

## Welcome to the Astral Sea

This setting is determined to be in the Pelius Constellation. The reference designation for this galaxy is Theta Pelius 31, or PT-31. Let us explore what there is to find.

Firstly, it should be known that this is more than a mere world, PT-31 is a congregation of star fields scattered throughout the galaxy. There are many worlds, peoples, islands, phenomena, and evils that exist here. Before you begin your journey, it is recommended you take some time to breathe. What is to come is— unimaginaire.

## Overview

Now that you're ready, let us paint the picture that is this galaxy. PT-31 consists of 20 planets, 32 islands, 14 asteroid fields, 5 Space Stations, 11 races, and endless potential. Observing the map (there is none as of right now), the regions of the galaxy are: The Galactic Centre, The Veiled region, and the Outer Void. The majority of life can be found in the first two regions. They can be and are occasionally abbreviated to GCPT-31, VRPT-31, & ERRPT-31 when operating a starship.

## Races of PT-31

There are many types of creatures that coexist in the cosmos. In the Pelius Constellation, the kinds of intelligent creatures capable of creating civilization are regarded as people. Their origins are documented into the Astrogation Database.

Githyanki	Githzerai	Plasmoids	Android	Eldar
Kasathas	Shirren	Vesk	Throcal	Brens

### Githyanki

- This society is extremely well organized and orderly. It has a martial and meritocratic structure, with no regard for blood ties, and with both males and females trained heavily in magic and combat. Although they are loyal to each other, they are also fiercely individualistic. Raiding illithid strongholds is considered a rite of passage.

### Githzerai

- Like the Githyanki, but they are mages and are loyal to the Illithids

### Plasmoids

- Believed to have been the result of magical radiation affecting perfectly normal amoebae. The plasmoid are a race of people who are an anomaly in life. Understood by few, this carefree race is unbound by most societal pressures and is considered a friendly/allied race to all. Because of this, Plasmoids operate in a large variety of occupations.

## Android

- Complex technological creations crafted to resemble humans, androids were originally a servitor race, but they have since broken free to form their own society. Unlike ordinary robots or ship AIs, androids do not simply respond according to their programming; rather, they have independent consciousnesses and are animated by souls—a distinction crucial to their generally accepted status as people rather than property.

## Eldar

- This society is complex, mirroring the minds of their creators. Few children are born, and the population growth speed is simply incompatible with restoring the Eldar's lost empire. To them, their only option is to burn brightly once more in the darkness of space before it overcomes them, rather than slowly succumb to the same forces that ruptured their power in two. As a reflection of this, more and more of the Aeldari choose the paths of the warrior and put down their brushes and instruments, favoring the weapons of war. Regarding the Paths, the Eldar must follow certain paths, or ideals, to contain their flightiness and secure their mind from the Warp. As the Eldar are what one might call hypersensitive to the pleasures and tragedies of life, following a Path is essential for survival.

## Kasathas

- Originally from a planet orbiting a dying star far beyond the Pact Worlds, the four-armed kasathas maintain a reputation as a noble and mysterious people. They are famous for their anachronistic warriors, ancient wisdom, and strange traditions. Key focus on ancient wisdom and strange traditions. They live mostly secluded from the rest of society.

## Shirren

- Once part of a ruthless militia, the mechanical shirrens only recently broke with their hive mind to become a race of telepaths physically addicted to their own individualism, yet dedicated to the idea of community and harmony with other races. Because of this, they often struggle with how to obtain union, so they help whoever they can without question, frequently being exploited in the process. Think of these guys as droids from star wars.

## Vesk

- Once part of a ravenous hive of locust-like predators, the insectile shirrens only recently broke with their hive mind to become a race of telepaths physically void of any purpose. They are often looked down upon due to their forms and absent personalities. Despite their abundance, two Vesk will try to stay as far apart from each other as possible due to the fear of creating another hive.

## Throcal

- Heavily muscled and covered with thick scales and short, sharp horns, the reptilian vesk are exactly as predatory and warlike as they appear. Originally hailing from a star system near the Pact Worlds, they seek to conquer and subdue their stellar neighbors, as they

had all the other intelligent races in their own system. The Throcal are a threat to all of life in the constellation, their one desire is to hunt them down. All fear this carnal race. Think predator aliens

### Brens

- Ambitious, creative, and endlessly curious, brens have shown more drive to explore their system and the universe beyond than any of their neighbor races—for better and for worse. They’ve helped usher in a new era of system-wide communication and organization and are admired for their passion and tenacity, but their tendency to shoot first and think about the consequences later can make them a liability for those races otherwise inclined to work with them. These are basically alien humans. Think Mantis from guardians of the galaxy to Ahsoka Tano from star wars. Brens can look very different from one another, but ultimately look humanoid.

### Planets of PT-31

Most of the appeal of this area exists from its population. But, before we discuss the inhabitants of the Pelius Constellation, let us explore their homes. Below is the list of all 20 planets found in the Pelius Constellation. Do not worry about remembering them all, they are saved in the Astrogation Database.

<a href="#">Xubojan</a>	<a href="#">Streo’Nox</a>	<a href="#">Kepkien</a>	<a href="#">Lirene</a>
<a href="#">Terminus</a>	<a href="#">Creet</a>	<a href="#">Atwak</a>	<a href="#">Phenai</a>
<a href="#">Nittrock</a>	<a href="#">Sybille</a>	<a href="#">Iovinius</a>	<a href="#">Coperix</a>
<a href="#">Concessus</a>	<a href="#">Ukish</a>	<a href="#">Savandare</a>	<a href="#">Trensea</a>
<a href="#">Al-Brook</a>	<a href="#">Tyno</a>	<a href="#">Zet</a>	<a href="#">Tolt</a>

### Xubojan

- A planet filled with nature. Plasmoids, Brens, Githyanki, and Shirren live here cultivating the area. It is a small planet, but a peaceful one. It is not without its dangers though, the environment can be hostile at times, many plant monsters reside here. But the planet has an abundance of oxygen, so creatures need no respiratory tech to survive here.

### Streo’Nox

- Home of many Eldar. At the zenith of the Aeldari empire, its heart was formed by a cluster of worlds whose beauty was beyond compare throughout the galaxy. With a technological mastery seemingly without limitation, the ancient Aeldari forged their home worlds into golden utopias of splendor and culture.

## Kepkien

- A planet that is super concentrated on production. There is a large colony of Androids here that solely focus on making all sorts of goods. This planet generates a number of machinery including starships, weapons, navigation tools, communication devices, and other smaller conveniences that others are willing to buy. It is basically one giant fucking factory. From this factory, goods are exported to Spacestations where they are sold. Money is brought back to the planet, and pushed into bettering production. It's a giant tycoon. Androids here are tied to the idea of efficiency.

## Lirene

- Ice ball with lots of mystery. There are wild Vesks here. The planet is very hostile.

## Terminus

- This is another planet in the outer void. On the Astrogation Database, it is said that this planet is actually just a ball of ice. However, if investigated, that is incorrect. This planet is small, and mostly abandoned. Once inhabited by Bren and other lifeforms in the Astral Sea, Terminus did not last into the age of technology. In fact, it was frozen in time around a colony age. Think classic western. Now all that remains is a gothic southern horror of abandoned towns, absence of life, and evidence of its once existence. The people here did not all die out however. They remain as monstrosities of their past selves. Deep within the planet, there is a colony of Illithids that continue to harvest the ever dwindling natural population that is the people of Terminus.

## Creet

- Home to the Kasathas, Creet is a harsh desert planet located on the far edge of the Outer Void in the Pelius star system. The surface of Creet consisted almost exclusively of dry dune deserts, hence the planet's alternative name, Arrakis.
- Various weathered mountain ranges stretched across the planet, breaking up the deserts and sheltering the limited native lifeforms. Rock outcroppings also littered the planet's surface. The atmosphere consisted of 95.4% nitrogen, 3% oxygen and negligible amounts of trace gases; given the lack of oxygen, the atmosphere does not allow human beings to live on the planet without respiratory equipment. Vast reserves of water were located deep within the mountains of the planet, as well as within countless sandtrout. Small amounts of water vapor exist in the atmosphere and are harvested via windtraps. The northern pole of the planet sat on a large plate of bedrock and is ringed by mountain ranges. This geography, combined with the milder climate, makes human habitation inhospitable and explains the presence of skeletons found in the sands of Creet.
- Location: Creet, or Arrakis, is located far from the major populated worlds and their trade routes. It is orbited by two moons: the first and larger of these bore a formation that looks like an eye; the second has a formation that resembles a Helmet.

## Atwak

- This is a planet with lots of nature, some pretty well developed cities, and a kind group of people. Nurtured from a group of Shirren trying to make friends, they used their mechanical bodies to their advantage to make a tavern. The group called it the Atwak tavern. As they needed not to sleep or eat, they continued working on developing the area. Over a long period of time and a continual slow growth, the tavern turned into a city, and the city integrated into the rest of the planet. Then the Atwak community was made to what it is today. A hotspot for travelers, and home to lifetime lovers.

## Phenai

- Gas giant which is home to many monsters borne from the vapors. People sometimes come here to slay them and gather their resources

## Nitrock

- A world that consists of rings that circle it like a planetarium. Each of these rings has artificial terrain which appears to be real. Whenever two plates overlap one another, the terrain of the planet is permanently changed as the rapid change in temperature and collision of extruding terrain mashes between the two. Natural disasters are commonly present in this planet (between the rings) whenever two overlap one another. The planet is inhabited by several creature types, however their colonies hardly live long enough through the disasters to grow. The result is a world of short lived monsters.
- The unique environment gives for unique resources; fruits, woods, and other harvested goods are desired from here.

## Sybille

-

## Iovinius

-

## Coperix

- Cyberpunk

## Concessus

- This is possibly the most dangerous planet to exist. Its no bigger than the largest of moons, but is home to the last remaining colony of Throcal. This planet is actually past the outer void. It is basically a cybertron.

## Ukish

-

## Savandare

-

## Trensea

-

## Al-Brook

-

## Tyno

- Very Sandy place in the middle of the Veiled Reigion. The people here don't really have the tech to leave the veiled region. There's some sand monsters of sorts. Small villages, simple machinery.
- The land of Tyno was once rather prosperous. They plant and harvest many fruits that grow native to the sands. Such things are like Abage, a blue flavorful fruit; and void lentil, a very diverse starch. Recently though, a group of bandits has been attacking the area consistently.

## Zet

-

## Tolt

- O

## Islands of PT-31

Islands in the starfield are a result of debris left alone for eons. They could be large beasts, spaceships, fragments of destroyed planets, a conglomeration of dark matter, or a corpse of a god. The content of an Island is often heavily influenced by its core, or what the island was born from. For example, the remnants of a space station could become home to an island of Clockwork Horrors. Its corridors which were once used for traveling from the dining hall to the docking station would make a perfect tunnel for the mechanical abomination's web.

Due to the complexity and variety of islands that can exist, it's best I make a chart for island generation. That random island table can be found below (when I make it)

## Immersing Myself

I want to keep this adventure very science fiction-esque. I should avoid Forgotten Realms canon as much as possible, as to not allow an influence on my planning or world building. Technology is very very advanced here. Perhaps I start by creating some, this will let me broaden my horizons.

## Technology in the Cosmos

Tools and Tech available to the masses on Theta Pelius 31 manipulate the psionic fields present in the astral sea. There will be more about psionic powers later on in the document. But, for now, here is a list of devices along with their mechanical uses that the party may encounter. Feel free to add to this list whenever.

### Miscellaneous Tools

- Device that tracks certain things using image sensing in combination with psionic information. So, a tracking device that uses an image of a person, place or thing to find its location. This image might be in the form of different data types. Whether it's programmed or transferred by magic.
- Various types of vehicles (hoverboards are cool)
- Holographic Technology

- Invisibility Cloaks
- Digital BillBoards
- Astrogation Database
- Interactive Information Helmets

### Weapons

Weapon	Level	Price	Damage	Critical	Weight (lbs)	Special
Club	0	0	1d6 B	—	1	Analog, Archaic
Handaxe, Basic	1	90	1d4 S	—	1	Analog, Thrown (20 ft.)
Baton, Tactical	1	90	1d4 B	—	1	Analog, Operative
Knife, Survival	1	95	1d4 S	—	N/A	Analog, Operative
Battleglove, Cestus	1	100	1d4 B	—	4	Analog
Sap, Light	2	450	1d4 B	—	N/A	Analog, Nonlethal, Operative
Dueling Sword, Tactical	2	475	1d6 S	—	1	Analog
Sledge	3	1,050	1d8 B	—	2	Analog, Unwieldy
Switchblade, Tactical	3	1,300	1d4 S	—	N/A	Analog, Conceal, Operative
Handaxe, Tactical	4	1,825	1d6 S	—	1	Analog, Thrown (20 ft.)
Tailblade	4	2,300	1d4 S	—	1	Analog, Operative, Tail
Spined Blade, Basic	5	2,600	1d6 P	Injection DC +2	2	Analog
Retractable Spike, Tactical	5	3,150	1d4 P	—	1	Conceal, Integrated (1 slot), Operative
Sap, Medium	6	3,900	1d6 B	—	1	Analog, Nonlethal, Operative
Shell Knuckles, Tactical	6	4,050	3d4 B	—	2	Analog, Shells (1, usage 1)

Knife, Tactical	7	6,000	2d4 S	—	1	Analog, Operative
Hook Knife	7	6,300	1d8 S	Bleed 1d6	1	Analog
Switchblade, Ultrathin	8	9,100	2d4 S	—	2	Analog, Conceal, Operative
Spined Blade, Buzzblade	8	9,400	1d10 P	Injection DC +2	2	Powered (capacity 20, usage 1)
Dueling Sword, Buzzblade	8	9,500	2d6 S	—	3	Powered (capacity 20, usage 1)
Handaxe, Sintered	9	12,500	2d6 S	—	2	Analog, Thrown (30ft.)
Incapacitator	9	14,200	3d4 B	Staggered	2	Nonlethal, Operative, Powered (capacity 20, usage 2)
Battleglove, Power	10	16,100	2d8 B	—	5	Powered (capacity 20, usage 1)
Retractable Spike, Advanced	10	18,400	3d4 P	—	1	Conceal, Integrated (1 slot), Operative
Sap, Heavy	11	23,100	2d8 B	—	3	Analog, Nonlethal, Operative
Spined Blade, Ripper	11	24,500	2d10 P	Injection DC +2	4	Powered (capacity 20, usage 1)
Dueling Sword, Ultrathin	11	26,000	3d6 S	—	3	Analog
Shell Knuckles, Advanced	12	32,500	4d8 B	—	5	Analog, Shells (2, usage 2)
Dagger, Ultrathin	12	32,800	4d4 S	—	1	Analog, Operative
Switchblade, Zero-Edge	13	48,600	5d4 S	—	2	Analog, Conceal, Operative
Battleglove, Nova	13	52,500	3d10 B	—	7	Powered (capacity 20, usage 1)
Spined Blade, Gravity	14	62,400	4d10 P	Injection DC +2	3	Powered (capacity 40, usage 2)
Dagger, Zero-Edge	14	64,400	6d4 S	—	2	Analog, Operative
Handaxe, Ultrathin	14	66,800	6d6 S	—	1	Analog, Thrown (30ft.)
Dueling Sword, Ripper	15	109,250	7d6 S	—	3	Powered (capacity 20, usage 1)
Retractable Spike, Elite	15	119,000	7d4 P	—	7	Conceal, Integrated (1 slot), Operative

Shell Knuckles, Elite	16	151,000	10d8 B	—	20	Analog, Shells (3, usage 3)
Peacemaker	16	185,300	6d6 B	Knockdown	20	Operative, Powered (capacity 20, usage 2), Stun
Battleglove, Gravity	17	214,850	5d10 B	—	12	Powered (capacity 20, usage 1)
Dagger, Molecular Rift	17	275,000	10d4 S	—	1	Analog, Operative
Spined Blade, Rivener	18	325,000	8d10 P	Injection DC +2	1	Powered (capacity 40, usage 2)
Dueling Sword, Molecular Rift	18	331,200	10d6 S	—	1	Analog
Switchblade, Molecular Rift	18	354,000	11d4 S	—	1	Analog, Conceal, Operative
Handaxe, Molecular Rift	19	502,000	12d6 S	—	1	Analog, Thrown (30ft.)
Shell Knuckles, Paragon	20	525,000	14d8 B	—	1	Analog, Shells (4, usage 4)
Baton, Advanced	19	540,000	8d6 B	—	1	Operative, Powered (capacity 20, usage 1)
Retractable Spike, Paragon	20	895,000	6d10 P	—	1	Conceal, Integrated (1 slot), Operative

- Exoskeletons for war
- Magnetic Field Grenade

Following the weapons listed here, for additional support, I recommend looking at the weapons found in starfinder. Any of those are fair game, just make sure you include a weight to the weapons for D&D conversion.

#### Warpships

A voidcraft enters the Warp by activating its Warp-Drive. As a ship leaves the material universe it enters a corresponding point in Warpspace. The ship is then carried along by the tides and currents of the Warp, like a pebble in a raging river. After traveling in this fashion for an appropriate time, the voidship uses its Warp engines to drop back into realspace. It is recommended that ships in the warpspace be air-tight. Should a warpship have any damage to its exoskeleton or engine before activating its Warp-Drive, there is a chance the ship is completely destroyed from the shock of entering the warpspace. Most times however, the pre existing damage will only become worse, at least to the point of being incapable of warping again. Because of this, it is recommended that damaged ships travel to the nearest space station or planet to see repairs before warping long distances.

When it comes to space travel, I recommend referencing the starfinder basic rules to examine warship stat blocks, expansion and creation of warships, along with traveling between zones.

Curiosity Colony  
Odyssey Station  
Nimbus Nova

One shot:

So the players start off in the Curiosity Colony. Outer ring, docking station, inner area, recreational/leisure. The plot, the characters are gonna be watching a broadcast/performance about some dumb product. Bartender mentions some work to them. 'Heard on one of the moons near creet, theres a Carbonium mine on **L24-D** said its run by a man named Juan De' Relia. If you're looking for some cash, you could raid it. Juan is a known crimeboss in this work, so legality isn't an issue. Perhaps you're hunting him. Nah, so theres a mine, and this group is stacked with bounties. The people you're looking for are:

Juan De'Rlia  
Pablo Gomez  
CyberClays  
Rigger

-----  
-----

New Combat Rules

Energy AC and Kinetic AC

Keeping Kinetic AC the same as base D&D I would like to come up with a simple fix for calculating Energy AC conversion. Naturally I expect energy weapons to have a +7 bonus to hit against targets lacking an energy AC.

Targets that have an energy AC can simply