], **HD** 1+1* (3hp), **Att** 1 × touch (1d4), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Chaotic, **XP** 13, **NA** 1d4 (1d8), **TT** None

Impersonate: Takes on the form of objects with great precision, appearing almost identical. Can only achieve crude impressions of living creatures.

Vaporous tell: Very faintly steaming. Can only be seen in bright light or if damaged.

Surprise: On a 1-5.

Mundane damage immunity: Only harmed by magical attacks.

OLIVER'S BANE

A crackling, creaking pile of bones. Territorial and looking to aggressively add more bones to its collection.

AC 7 [12], **HD** 1 to 6** (4/8/16/32/64/128hp), **Att** 1 to 6 x bite (1d8) or **Brittle Strike** (1d8), **THACO** 19 [+0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1 to 6), **ML** 12, **AL** Chaotic, **XP** 16/30/65/175/425/725, **NA** 1 (1d4), **TT** None

Multi-headed: Roll 1d6 to determine how many skulls are in the initial mass. Also determines HD.

Clattering crawl: The mass makes dragging, cracking, and clicking noises as it shambles and rolls around.

Number of attacks: Equal to the number of skulls (HD) in the mass of bones.

Brittle strike: Can sacrifice 1 HD to launch its largest, driest bones. They shatter on impact, and bone shards pierce everything in a 20' radius. **Save vs breath** for half.

Recruitment: If the mass is within 5' of anything recently dead, it will tear pieces from it to add to itself. Each skull it acquires adds 1 to its HD.

Too many cooks: Masses with more than 6 skulls split into two roughly equal piles.

PASZGUL

Large, radiant lizard. From a distance, it looks like a shooting star. It runs across the waves in search of prey to snap off of the Astral Sea and drag back to its home plane of Sounix to devour.

AC 5 [14], **HD** 3* (13hp), **Att** 1 × bite (1d8), **THACO** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 50, **NA** 1d4 (1d8), **TT** U

Wave runner: Dashes across water on its hind legs.

Plane hopping: When running, it can hop between the Astral Sea, its home plane of Sounix, and its hunting ground of Yind. It can only do so if it gets up to speed, requires a clear path of waves or deck for 50'.

Brilliant: Blindingly bright, can be seen from quite a distance. At 30' or less, it is so bright it can blind (save vs spells to negate) for 12 turns. In Sounix, it appears twice as bright (blinds at 60' or less).

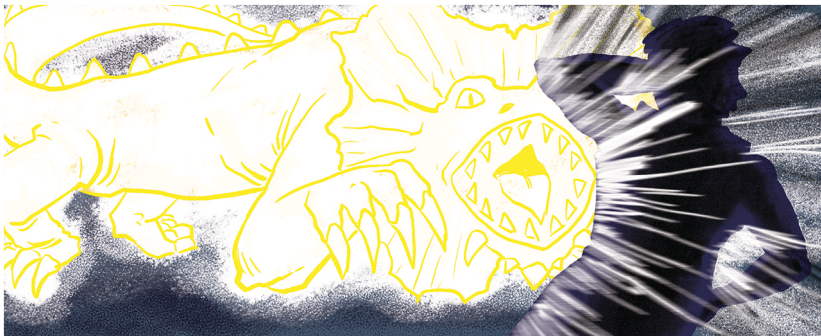
PSYCHIC DUGONG

Plump, aquatic, hyper-intelligent herbivores that feed on the plant life of the Astral Sea. The Kear capture them to keep as cattle for their psionic milk.

AC 7 [12], **HD** 2* (9hp), **Att** 1 × slam (1d6), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 4, **AL** Lawful, **XP** 25, **NA** 2d4 (2d8), **TT** None

Telepathic communication: Can communicate using thoughts with other intelligent creatures.

Psionic Milk: Psychic dugong milk restores 1d20 psionic energy per round when consumed. If the psionic energy granted exceeds the drinker's maximum, they gain bonus psionic energy temporarily. However, if this doubles the drinker's maximum psionic energy, they explode in a burst of white hot psionic energy, instantly killing them.



ROCK CRAB

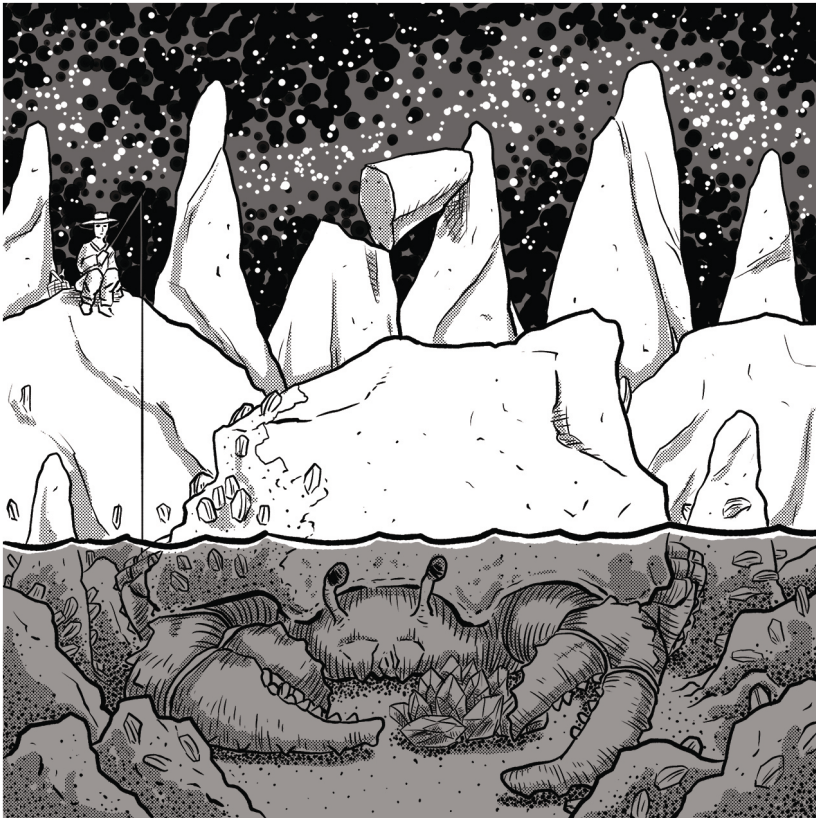
Peaceful, giant crustaceans that thrive on craggy beaches, cliffs, and in shallow waters. When lying motionless, they are nearly indistinguishable from rocks.

AC 1 [18], **HD** 3* (13hp), **Att** 2 × pincer (2d6), **THACO** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d24(1d8), **TT** See below

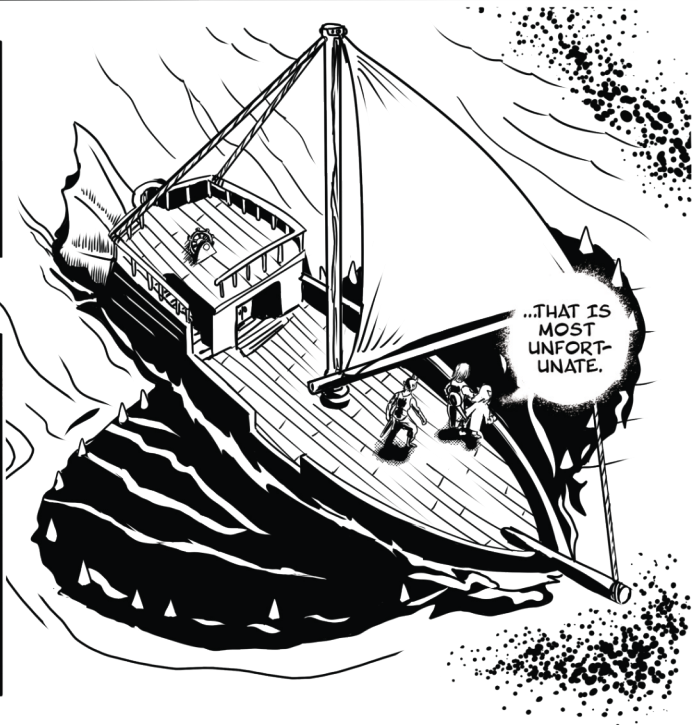
Precious eggs: Their gem eggs are highly valuable, ranging from 10gp-50gp per egg. They are sought after by traders and collectors.

Defensive: Attacks any creature that threatens its eggs.

Surprise: On a 1–4 when in rocky terrain, due to camouflage.







THE KEAR

There is no Astral predator more feared than the Kear. They barrel through the dark waters, scooping up ships and feeding on their crew. Whether they are sentient or not is irrelevant—there is no known way to communicate with them. They will consume you.

Feeding off of the psionic energy of their victims, the Kear leave behind only a dead husk. At this point, their larvae move in. The Kear life cycle is uniquely horrible among the multiverse.

KEAR LIFECYCLE

The Kear metamorphosis has three stages.

Kear Larva

6-12" long, iridescent and crustacean-like, with a jawless funnel-shaped mouth lined with pointed teeth.

AC 7 [12], **HD** 1 (4hp), **Att** 1
× bite (1d6 + energy drain),
THACO 19 [0], **MV** 120'
(40'), **SV** D14 W15 P16 B17
S18 (NH), **ML** 7, **AL** Neutral,
XP 13, **NA** 1d4 (1d10), **TT**
None

Energy drain: On a hit, attaches to victim, automatically draining 1d4 psionic energy points per round. If the victim has no psionic energy to drain, it drains hp instead.

To detach: Must be killed.

If victim dies: Begins hollowing out the victim's skull to start the next stage of its metamorphosis.



Kear Pupa

Sailors often refer to the pupa simply as “Kear,” as it is the most commonly seen. The Kear pupa is built upon the corpse of a humanoid victim. Where the flesh should be, iridescent rainbow tendrils wrap around the skeleton to make it walk and attack. The tendrils lead up to the head, where the Kear larva resides in place of the lower jaw, using the skull as a shell.

AC 5 [14], **HD** 8 + 4 (40hp), **Att** 2 × claw (1d8), 1 × bite (1d6 + energy drain), **Psychic Leech**, **THACO** 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (8), **ML** 6, **AL** Neutral, **XP** 1,750, **NA** 1d4 (1d8), **TT** B

Psychic leech: Three times per day, a target within 120' must **save vs spells** or lose 1d8 psionic energy. If the victim has no psionic energy to drain, it drains hp instead.

Energy drain: On a hit, attaches to the victim, automatically draining 1d4 psionic energy points per round. If the victim has no psionic energy to drain, it drains hp instead.

To detach: Must be killed.

Kear Imago

Behemoth eel, 900'-1400' long, with a 200'-400' jawless mouth, ringed in massive teeth. Long pincer arms near its head grab ships and pull them into its mouth. The imago is the queen, hive mind, living nursery, and transportation vessel for the earlier stages of Kear. It lays eggs that become larva, and coordinates the movements and work of the pupa.

AC 0 [19], **HD** 35* (158hp), **Att** 2 × claw (1d8), **Consume**, **Eject Larva**, **THACO** 12 [+7], **MV** 2 × claw (1d8), **Consume**, **Eject Larva**, **SV** D2 W2 P2 B2 S2 (35), **ML** 7, **AL** Neutral, **XP** 10,000, **NA** 1 (1d4), **TT** H

Consume: Any ship or person seized by its claws is pulled into its giant, gaping mouth.

Eject larva: Spews out a stream of 2d6 Kear larva at a target up to 240' away.

Detect psion: Can detect psionic beings up to 2 miles away.

Attack ships: Hunts ships from below the water's surface, attempting to ambush and engulf them. (see *The Hunter Beneath the Waves* under *Astral Sailing*, pg. 53).

PIRATE

D20	NOTABLE FEATURE	SHIP NAME
1	Survivors of Kear assault.	<i>The Good Life</i>
2	Reluctant thieves who slipped into the Astral Sea by accident.	<i>The Mystifying</i>
3	Specialize in wrecking.	<i>Brigand's Wake</i>
4	Astral ship racers.	<i>The Unjust</i>
5	On vacation.	<i>The Raw Ambition</i>
6	Crew is starving.	<i>Smuggler's Heat</i>
7	In service of a mist mimic.	<i>The Last Scrap</i>
8	Fleeing Chanicoids for failure to pay taxes.	<i>The Fearless Fool</i>
9	Smuggling psychic dugongs.	<i>Maid's Restraint</i>
10	Religious zealots who worship their ship.	<i>Gift of the Sea</i>
11	Really new to pirating.	<i>The Squealing Maid</i>
12	Captain is famous and expects you to be very impressed.	<i>Zepher's Boast</i>
13	Captain holds an ancient grudge against an Astral Amphiptere.	<i>Curried Favor</i>
14	Pursued by a pack of blink dogs.	<i>The Blasted Soul</i>
15	The luckiest crew alive.	<i>Eden's Bough</i>
16	Have forgotten how to sail.	<i>Unfinished Business</i>
17	Worship the carcass of an Astral Amphiptere.	<i>Rift of Dreams</i>
18	In the midst of a mutiny.	<i>The Muffled Joy</i>
19	Captain is royalty, secretly fleeing their royal responsibilities.	<i>Imagined Reprieve</i>
20	In search of eternal life.	<i>The Jaunty Tune</i>

ENCOUNTERS

CREW COMPOSITION

Human crew.

Cosmopolitan crew. All planes, worlds, colors, creeds represented.

Humans, an Onauk, and a Skullga captain.

Aldhelsi captain, Aldhelsi and Onauk crew.

Twin Onauk captains and Aldhelsi crew.

Onauk crew.

Aldhelsi crew.

Human and Skullga crew.

Human captain with Chanicoid crew.

Belsorriso crew.

Onauk and Belsorriso crew.

Human, Aldhelsi, and Chanicoid crew.

Chanicoid crew.

Belsorriso and Chanicoid crew.

Onauk and Chanicoid crew, with a Belsorriso captain.

Human captain, Human and Skullga crew.

Belsorriso captain, Onauk and Human crew.

Skullga and Belsorriso crew.

Chanicoid and Skullga crew.

A lone Human captain. No crew.

ASTRA

RULES FOR SHIPS

Astral ships follow the same rules and descriptions found in Old-School Essentials (see *Water Vehicles* under *Vehicles and Mounts* in *OSE*) with the following additions:

Saving Throws: Astral ships have unique saving throw types (see below).

Artillery: In addition to the catapults presented in *OSE*, **Ballistas** and **Onauki Flame Throwers** are available as upgrades to a ship's weaponry.

SAVING THROWS

Saving throws for ships work exactly as they do for characters and monsters. The five categories are:

Storm: When facing wind and other gale forces.

Collision: When striking or being struck by ships, large objects, or land masses.

Fire: When coming into contact with flames or extreme heat.

Water: When facing huge waves, torrential rains, or other situations that may cause the ship to list or capsize.

Plane Shift: When transitioning between planes, or when coming into contact with extreme planar effects.

BALLISTA

Fire javelins or large bolts.

Weight: A ballista plus twenty bolts weighs 12,000 coins (subtracted from the ship's cargo allowance).

Range: 200–400 yards.

Attack rolls and rate of fire: Depend on the number of crew manning the ballista.

2 crew (minimum): THAC0 19 [0]. Fires every 8 rounds.

3 crew: THAC0 19 [0]. Fires every 6 rounds.

4 crew (maximum): THAC0 17 [+2]. Fires every 4 rounds.

Attack modifiers: Applied for weather conditions, maneuverability, etc.

Ballista Bolt

Inflicts 2d6 hull damage against ships.

ITEM	COST (GP)
Ballista	120
Ballista Bolt	8
Fire Thrower	200
Onauki Fire Shot	20

L SHIPS

ONAUKI FIRE THROWER

Casts a steady flow of liquid fire.

Weight: A fire thrower plus twenty onauki fire shots weighs 20,000 coins (subtracted from the ship's cargo allowance).

Range: 100–200 yards.

Attack rolls and rate of fire: Depend on the number of crew manning the thrower.

3 crew (minimum): THACO 19 [0]. Fires every 12 rounds.

4 crew: THACO 19 [0]. Fires every 10 rounds.

5 crew (maximum): THACO 17 [+2]. Fires every 8 rounds.

Attack modifiers: Applied for weather conditions, maneuverability, etc.

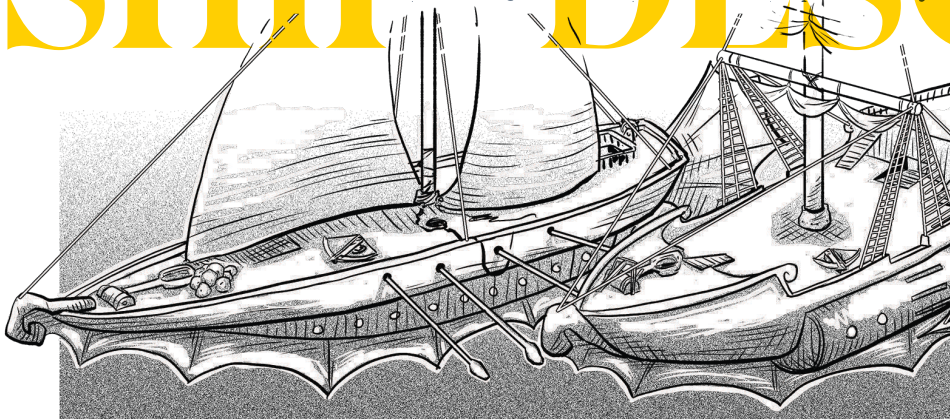
Onauki Fire

For Ships: Inflicts 1d6 hull damage. Ships must **save vs fire** or a 10'×10' area of the ship is set ablaze. The fire does 1d6 hull points of damage per turn (for at least one turn), and spreads to other areas of the ship if not extinguished. A fire can be put out by five crew in 3 turns, ten crew in 2 turns, or fifteen crew in 1 turn.

For characters: Inflicts 3d10 damage. **Save vs breath weapon** for half.



SHIP DESC



ALDHELSEI DRAKKAR

A warship made by the Aldhelsi, the Drakkar is long and narrow with a single mast.

Cost: 20,000
Max. Cargo (Coins): 60,000
Length: 100'-120'
Beam: 15'-20'
Draft: 2'-3'
Rowing Crew: 80*
Rowing Miles/Aperture: 20
Rowing Movement: 120' (120')
Sailing Crew: 90*
Sailing Miles/Aperture: 90
Sailing Movement: 450' (150')
Max. Mercenaries: 90*
Armor Class: 7 [12]
Hull Points: 80-100
Save: S9 C13 F9 W11 P10
Ram: Can Be Added
Catapults: Up to 2
Ballista: Up to 1
Fire Thrower: Up to 1

ALDHELSEI KNARR

A trading ship made by the Aldhelsi, the Knarr is wider and shorter than the Drakkar.

Cost: 15,000
Max. Cargo (Coins): 300,000
Length: 40'-60'
Beam: 10'-15'
Draft: 2'-3'
Rowing Crew: 20*
Rowing Miles/Aperture: 20
Rowing Movement: 90' (60')
Sailing Crew: 20*
Sailing Miles/Aperture: 72
Sailing Movement: 360' (120')
Max. Mercenaries: 30*
Armor Class: 8 [11]
Hull Points: 60-80
Save: S8 C14 F10 W10 P9
Ram: -
Catapults: Up to 1
Ballista: Up to 1
Fire Thrower: -

*Crew act as rowers, sailors, and fighters.

DESCRIPTIONS



CATAMARAN

One of the first human ships to sail the Astral Sea, these double-hulled ships are versatile, and come in a variety of sizes.

Cost: 8,000

Max. Cargo (Coins):

20,000

Length: 40'-80'

Beam: 15'-25'

Draft: 2'-3'

Rowing Crew: 10

Rowing Miles/Aperture:

18

Rowing Movement: 90'

(60')

Sailing Crew: 10

Sailing Miles/Aperture:

72

Sailing Movement: 360'

(120')

Max. Mercenaries: -

Armor Class: 9 [10]

Hull Points: 10-20

Save: S14 C16 F10 W3 P6

Ram: -

Catapults: -

Ballista: -

Fire Thrower: -

KAWIKA

Extremely advanced, large sailing ships made by the Skullga. The Kawika is quite popular due to its effectiveness in combat.

Cost: 45,000

Max. Cargo (Coins):

300,000

Length: 140'-160'

Beam: 25'-30'

Draft: 10'-12'

Rowing Crew: -

Rowing Miles/Aperture: -

Rowing Movement: -

Sailing Crew: 20

Sailing Miles/Aperture:

90

Sailing Movement: 450'

(150')

Max. Mercenaries: 75

Armor Class: 7 [12]

Hull Points: 120-150

Save: S10 C10 F6 W10 P12

Ram: Can Be Added

Catapults: Up to 3

Ballista: Up to 3

Fire Thrower: Up to 2

ONAUKI MAESTRANZA

An Astral galley made by the Onauk people. It has two masts and three rows of oars.

Cost: 35,000

Max. Cargo (Coins):

40,000

Length: 120'-140'

Beam: 15'-20'

Draft: 2'-3'

Rowing Crew: 170

Rowing Miles/Aperture:

18

Rowing Movement: 90'

(90')

Sailing Crew: 20

Sailing Miles/Aperture:

72

Sailing Movement: 360'

(120')

Max. Mercenaries: 50

Armor Class: 7 [12]

Hull Points: 120-140

Save: S15 C12 F6 W8 P12

Ram: Can Be Added

Catapults: Up to 2

Ballista: Up to 2

Fire Thrower: Up to 3

ONAUKI TITAN

The pride of Onauki engineering, the Titan is the largest class of ship ever seen on the Astral Sea. Primarily used for transport of troops and goods, it is still well-outfitted for defense.

Cost: 100,000

Max. Cargo (Coins):

500,000

Length: 380'-420'

Beam: 100'-120'

Draft: 16'-18'

Rowing Crew: 800

Rowing Miles/Aperture:

12

Rowing Movement: 60'

(60')

Sailing Crew: 80

Sailing Miles/Aperture:

72

Sailing Movement: 360'

(120')

Max. Mercenaries: 200

Armor Class: 7 [12]

Hull Points: 180-260

Save: S14 C6 F8 W12 P10

Ram: Can Be Added

Catapults: Up to 5

Ballista: Up to 5

Fire Thrower: Up to 5

RED HORNET

Metal sailing ship with a massive spear attached to its ram.
Favored by pirates for its superior boarding capabilities.

Cost: 50,000

Max. Cargo (Coins): 200,000

Length: 100'-150'

Beam: 25'-30'

Draft: 10'-12'

Rowing Crew: -

Rowing Miles/Aperture: -

Rowing Movement: -

Sailing Crew: 20

Sailing Miles/Aperture: 72

Sailing Movement: 360' (120')

Max. Mercenaries: 80

Armor Class: 6 [13]

Hull Points: 140-200

Save: S14 C8 F3 W12 P13

Ram: Built In*

Catapults: Up to 2

Ballista: Up to 2

Fire Thrower: Up to 3

*Ships rammed by the Red Hornet must **save vs collision** or be stuck on the spear.

SKULLGA SLOOP

Small, single-masted ships constructed by the Skullga. Their advanced design makes them the ideal choice for small crews to outmaneuver bigger ships.

Cost: 10,000

Max. Cargo (Coins): 30,000

Length: 20'-50'

Beam: 5'-15'

Draft: 2'-3'

Rowing Crew: -

Rowing Miles/Aperture: -

Rowing Movement: -

Sailing Crew: 1

Sailing Miles/Aperture: 72

Sailing Movement: 360' (120')

Max. Mercenaries: -

Armor Class: 8 [11]

Hull Points: 40-60

Save: S14 C16 F8 W6 P10

Ram: Can Be Added

Catapults: Up to 1

Ballista: -

Fire Thrower: -



TORTUGA

A large, armored warship first made by humans. It has a protective, shell-like covering over the deck and two masts.

Cost: 45,000

Max. Cargo (Coins): 30,000

Length: 100'-120'

Beam: 30'-40'

Draft: 2'-3'

Rowing Crew: 80

Rowing Miles/Aperture: 12

Rowing Movement: 60' (60')

Sailing Crew: 20

Sailing Miles/Aperture: 72

Sailing Movement: 360' (120')

Max. Mercenaries: 50

Armor Class: 6 [13]*

Hull Points: 120-150

Save: S16 C9 F4 W12 P8

Ram: Can Be Added

Catapults: Up to 4

Ballista: Up to 4

Fire Thrower: Up to 3

*Characters under the shell are protected from missile fire.

PSIONIC SHIP

Range: 20'

Power Score: Int

Initial Cost: 5+

Maintenance Cost: 10/day

Allows a psionic character to construct a ship from their mind. (See *Psionics* in *PC1*, p42). The ship type affects the Power Score and Initial Cost. All psionic ships have the following limitations:

Experience: The ship must be one that the psionic character has been aboard.

Amor: All psionic ships have +1 [-1] AC.

Hull points: All psionic ships have half the HP of their mundane version.

Concentration: If the psionic character falls unconscious or dies, the ship ceases to exist.

TYPE	COST	P. SCORE MODIFIER
Cata-maran	5	0
Sloop	10	0
Knarr	15	-1
Drakkar	20	-2
Maes-tranza	25	-3
Kawika	30	-4
Tortuga	30	-4
Red Hornet	35	-5
Titan	50	-6

CORAL-CRUSTED SKULL CUP

Coral covers all openings. The skull makes an excellent mug.

Foggy: Drinking from the mug muddles thoughts.

Melding: If two or more share a drink from the cup, their minds touch, and the memories at the top of their mind are shared.

Ceremony: Some Astral pirate crews ritually share a cup of fresh water from the cup when returning from shore trips to recount their experiences.

ASTRAL AMPHIPTERE EGG

Starlight-speckled and much heavier than they look. A prized delight of both predators and fortune seekers.

Seaworthy: The shell is light but strong. If opened carefully, can be fashioned into a small boat.

Miraculous nutrition: Yolk can feed up to 5 human-sized creatures 1 time, sustaining them for 2d4 apertures.

ONAUK SINGING BONE

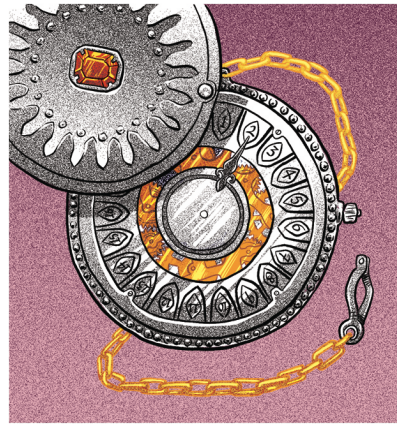
A flute carved from the horn of an honored, dead Onauk.

Storyteller: When played, recounts the adventurous exploits of the Onauk who grew it.

ORDAN TIMEPIECE

A flat disc with a lid and golden chain. Displays the current Central Ordo Time.

Interplanar clockwork: Works on any plane.



PSYCHIC AMBERGRIS

A waxy purple and blue substance produced in the digestive track of a Kear Imago. Sought after by Astral sailors for its unique psionic signature-dampening qualities.

Masking: A pound of psychic ambergris can hide 10 points of psychic load from Kear detection (see *The Hunter Beneath the Waves* under *Astral Sailing*, pg. 53).

Duration: The masking effect lasts for 2d10 apertures.

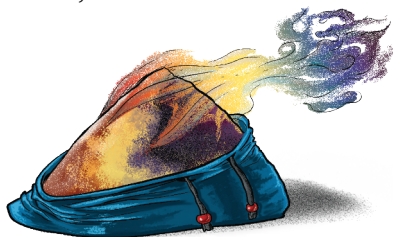
MAGIC ITEMS

SAND FROM THE SHORES OF DREAMS

A handful of grains in a soft leather bag.

Communal visions: When grains are sprinkled on someone, the next time they fall asleep on the Astral Sea anyone within 10' of the sprinkled character experiences their dream.

Ending: When one of them wakes, all of them wake.



SWORD OF ASTRAL TETHER CUTTING

Made from the remains of a meteor. The blade is thin and cruel-looking, with a handle made of intricate wire. Prized by interplanar assassins.

Tether cutting: On a hit, the tether between the Astral and physical bodies of a target that is Astral projecting is severed.

Death: Severing the tether between the Astral and physical bodies causes the person to instantly die.

THRICE-BLESSED COFFER

An ornately carved strongbox that contains three items—and must always contain three items.

Dimensions: The box is 6"x10"x14".

Equilibrium: If an item is removed and one is not placed inside immediately, the chest will remove a random item from the player's inventory to maintain its internal count at three. If more than three items are placed inside the oldest item will expel itself violently from the box.

Contents: 5-in-6 chance to contain the following items when found: 2 gold pieces and a dead raz. Otherwise, holds a random magic ring (see *Rings* under *Magic Items* in *OSE*), a mundane cup, and a small mundane telescope.



HEX-FLOW

The **Astral Sailing** and **Kear Dungeon** chapters make use of **hex-flowers** to generate the locations, events, qualities and challenges of the adventure.

USING HEX-FLOWERS

For each hex-flower: To determine what dominant condition, outcome, or important encounter will happen next, roll and sum the dice indicated for the hex-flower. Consult the **Navigation Hex** and match the summed dice roll to one of the six arrow directions—i.e., the **Navigation Directions**. On the hex-flower, move from the current hex to the next hex in the direction indicated by the Navigation Direction. The next hex defines what is happening or about to happen.

For simplicity, in the hex-flower shown opposite, the six Navigation Directions are superimposed over the center and colored **red**. So, if the current hex is in the center of a hex-flower and a 12 is rolled, then the next outcome is set by the hex directly above the central hex. However, a roll of 6 gives the hex below the central hex. The next time the hex-flower is consulted, the presently occupied hex becomes the current hex.

POINTS AND NUDGING

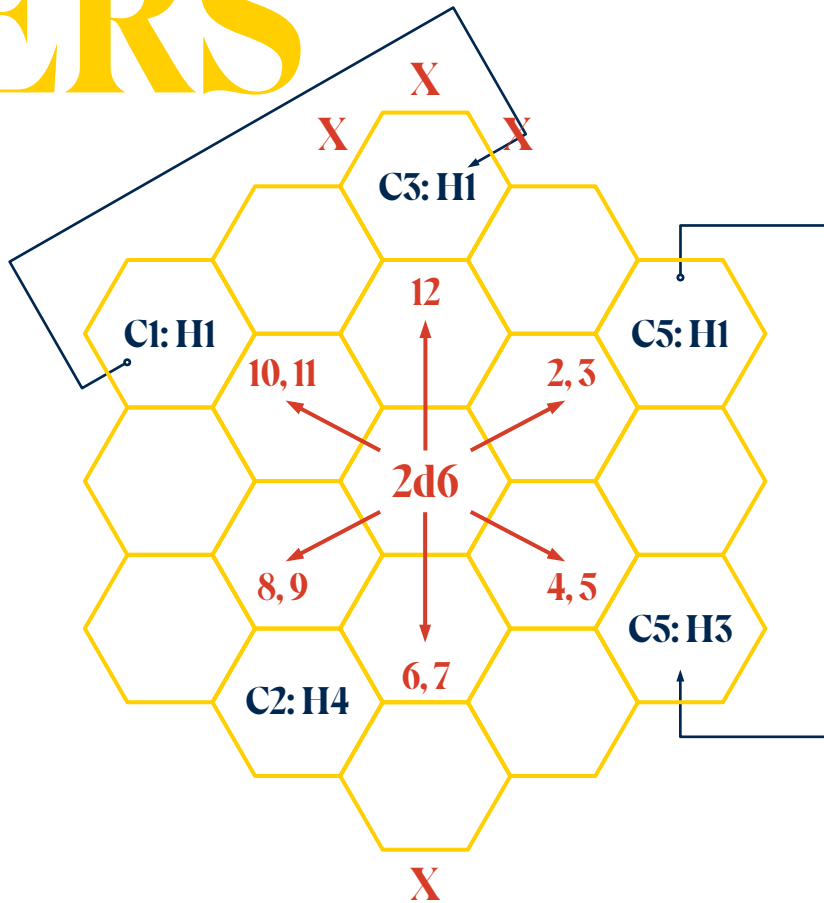
Some hex-flowers allow for **points** which can be spent to modify (nudge) the rolled Navigation Direction (see figure). If 1 point is spent, the Navigation Direction is nudged to one of the adjacent Navigation Directions. For example, if the rolled Navigation Direction were up-and-right, spending 1 point would nudge the direction down-and-right, or directly up. Spending 3 points changes the Navigation Direction to its exact opposite.

GOING OFF THE HEX-FLOWER

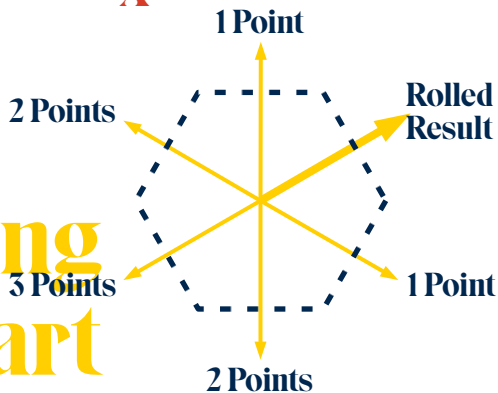
Where the Navigation Direction would lead off the edge of the hex-flower, simply wrap around to the opposite edge of the hex-flower following the same column or diagonal row (examples below). This rule in effect tessellates the hex-flower.

So, if the current location is Column 1, Hex 1 (C1:H1), then a roll of 8 wraps around to Column 3, Hex 1 (C3:H1). In C5:H1 a roll of 12 goes to C5:H3. These wraps are shown with **blue arrows** below. The **X** indicates a disallowed direction, so stay in current hex instead.

VERS



Nudging Chart



ASTRAL

SEQUENCE OF PLAY

If the distance to the destination is known, divide that by the ship's Sailing Miles/Aperture stat and roll that many times on the hex-flower. The Astral Sea is mysterious—it is possible to arrive at the destination sooner if the ship gets to the top of the Travel & Encounters Hex-Flower sooner.

If the distance or destination is unknown, keep going through the sequence until the ship arrives at land on the top of the Hex-Flower.

1. Determine Astral Conditions

Players and referee roll simultaneously to determine the lay of the landscape. The referee sets the scene.

- ▶ **Navigation:** A player rolls 2d6 to determine the direction the vessel moves on the Travel & Encounters Hex-Flower. Onauk and Astral sailors may use their Astral Navigation skill to nudge the roll by points if they have points to spend.
- ▶ **Weather:** A player rolls 1d4+1d8 to move on the Weather Hex-Flower, thus determining the conditions, weather type, and weather severity.
- ▶ **Nearby Planes:** A player rolls 1d12 to move on the Nearby Planes Hex-Flower.

▶ **Encounters:** The referee pulls together the player-rolled information, and determines the nature of any encounters and hazards indicated on the Travel and Encounters Hex-Flower, and influenced by the Nearby Planes.

▶ **The Hunter:** The referee checks to see if a Kear imago has detected the ship. See *The Hunter Beneath the Waves*, pg. 53.

2. Description

The referee and players work together to describe the regions passed through and any sites of interest that the party comes across. The referee asks players for their actions, as required. If monsters are encountered, follow the procedure described in *OSE Encounters*.

3. End of Aperture

The referee updates time records, with special attention to rations, spell durations, and the crew's need to rest.

Navigation Points and Nudging

At the beginning of the journey, **Onauk** and **Astral Sailors** have a number of Navigation Points. At level 1 they have 1 point and gain 1 every 3 levels after. On a successful Astral Navigation skill check (see *Classes* in *PC1*, p36), they may spend points to nudge (see *Points and Nudging*, pg. 32).

SAILING



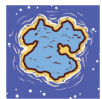
ASTRAL HEX-FLOWERS

Travel & Encounters

Roll: 2d6

Travel & Encounter Icons

- **Large Icon** indicates that the encounter is nearby or the event is probable. The chance to evade is improbable.
- **Small Icon** indicates that the encounter is farther away or the event is improbable. The chance to evade is probable.



Trouble Onboard

Mutinous crew, disease, broken equipment, food, infestation, leak, listing, navigation, propulsion, contaminated drinking water.

Vessel Sighted

Consult the *Human Wilderness Encounter Sub-Table O: Ocean, Sea* in *OSE*. For pirates and buccaneers, see *Pirate Encounters*, pg. 20 for additional details and flavor.

Natural Hazard

Consult the appropriate plane table. See *Nearby Planes*, pg. 40.

Potentially Benign Encounter

Consult the appropriate plane table. See *Nearby Planes*, pg. 40.

Signs of Land

Buoys, coastal clouds, drifting coconuts, floating log, flotsam, humanoid's body, nets, scent in air, sea birds, seals.

Potentially Dangerous Encounter

Consult the appropriate plane table. See *Nearby Planes*, pg. 40.

Kear Imago

See *The Hunter Beneath the Waves*, pg. 53.

Island

Consult the appropriate plane table. See *Nearby Planes*, pg. 40.

WEATHER

Roll: 1d4+1d8.

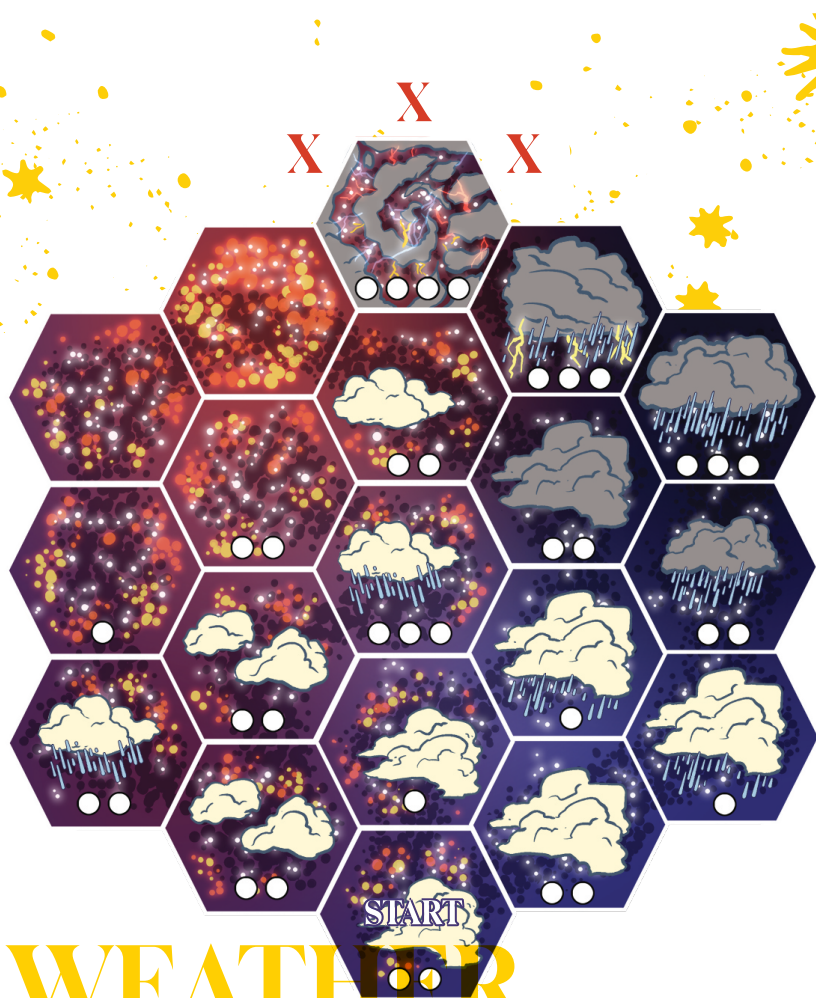
Planar Influence: The nature of the weather encountered on the Astral Sea is dependent on the nearby plane (see *Nearby Planes*, pg. 40).

Hazard: At the top of the Weather Hex-Flower is a hazard, a storm which is determined by the plane (see *Nearby Planes*, pg. 40).

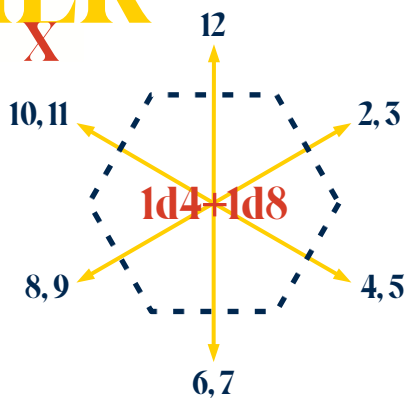
WIND (OPTIONAL)

CONDITION	EFFECT
	No Wind – Sailing impossible. Movement by oar at 1/3 rate (due to fatigue).
○	Gentle Breeze – Sailing movement rate reduced to 1/2 normal.
○○	Fresh Breeze – Normal sailing rate.
○○○	High wind – Sailing movement rate increased by 1/2.
○○○○	Stormy – Sailing movement rate tripled. See <i>Gales and Storms</i> in <i>OSE</i> .





WEATHER



NEARBY PLANES

As the nexus of the multiverse, the veil between the Astral Sea and the other planes is often very thin. It is not uncommon for other dimensions to intrude into the Astral plane from time to time. These occurrences are determined by the Nearby Planes Hex-Flower opposite.

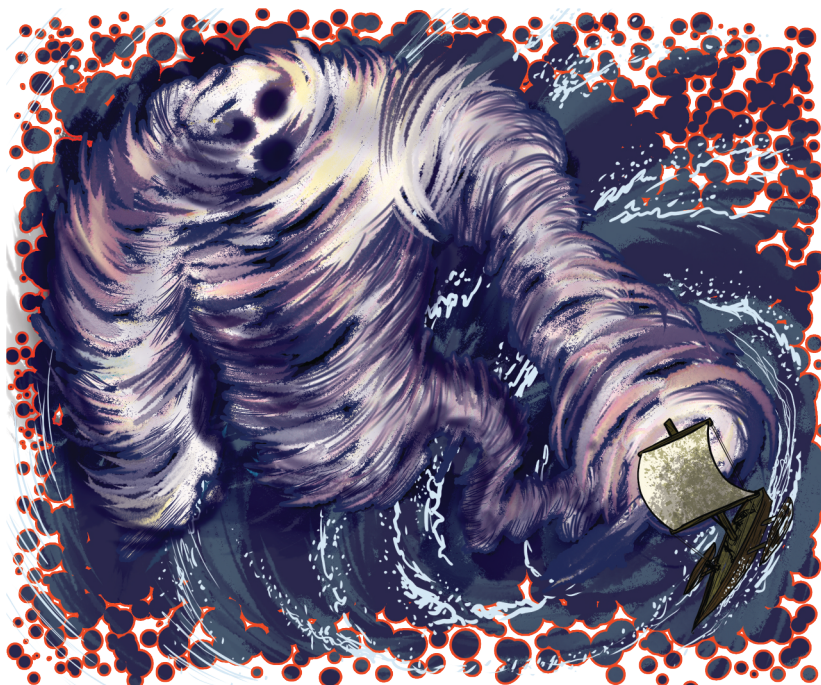
Roll: 1d12

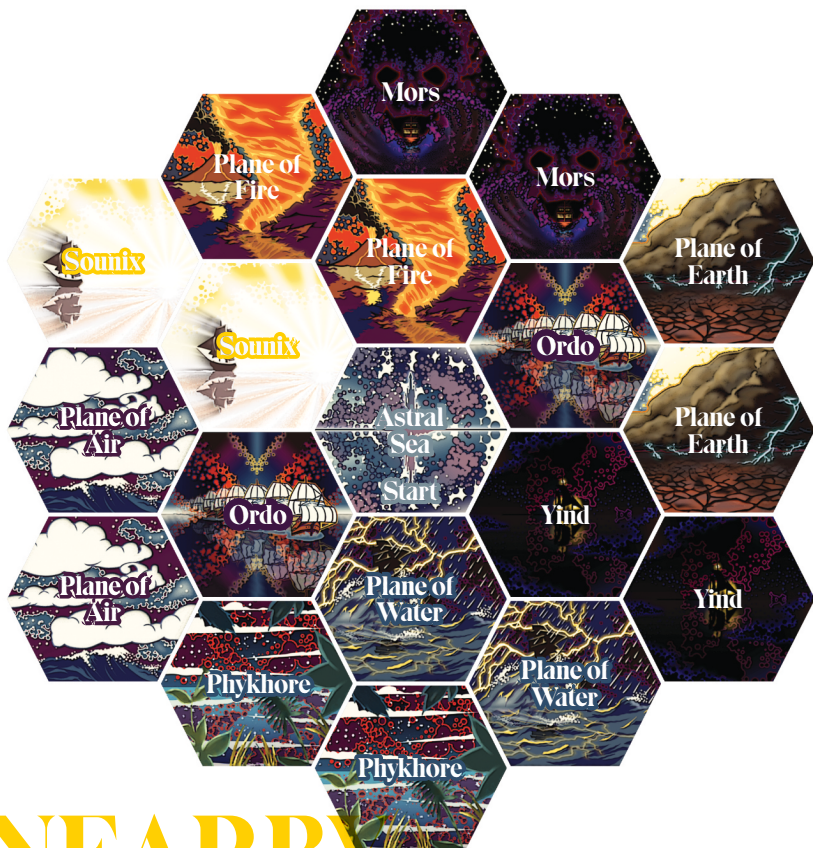
Result

- **1-6:** Move in the Navigation Direction to the next hex, with the associated planar effect.

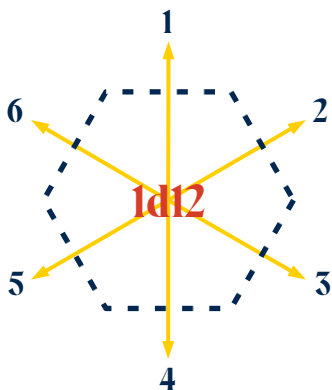
- **7-9:** Stay in the current hex type, and use the current hex for the planar effects.
- **10-12:** Stay in the current hex type, but use the astral tables (see *The Astral Sea* under *The Planes*, pg. 42) for planar effects.

Encounters are provided for both *OSE Classic* and *Advanced Fantasy*. The top of the table indicates which dice to use for Classic and which for Advanced. **For example:** If the table shows “d8/d12,” then roll a d8 if you are using *Classic Fantasy* and a d12 if you are using *Advanced Fantasy*.





NEARBY PLANES



THE

THE ASTRAL SEA

Sea of Souls, The Big Black, The Place Between the Planes.

Atmospherics

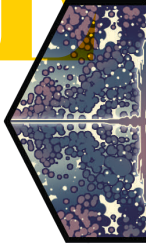
Dark psychic waters, full of strange mysteries and dangers. It is difficult to tell where the ocean ends and the sky begins. Overhead, an endless starry night with an impossible number of stars and swirling nebulae.

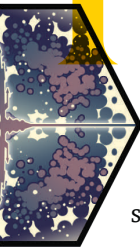
ASTRAL ISLANDS

D4	ISLAND
1	Small craggy island with a wizard's tower.
2	Fossilized body part of a celestial, with glowing plants growing on it and translucent blue spirit animals frolicking on it (deer, rabbits, birds, etc.). Body part (d4): 1-head, 2-hand, 3-food, 4-torso.
3	Island projection. A platform marketplace where all vendors and shoppers are projected from other planes. Vendors deal exclusively in illegal goods and services.
4	An archipelago of reflective, crystalline rock formations. Crystals scream if shattered, and screams shatter the nearby crystals.

PSYCHIC STORM

D20	EFFECT
1-12	This ship is pushed off course by an aperture's journey.
13-16	The ship is pushed off course by two apertures' journey. All aboard must save vs paralysis or be paralyzed for 1d4 turns.
17-9	The ship is pushed off course by three apertures' journey. All aboard must save vs paralysis or be paralyzed for 2d4 turns.
20	The ship is pushed off course by four apertures' journey. All aboard must save vs paralysis or be paralyzed for 4d4 turns. In addition, any character using Astral Projection must save vs death or have their tether sundered and immediately die.





PLANES

Non-hazardous weather:

Psychic rain causes anyone hit to have small waves of random emotion. d4: 1-happiness, 2-sadness, 3-fear, 4-anger.

Natural Hazard: Psionic swell. A rainbow aurora emanates from the water. Navigation and psionic power checks are penalized by 2.

POTENTIALLY BENIGN ENCOUNTERS

D8	ENCOUNTER
1-2	Sentient wave that may deign to give directions if sufficiently flattered.
3-4	Iridescent sea turtle. Speaks in riddles.
5-6	Psychic dugong herd, grazing peacefully.
7-8	A talking swordfish. Challenges a fighter on board to a fencing duel.

POTENTIALLY DANGEROUS ENCOUNTERS

D8/12	ENCOUNTER
1	Astral Amphiptere.
2	Hypnototl.
3	Lobnaught.
4	Raz. ±
5	Traveling Soul. ±
6	Blink Dog. ※
7	Specter. ※
8	Warp Beast. ※
9	Banshee. †
10	Disenchanter. †
11	Eye of the Deep. †
12	Will-o'-the-Wisp. †

※ *OSE Classic Fantasy.*

† *OSE Advanced Fantasy.*

± *Planar Compass Issue 1.*

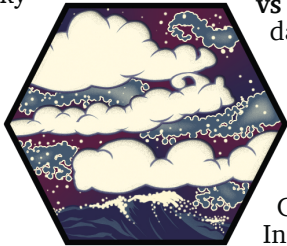
ELEMENTAL AIR

The Bright Aether. The dimension of endless sky and wind.

Atmospherics

Extremely windy and cold. The water is crystal clear, almost as if it isn't there.

Island: Stacked, lenticular clouds full of air elementals and djinni. 1-in-8 chance of a stable portal to the elemental plane of air.



Storm: Gale force winds. The ship is pushed off course by four apertures' journey. Save vs wind or take 4d4 damage.

Non-hazardous weather: Winds of restlessness, parties feel the urge to move and cannot rest well. Characters with Intelligence greater than 10 feel a strong urge to write or create works of art.

Natural Hazard: Rogue gust. Save vs wind or capsize.

POTENTIALLY BENIGN ENCOUNTERS

D8/12	ENCOUNTER
1-4	A sentient cloud with a wealth of knowledge.
5-8	Djinni (Lesser).*
9-10	Djinni (Greater).†
11-12	Silver Dragon.†

POTENTIALLY DANGEROUS ENCOUNTERS

D8	ENCOUNTER
1-2	Air elemental.*
3	Cloud giant.*
4	Frost salamander.*
5	Invisible stalker.*
6-7	Mist mimic.
8	White dragon.*

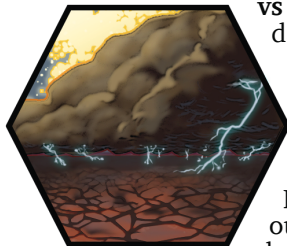
ELEMENTAL EARTH

The plane of infinite rock, clay, and soil.

Atmospherics

Sand blows in the wind. The sky is hazy. Water is muddy, and slows the ship down. Earth creatures arise out of the mud to attack.

Island: Rocky island of stone. A mountain jutting violently out of the water. 1-in-8 chance of a stable portal to the elemental plane of earth.



Storm: Meteorites. Characters must **save vs breath** or take 1d6 damage. Ship must **save vs collision** or take 2d6 damage.

Non-hazardous weather: Minor sand storm.

Natural Hazard: Pillars of rock jutting out of the water. Rocky shallows that ground the ship. Inhabited by rock crabs.

POTENTIALLY DANGEROUS ENCOUNTERS

POTENTIALLY BENIGN ENCOUNTERS

D8/12 ENCOUNTER

1-4 Rock crab.

5-8 A stranded gnome.*

9-12 Brass dragon.†

D8/12 ENCOUNTER

1-4 Earth elemental.*

5 Purple worm.*

6-7 Stone giant.*

8 Blue dragon.*

9-10 Bulette.†

11-12 Xorn.†



* *OSE Classic Fantasy.*

† *OSE Advanced Fantasy.*

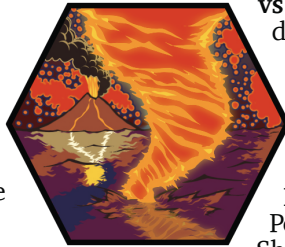
± *Planar Compass Issue 1.*

ELEMENTAL FIRE

The realm of lava, flame, and incineration.

Atmospherics

The smell of smoke fills the air. Fire burns deep down below the surface of the water. The nebulae in the sky turn a fiery orange.



Island: Volcano. 1-in-8 chance of a stable portal to the elemental plane of fire.

POTENTIALLY BENIGN ENCOUNTERS

D8/12	ENCOUNTER
1-3	Cooking fire starts talking. It has an attitude.
4-6	Neanderthal harvesting fire to bring back to its home plane.
7-8	Falling starfire. Friendly, flaming creature the size of a handspan. Will burn all it touches or extinguish instantly in the waves, but wants to live.
9-12	Phoenix.†

Storm: Firestorm. Crew must **save vs breath** or take 1d6 damage. Ship must **save vs fire** or take 4d6 damage and catch fire.

Non-hazardous weather: Ash and embers fall from the sky.

Natural Hazard: Pockets of boiling water. Ship must **save vs fire** or take 2d6 damage.

POTENTIALLY DANGEROUS ENCOUNTERS

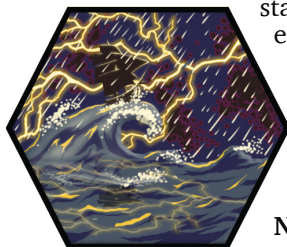
D8/12	ENCOUNTER
1	Glass giant.
2	Efreeti (lesser).*
3	Fire elemental.*
4	Flame salamander.*
5	Fire giant.*
6	Red dragon.*
7	Bronze golem.*
8	Hellhound.*
9-10	Flame lizard.†
11	Nightmare.†
12	Efreeti (greater).†

ELEMENTAL WATER

The dimension of endless blues and eternal rain.

Atmospherics

Cold air. Frequent rain. Water below is dark and opaque. Nebulae overhead turn deep blue and aquamarine.



Island: A pool or fountain of perfectly clean and clear fresh water. 1-in-8 chance of a stable portal to the elemental plane of water.

Storm: Torrential downpour. **Save vs water** or begin listing.

Non-hazardous weather: Fog. Light,

pure rain.

POTENTIALLY BENIGN ENCOUNTERS

D8/12	ENCOUNTER
1-2	Whales.※
3-4	Sea turtles.
5-6	Nixie.※
7-8	Merman.※
9	Bronze dragon.†
10	Locathah.†
11	Giant seahorse.†
12	Triton.†

POTENTIALLY DANGEROUS ENCOUNTERS

D8/12	ENCOUNTER
1	Gelatinous lusca. ±
2-5	Water elemental.※
6	Sea dragon.※
7	Storm giant.※
8	Sea serpent.※
9	Sea hag.†
10	Merrow.†
11	Sahuagin.†
12	Water fiend.†

※ *OSE Classic Fantasy*.

† *OSE Advanced Fantasy*.

± *Planar Compass Issue 1*.

MORS

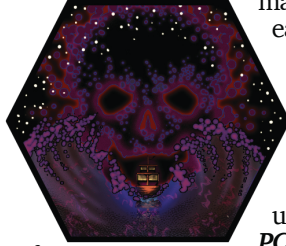
The plane of death.

Atmospherics

A sense of impending doom. The smell of rot and dust.

Island: A beach made of bones and decaying creature parts. 1-in-4 chance of a Lich† stronghold. 1-in-8 chance of a stable portal to Mors.

Storm: A silent comet of souls, 3' in diameter. Passes through objects and flesh. Solid objects like ships take 1d10 damage (**save vs planar effect** for half) on entry and exit. Living creatures feel a blast of



frozen wind and must **save vs spells** or become possessed. To regain their body, they may make the save daily and each time they do something against their alignment. If traveling souls pass through a corpse, it is immediately possessed (see *Traveling Soul* under *The Bottle Table* in *PC1*, p19).

Non-hazardous weather: Corpses rain from the sky.

Natural Hazard: All aboard must **save vs spells** or be overwhelmed with the urge to murder those around them for 1d4 rounds.

POTENTIALLY DANGEROUS ENCOUNTERS

POTENTIALLY BENIGN ENCOUNTERS

D8	ENCOUNTER
1-2	Visitation from the spirit of a deceased NPC.
3-4	The personification of death. They keep morphing into different planar iterations of Death.
5-6	The Knower. Can tell the future if provided with fresh bones of good quality.
7-8	Charon ferrying the recently deceased to Mors.

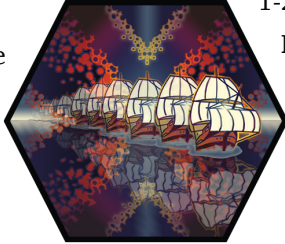
D8/12	ENCOUNTER
1	Oliver's bane.
2	Black dragon.*
3	Ghoul.*
4	Skeleton.*
5	Vampire.*
6	Wight.*
7	Wraith.*
8	Zombie.*
9-10	Coffer corpse.†
11	Ghast.†
12	Malfyr.†

ORDO

The plane of law and time.

Atmospherics

Sensory memories (the smell of a mother's cooking, the touch of the final embrace of a lover, the sound of a best friend's laughter).



Island: A sandy beach, brown fog. **Save vs spells** or lose some memories or have false ones implanted. 1-in-8 chance of a stable portal to Ordo.

POTENTIALLY BENIGN ENCOUNTERS

D8	ENCOUNTER
1	A pirate crew from the future.
2	Past version of the party.
3	Future version of the party.
4-6	Chanicoid.±
7	Roll on the Benign Encounters table for the last hex you were in.
8	Roll for the next planar hex, then roll on that Benign Encounters table.

Storm: Time storm. **Save vs spells** or grow either younger or older by 1d20 years (d4: 1-2 younger, 3-4 older).

Non-hazardous weather: Time dilation. Everything seems to take longer.

Natural Hazard: Ship begins to decay rapidly.

POTENTIALLY DANGEROUS ENCOUNTERS

D8	ENCOUNTER
1-4	Roll on the Hazardous Encounters table for the last hex you were in.
5-8	Roll for the next planar hex, then roll on that Hazardous Encounters table.

※ *OSE Classic Fantasy.*

† *OSE Advanced Fantasy.*

± *Planar Compass Issue 1.*

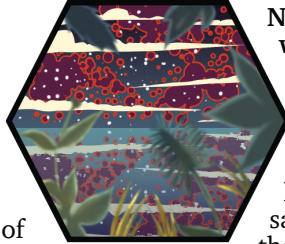
PHYKHORE

The plane of life.

Atmospherics

A sense of comfort. The smell of fresh, fragrant air, like a forest in summer.

Island: Astral mangrove treant swamp. 1-in-8 chance of a stable portal to Phykhore.



Storm: Life surge. Converts inorganic matter into organic matter.

Non-hazardous weather: Healing rain. 1-in-4 chance to heal 1d4 hp.

Natural Hazard: Those wishing to do harm to others must save vs spells or find themselves unwilling to commit violence.

POTENTIALLY BENIGN ENCOUNTERS

D8/12	ENCOUNTER
1-4	Treant.*
5-8	Dryad.*
9-10	Mycelian.†
11-12	Satyr.†

POTENTIALLY DANGEROUS ENCOUNTERS

D8/12	ENCOUNTER
1-4	Bubonic Barnacles.
5	Green dragon.*
6-8	Yellow mold.*
9-10	Brown mold.†
11	Black hag.†
12	Shambling mound.†



SOUNIX

The plane of light and truth.

Atmospherics

Rays of golden light rise from the sea. Orange and yellow nebulae glow overhead.

Island: A golden shaft of light shines down, forming a perfect circle. Within the circle is a massive, flat, floating disc of an island. If the light gutters for any reason, the island winks out of existence. 1-in-8 chance of a stable portal to Sounix.



Storm: Flashes of celestial light. All onboard must **save vs spells** or be blinded for 12 turns.

Non-hazardous

weather: Rays of light 3' in diameter beam down upon the sea, like sun streaming through clouds. Anything they land upon glows from within. For living creatures, this produces a tickling sensation.

Natural Hazard: All onboard must **save vs spells** or be unable to tell lies while in this hex.

POTENTIALLY DANGEROUS ENCOUNTERS

POTENTIALLY BENIGN ENCOUNTERS	
D8	ENCOUNTER
1-2	Lesser celestial. ±
3-4	Greater celestial. ±
5-6	Gold dragon. ※
7-8	Velvet sunfish. 6' long, good vibes. Velvet-soft scales reflect honey-colored light. Will consider being hired as a flashlight in exchange for food.

D8	ENCOUNTER
1-3	Bubonic Barnacles (grows twice as fast).
4-5	Paszgul.
6-8	Fool's fire.

※ *OSE Classic Fantasy.*

† *OSE Advanced Fantasy.*

± *Planar Compass Issue 1.*

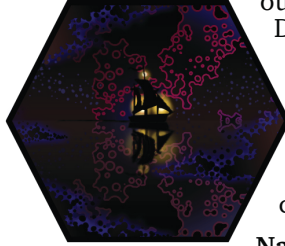
YIND

The plane of darkness and lies.

Atmospherics

Dark sky. Nebulae and stars are virtually indiscernible. The water is black and still. Any sources of light are muted.

Island: An enormous, shadowy pool of Nothing opens before you. Water drains into the center, disappearing as it spills over the edge. Your ship is drawn into the void. **Save vs planar effect** to break free and sail away. A ship that is sucked into this black hole is drawn into the Plane of Yind. 1-in-8 chance of a stable portal to Yind.



Storm: A cloud of darkness rolls in. Inside, no one can see. 1-in-6 chance to blindly stumble out of the storm. Dissipates in 1d4 apertures.

Non-hazardous weather: Beams of magical darkness scatter down from the clouds.

Natural Hazard: All onboard must **save vs spells** or be unable to tell the truth while in this hex.

POTENTIALLY DANGEROUS ENCOUNTERS

D8 ENCOUNTER

1-2	Bubonic Barnacles (grows half as fast).
3	Giant vampire bat.*
4-6	Shadow.*
7	Vampire.*
8	Paszgul.

POTENTIALLY BENIGN ENCOUNTERS

D8 ENCOUNTER

1-4	Shadows* come to life. Will try to steal light sources in an attempt to live forever.
5-8	Velvet worms crawl aboard to eat coins. Difficult to spot, as they are a handspan in size and ink-colored.

* *OSE Classic Fantasy*.

† *OSE Advanced Fantasy*.

± *Planar Compass Issue 1*.

THE HUNTER

The Astral Sea is a dangerous place. Perhaps the one thing most universally feared is being swallowed whole, vessel and all, by the leviathan **Kear Imago**.

Kear are attracted to power and the passive emanations from sentient beings. As such, they are attracted to magic, beings of great vitality, and any locus of psychic energy. When any of these things travel through the Astral Sea, they generate a psychic wake that ripples outward. A large psychic wake, if not masked, will not go unnoticed for long.

- ▶ **Method:** When traveling through the Astral Sea, there is a chance that the vessel will get noticed by a Kear Imago. Check at the end of each aperture by rolling a d100. A result equal to or lower than the **psychic load** means detection.
- ▶ **Psychic load:** The chance of being detected by a Kear Imago is equal to the combined HD/Levels of the sentient beings on the vessel. (Hirelings and specialists count for ½).
- ▶ **Psionic characters:** If a being has psionic powers, their contribution to the psychic load is doubled.
- ▶ **Masking:** The psychic load may be decreased by various strategies known to experienced Astral sailors (e.g. psychic ambergris; see *Magic Items*, pg. 30).

▶ **Detection:** If the vessel's psychic wake is detected by a Kear Imago, the beast surfaces in one of the Kear spawning grounds (indicated by the Kear icon on the Travel & Encounters Hex-Flower). Place a token indicating the Kear Imago on the Travel & Encounters hex-flower.

- ▷ If the vessel's psychic load is **40** or more, place the Kear Imago on the Kear icon hex closest to the detected vessel.
- ▷ If the party's ship lands on a Kear icon hex, their psychic load is effectively **+10** for that aperture.
- ▶ **Hunting:** The Kear Imago takes its move after the vessel takes its move, using the same Navigation Hex-Flower and rules as the vessel—the exception being that the Kear Imago gets a nudge (see *Points and Nudging* under *Hex-Flowers*, pg. 32) each turn if the vessel's psychic load is 40 or greater.
- ▶ **Capture:** If the Kear Imago and the vessel occupy the same hex at the end of the aperture, then the Kear Imago has caught up with the vessel (see *Kear* under *Monsters*, pg. 18).

THE KEAR

Should a ship be swallowed by a Kear Imago (see Kear under Monsters, pg.), survivors have the daunting task of navigating and escaping from the depths of the creature's interior.

DUNGEON HEX FLOWER

Generator: The hex-flower presented on pg. 57 is not a map, it is an engine to simulate traveling through the corporeal substance of the imago (See *Hex-Flowers*, pg. 32).

The brain of the imago is in **Zone 4** of the labyrinthine maze of tubes and body parts. An elder kear pupa, plumbed into this giant mass of flesh, acts as the center of the hive mind of the psychic leviathan. Defeat the brain to defeat the imago.

Stomach: Start at the central hex after being consumed.

Encounters: Standard encounters in Zones 1-4 when the 2D6 Navigation Roll is even (see *Encounter Engine*).

THE HUNTER WITHIN

The Imago hosts giant leeches (see *Leech*, *Giant* under *Monsters* in *OSE*) that act as its immune system. A giant leech begins hunting the party as soon as they arrive inside the Imago.

Movement: The hunter starts at the top-most hex. Damaging the imago causes the hunter to automatically move 1 hex closer to the party.

Getting Caught: If the hunter lands on the party's hex, they try to kill the party. The hunter summons 1d4 kear pupa and 2d4 kear larva, who arrive in 1d6 rounds.

ORDER OF PLAY

The party and the hunter take turns rolling & summing 2D6 to navigate the maze-like body.

TRAVELING POINTS

Acquiring and spending Traveling Points is key to successfully navigating the maze-like body of the imago. The GM awards points to the party for significant interactions within the dungeon.

Encountering inhabitants of the Kear dungeon.

Discovering and disarming traps in the dungeon.

Gaining information from a friendly NPC.

Inventing solutions to dangerous situations.

Planning ahead or having prior experience being inside an imago may start them with 1 or more Traveling Points.

R DUNGEON

ENCOUNTER ENGINE

The zone the characters are in (pg. 57) determines the number of d20s you roll, and how and when you roll them.

ZONE ROLL		RULE
1	1d20	Reroll 19 or 20.
2	2d20	Select lowest.
3	3d20	Select highest.
4	4d20	Select highest.

DOUBLES

Special things happen when players roll doubles on the 2d6 Exploration roll.

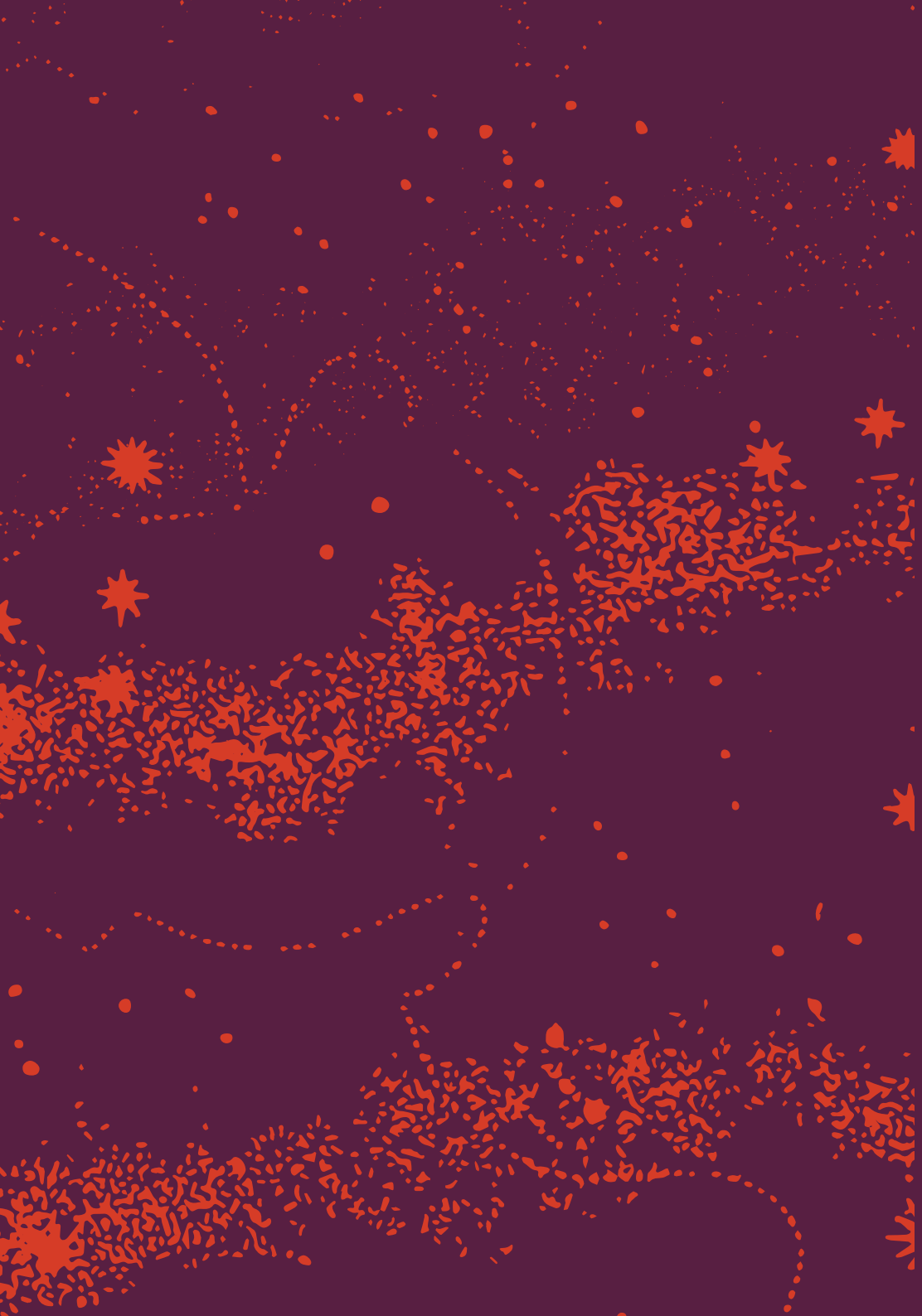
ROLL	RESULT
1, 1	Unstable floor, wall, or membrane.
2, 2	Bio-corrosive ichor.
3, 3	Trap (see Optional Tables , pg. 60).
4, 4	Healing flora.
5, 5	Abandoned treasure.
6, 6	Discovery.

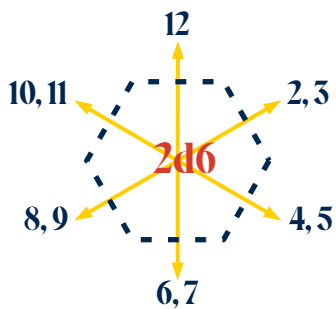
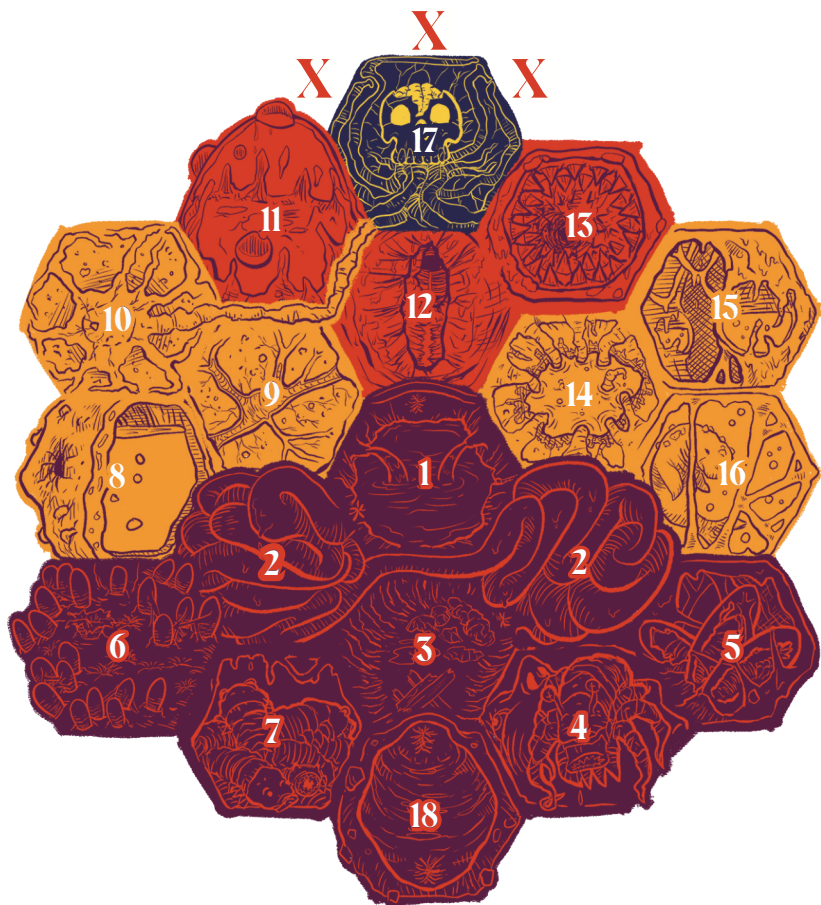
D20	ENCOUNTER
1	1 Kear Larva.
2-4	1d4 + 1 Kear Larva.
5-6	2d4 + 2 Kear Larva, 1 Kear Pupa per 5 Larva.
7	1 Black Pudding.*
8	1d8 Suckerfly.±
9	1d8 Bubonic Barnacles Crawler Vine.
0	4d4 Crab Spider.*
11	1d4 Caecilia.*
12-14	1 Kear Pupa.
15-17	1d4 + 1 Kear Pupa.
18	2d4 + 2 Kear Pupa.
19*	3d4 + 3 Kear Larva, 1 Kear Pupa per 5 Larva.
20*	4d4 + 4 Kear Larva, 1 Kear Pupa per 4 Kear Larva.

* Reroll in **Zone 1**

※ *OSE Classic Fantasy*.

± *Planar Compass Issue 1*.





ROOM DESCRIPTIONS

1. **Stomach.** Churning, acidic pool with more deadly acid spurting from the walls and ceiling at intervals. 1-in-10 chance of an NPC (See *NPCs* under *Optional Tables*, pg. 60).
2. **Intestines.** Packed with partially decayed parts slowly slogging from the stomach to the waste chamber. 1-in-12 chance of an NPC (See *NPCs* under *Optional Tables*, pg. 60). **Psychic ambergris:** Can be harvested here at a rate of 1 pound per turn (see *Magic Items*, pg. 30).
3. **Waste Chamber.** Full of both organic and inorganic Astral trash. Anything within this room is periodically ejected deep below the Astral Sea. 1-in-20 chance of an NPC (See *NPCs* under *Optional Tables*, pg. 60).
4. **Pupae Chamber.** The freshest and most-whole corpses are brought here by fully-formed pupa. Pupa combine the best larvae from the nursery with the choicest remains from battles. 2d8 pupa within, and half that many total larvae.
5. **Hibernation Chamber.** Dozens of oblong pods containing kear larva and pupa, hibernating during a long journey.
6. **Egg Chamber.** Kear eggs cover ceiling, walls, and floors. The eggs are fragile, and some are close to hatching. Hatching eggs are absorbed through the walls and deposited into the **Nursery Chamber**.
7. **Nursery Chamber.** Littered with kear larva, and tended by 2d4 kear pupa.
8. **Blowhole.** Shoots gaseous waste directly out into the depths of the Astral sky or sea. 1-in-20 chance of an NPC (See *NPCs* under *Optional Tables*, pg. 60).
9. **Duct.** After entering, the walls reabsorb the entrance. Exiting the room requires making an hole in the flesh walls, or stroking the wall with an ungloved hand. 1-in-20 chance of an NPC (See *NPCs* under *Optional Tables*, pg. 60).
10. **Psionoreceptor.** An organ that gathers and stores psionic energy. Characters with psionic ability feel the room attempt to contact and drain their psionic stores. All players sense that this area is full of charged energy.
11. **Navigation.** The imago uses psionic energy to form a readable map of the surrounding hexes. Monsters or pirates nearby are visible. Based on the energy signature of spotted prey, the imago chooses one to track and hunt. The room has a transparent dome ceiling where the outside can be viewed. Gain 1 Traveling Point for entering the room.

- 12. Esophagus.** Area contracts at intervals in an attempt to force occupants into the previous room. Slippery. 1-in-20 chance of an NPC (See *NPCs* under *Optional Tables*, pg. 60).
- 13. Mouth.** Parts of wrecked ships litter the ground. Good chance of ship-related treasure. Lots of kear wait, hoping to take the spoils from Astral assaults—including your ship and crew.
- 14. Bubbler.** A refreshing overflow of psionic energy, with a burbling hot spring in the middle of the floor.
Entering the pool: Gain 1d4 health, 1d6 psionic energy, or 1 Traveling Point.
Very healthy monster: 1-in-6 chance of an encounter.
Traveling souls trapped inside the kear imago congregate here, attracted by the energy.
- 15. Food Storage.** Sacs of dugong milk, salted “meats,” and nutritious Astral fauna. The first time players enter this room, roll on the NPC table to see what stranded pirate is living off this pantry of horrors.
- 16. Stable.** 2d4 psychic dugongs (see *Monsters*, pg. 14) are kept here as cattle for their psionic milk. The kear use the psionic milk as a supplement during dry periods between harvesting humanoid ships. The dugongs provide 1 Traveling Point for an attempt to help them escape. They provide 2 additional Traveling Points on a successful escape.
- 17. Cranium.** Whisker-like protrusions from the sides of the entryway alert the hunter to any non-kear entity’s intrusion. Tendrils poke out from the walls and criss-cross the room. In the center of the chamber, the tendrils coil into a mass around a single fractured, humanoid skull, a kear larva still inside. The brain (larva) has no defenses—destroying it causes the lower forms of kear inside the ship to stop functioning.
- 18. Excreter.** Anything in this room is not in it for long—including the party. Twice each aperture, or when the room feels too full, a massive sphincter expels waste from inside the beast out into the Astral Sea.

OPTIONAL

CAVITY SHAPE

D6	RESULT
1	Amorphous (easy going).
2	Amorphous (some obstacles).
3	Amorphous (dangerous).
4	Amorphous (partly dried out).
5	Spheroidal (round or oval).
6	Polygonal (e.g. hexagonal, etc.).

CAVITY SIZE

D4	RESULT
1	Small
2	Medium
3	Large
4	Corridor

TRAPS

D8	RESULT
1	Suction duct expels victim into the Astral Sea.
2	Sphincter slams shut, doing 1d10 damage.
3	Massive stalactite teeth hang above the room entrance.
4	Creatures with high amounts of psychic energy are drawn toward fleshy walls at a rate of 1' per minute. The fleshy walls pull them in. The hunter is aware of this.
5	Stepping on the plate in center of room releases bile from the ceiling. Save vs poison.
6	Treasure chest with a kear pupa inside.
7	Room surfaces overheat to cleanse, dealing 2d8 damage to all inside. Save vs breath for half.
8	Thin, 3' translucent bones spring from the walls at loud noises. Those touched must save vs death or be thrust from their body and become a traveling soul (see <i>Traveling Soul</i> under <i>The Bottle Table</i> in <i>PC1</i> , pg. 19). A body without a mind becomes a psiombie (see <i>Psiombie</i> under <i>Deepwarren</i> in <i>PC1</i> , pg. 30).

TABLES

NPCs

D10	RESULT
1	Bubbles. An inexperienced human wizard who can't swim.
2	Brot. A hungry human pirate, trying to eat his way out of this monster.
3	The traveling soul of someone killed by the party.
4	Elthura. An Aldhelsi adventurer who survives by coating herself in ambergris.
5	Slim. A Chanicoid repairsmith left for dead by their crew.
6	Puck. A Belsoriso apprentice shipwright, trying to leave with their life and spare parts.
7	Peadar. A human monster enthusiast who is delighted and terrified to be inside this beast.
8	Lamorak. A hapless human bard, looking for friends in all the wrong places.
9	Erntar and Breaker. An Aldhelsi mapmaker who got lost, and his Onuak bodyguard.
10	Gacrux. An Onauk thief convinced they can steal this ship.



D20+ D8	1—TEMP	2—SMELL/ TASTE	3—THINGS	4—NOISE
1	Unbearably Hot	Sweet, Fruity	Lost pirate.	Barely audible popping.
2	Blazing Hot	Burnt Meat	Interplanar trash.	Squelching.
3	Blazing Hot	Sour Milk	Personal effects of a long-dead sailor.	Hissing, like air escaping.
4	Blazing Hot	Sweaty Feet	Skull of an Astral amphiptere.	Footfalls.
5	Comfortably Warm	Clean Soil	Torso of a Chanicoïd with three arms, each arm holding a sword.	Vibrating wing beats.
6	Comfortably Warm	Rotten Fruit	Pint of upper grog.	White noise.
7	Comfortably Warm	Sulfur	Wrinkled map.	Chewing.
8	Comfortably Warm	Wet Fur	Pirate corpse, en-cased in ambergris.	Trickling water.
9	Lukewarm	Moldy	Bags of coins.	Churning fluid.
10	Lukewarm	Rain	Barrel full of raz.	Static zapping.
11	Lukewarm	Peppery	Ship parts.	Whispering.
12	Lukewarm	Acrid	Ornate shattered mirror, surrounded by clumps of dead grass.	Dripping.
13	Cool and Crisp	Cottony	Bag of stale rations.	Gurgling.
14	Cool and Crisp	Grassy	Net of thick rope.	Distant rumbling.
15	Cool and Crisp	Stale	A pirate's arm poking out of the wall. The result of a teleportation accident.	Scuttling.
16	Cool and Crisp	Yeasty	Three glass bottles of pure water.	Clicking.
17	Frigid	Nostalgic	Pair of kear larvae, eating the yolk of a smashed Astral amphiptere egg.	High-pitched worm scream.
18	Frigid	Salty	Sextant and telescope.	Gulping.
19	Frigid	Energizing	Snagged grappling hook.	Scraping.
20	Freezing	Iron	Improvised map of imago. Gain 1 Traveling Point.	Splat sounds, oatmeal hitting a solid surface.

D20+ D8	5— SURFACES	6—AIR CURRENTS	7—PSYCHIC	8—LIGHT
1	Pustules.	Hurricane-force gale.	Paranoia.	Dim light emanates from the walls.
2	Gummy.	Gentle breeze.	Peace.	Central, localized glow.
3	Chalky and dusty.	Intermittent wind forced doors open.	Confusion.	Bright light from the floor.
4	Slick.	Dry current of air.	Normal.	Fluorescent nodules.
5	Moist and furry.	Totally still.	Anger.	Hovering ribbons of light.
6	Ribbed with bones.	Headwind.	Sadness.	No light.
7	1' of water on floor.	Cold current.	Headache.	Iridescent surface.
8	Cartilaginous growths.	Local downdraft.	Hopeful.	Pale yellow, floating lights.
9	Deep, dark pits.	Local updraft.	Joyless.	Light diffracts from the surface.
10	Fleshy hummocks.	Mini-cyclone.	Blank.	Natural-looking starlight.
11	Foreign growths.	Wet current of air.	Empathetic.	Pearlescent mist.
12	Giant sphincter.	Spray of mucus.	Stressed.	Phosphorescence surface.
13	Low, membranous ceiling.	Gentle breeze flowing toward the entrance.	Delighted.	Harsh light beaming from psionic characters' eyes.
14	Mucosal surfaces.	Alternating hot and cold.	Listless.	Rainbows in mist.
15	Murky.	Light breeze.	Distracted.	Reflective mercury-like surface.
16	Root-like growths.	Pulsing air drafts.	Clear-Headed.	Foreign growth, emitting UV light.
17	Sly tongues.	Strong wind.	Selfish.	Strobe.
18	Thick veins.	Swirling breeze.	Energized.	Well-lit.
19	Varicose tubes.	Updraft.	Sleepy.	Completely dark.
20	Nerve bundle. Gain 1 Traveling Point.	Sharp currents with droplets of spittle.	Imago thoughts. Gain 1 Traveling Point.	Gross, red light.

ADVENTURE

FACELESS ONE

A man without a face routinely sacks a flotilla of Skullga kawika. Fed up with repairing their ships and running out of food, they turn to the party for help. They will pay 10,000gp in exchange for protection (or elimination).

- ▶ **The Faceless One:** Projects his body (but not his face) into the Astral Sea. His base of operations is unknown.
- ▶ **Motive:** One of the ships in the flotilla left the faceless man's ship to the mercy of a kear imago. He seeks vengeance.
- ▶ **Trauma:** His true face is partially missing—the work of a kear larva that attempted to take him over.
- ▶ **Double cross:** Offers a reward of 12,000gp to anyone who helps determine which crew betrayed him and exact his revenge upon them.

MAP HUNTING

The Aldhelsi captain Erntar (see *The Docks* under *Island Locations and Characters* in *PC1*, pg. 9) will pay 16,000gp for a lost Aldhelsi map:

- ▶ **Diving Down:** The map is aboard the sunken ship Dark Star on the bed of an Astral reef 300 miles from Dreamhaven.
- ▶ **Lair:** The Dark Star is now the home of a mother

lobnaught (see *Monsters*, pg. 12), who aggressively protects her clutch of eggs.

THE GREAT PIRATE REGATTA

It's not usually this crowded out in the Big Black. There are scores of ships, as far as the eye can see, and a floating dock with a troop of Chanicoids. A superior-looking Chanicoid accepts entrance fees, and explains the rules to the lined-up Captains. Spectators place bets with some of the lesser clockwork-folk. Food, drink and entertainment are set up along the starting/finishing line in anticipation of a stunning finale!

- ▶ **Goal:** The first crew to sail to the lair of the Astral Amphiptere (see *Monsters*, pg. 9) and return to the race starting point with one egg (see *Magic Items*, pg. 30), wins the weight of the egg in gold.
- ▶ **Observer:** The head Chanicoid provides a map to the nest, and puts an agent on each ship to observe. If the Chanicoid agent is damaged, the crew will be fined.
- ▶ **Entrance fee:** Can be paid in barter, collateral, or 1,000gp.
- ▶ **Cheating:** No plane skimming, kear-baiting, or teleportation allowed.
- ▶ **Rule 0:** This is a contest of outlaws! Rules will be broken!

RE HOOKS

THE PRISONER

A glowing, beacon-like bottle bobbing in the water.

- ▶ **Casta:** Once the bottle is uncorked, an Astral projection of a beautiful Aldhelsi woman steps out. Casta implores the party for help rescuing her sister **Lux**.
- ▶ **The Two Sisters:** A pirate ship lured Lux in with a fake distress call, then kidnapped her. Both sisters are powerful psions. Casta is tracking the ship, but cannot rescue Lux alone.
- ▶ **Reward:** Casta will pay 8,000gp for helping her rescue her sister.
- ▶ **The Dreamwreckers:** A ragtag, multi-planar pirate crew known as the Dreamwreckers kidnapped Lux for her psion powers in hopes to broaden their thieving horizons to other planes. Lux proved uncooperative, and is kept captive while they decide what to do with her. The leader is an Onauk woman named **Khalara**. She is obsessed with collecting valuable things.
- ▶ **Ornate Victim:** Lux is imprisoned inside the figurehead of the ship. She holds a crystal sphere that traps her mind outside the Astral plane.
- ▶ **Shattered Consciousness:** If the orb is destroyed before Lux's mind returns to the Astral Sea, she will die.
- ▶ **Khalara:** Wants a psion for her crew. She'll be more than willing to trade Lux for a useful, pliable psion.



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ASTRAL

Roll 1d20 and add the bonus from the bait used.

Bait

No bait (+0): No bonus.

Okay bait (+1): A bit of ration, a worm, or even a bit of string meant to look like a worm.

Tantalizing bait (+2): Something shiny, deliciously scented, or otherwise special.

D20	RESULT
1-12	No bites.
13-14	A fish bites, but a monster is chasing it. Roll on both the fish table (below) and encounter as appropriate (see <i>Nearby Planes</i> , pg. 40).
15-20	A fish bites, roll on fish table (below).

D100	RESULT
1-4	Sea urchins. Spiky. Can be used as caltrops—until they start rotting.
5-8	Starfish. Squishy, and shaped like a star. Dries out quickly. Fun to throw!
9-11	Saddled seahorse. A mount that has gone astray.
12-13	Crystal conch shell. The snail has long since vacated. If blown, 2-in-6 chance the nearest friendly creature appears.
14-18	Astral algae. Iridescent. Delicious in soups and stews. If consumed, 2-in-6 chance of planar sensitivity, allowing a player to feel if a planar portal is nearby.
19-21	Bargaining fish. Asks to be spared. Offers up an alternative fishing location with much more fish. +2 to fishing rolls there.
22-24	Void fish. 4-in-6 chance of the fish slipping planes while reeling it in.
25-28	Talking tuna. Super chatty.
29-32	Rockfish. Slippery, stone fish. Can easily slip your grasp, so be careful. If you can penetrate the hard surface, the flesh is nutritious and tender.
33-35	Clock crab. Eat one and become one month younger.
36-40	Scallop. 1-in-20 chance of pearl within.
41-43	Mollusk of Mutiny. The ship's crew become agitated and prone to buck command for the next 24 hours.

FISHING

D100	RESULT
44-48	Mock fish. An iridescent fish. Hurls insults at the party.
49-53	Unwet fish. The fish is bone dry, and has the texture of a dish towel. You can eat it, but it's unpleasant.
54-55	Psiombie. 1d4 appearing. 2d4 instead if bait was used (see <i>Psiombie</i> under <i>Deepwarren</i> in <i>PC1</i> , pg. 30).
56-57	Kear larvae. Clinging to a coral fragment.
58	The Tattered Cloak of the Ever-Fixed Eye. While donned, no one can look away from the wearer until they take it off.
59-63	Moonlight jellyfish jelly. Gives off a pale, illuminating glow for 20'. Smear it on anything.
64-65	One seven-league boot. With one boot, you can hop 3.5 leagues at a time! Of course, your chances of falling into the Astral Sea are incredibly high—probably why you found just the one.
66	Astral helm. +2 to defense modes against psionic attack modes.
67	Scroll of forgetting. If read aloud, all who hear it forget their names.
68-72	A fighting fish. Wears boxing gloves on its fins. Punches and flops until released.
73-77	Lavender mint fish. Keep it alive and it will keep your ship's hold smelling fresh and clean.
78-82	Hunger fish. Looks like a typical trout. 1-in-6 chance to feel insatiable hunger for a week if eaten.
83-84	A tune. Sing it out to release it back into the sea. Otherwise, it will be stuck in your head the rest of the day. Very distracting.
85-88	A mermaid. She chastises you for fishing in her water.
89-90	A bottle labeled "Fire Water." Transports the drinker to the Elemental Plane of Fire.
91-93	The corpse of a cosmic pterodactyl. Its teeth are very sharp and valuable.
94-97	A frog. Steals the voice of anyone it touches. Once contact is broken, their voice returns.
98-100	Golden fish. When it sings, a pound of gold pieces rain from the sky (50GP). It escapes while the gold distracts the party.

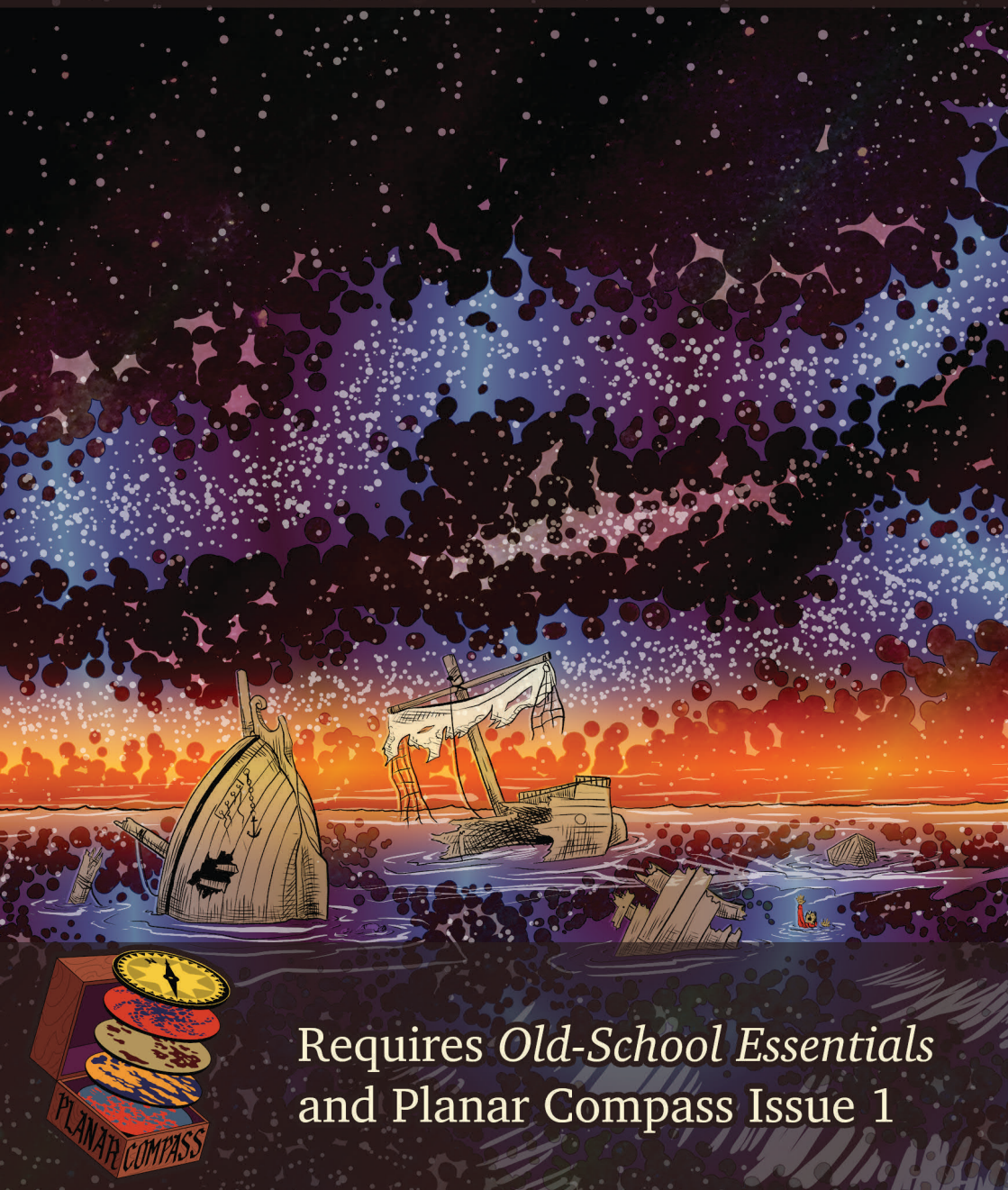
Why do you seek adventure?

Is it for riches, fame, or the thrill?

All this and more can be found on the astral sea.

But what weird dangers lurk below the psychic waters?

Are the rewards truly worth the risk?



Requires *Old-School Essentials*
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