

SPELLJAMMER: ADVENTURES IN SPACE

This document contains official updates to *Spelljammer: Adventures in Space*. The changes appear in recent printings of the product.

ASTRAL ADVENTURER'S GUIDE

Backgrounds (p. 7). The following text was added to the end of the paragraph: "These backgrounds each give a feat. If a character takes a background from elsewhere and doesn't get a feat from that background, the character gains one of the following feats of the player's choice: Magic Initiate, Skilled, or Tough."

Astral Elf Traits (p. 10). In the Creature Type subsection, the following text was added: "You are also considered an elf for any prerequisite or effect that requires you to be an elf."

Hadozee Bard Illustration (p. 13). The illustration of the hadozee bard has been removed.

Hadozee Story Text (p. 13). The story text for the hadozee has been updated as follows:

Hadozees' progenitors were mammals no bigger than house cats. Hunted by larger natural predators, they took to the trees and evolved wing-like flaps that enabled them to glide from branch to branch.

Today, hadozees are sapient, bipedal beings eager to leave behind the fearsome predators of their home world and explore other worlds.

In addition to being natural climbers, hadozees have feet that are as dexterous as their hands, even to the extent of having opposable thumbs. Membranes of skin hang loosely from their arms and legs. When stretched taut, these membranes enable hadozees to glide. Hadozees wrap these wings around themselves to keep warm.

Glide (p. 13). The Glide trait's text has been updated as follows: "When you fall at least 10 feet above the ground, you can use your reaction to extend your skin membranes to glide horizontally a number of feet equal to your walking speed, and you take 0 damage from the fall. You determine the direction of the glide."

Hadozee Resilience (p. 13). The name of this trait has changed to "Hadozee Dodge" to better reflect that hadozee player characters are great at avoiding damage rather than great at absorbing it.

Thri-kreen Telepathy (p. 15). The words "you can see" have been cut from this trait, allowing a thri-kreen player character to establish telepathic contact with a creature without having to see that creature.

Speed (p. 17). The 2nd paragraph of this section has been updated as follows:

A spelljamming ship automatically slows to its flying speed (discussed later in this chapter) when it comes within 1 mile of something weighing 1 ton or more, such as another ship, a kindori (see *Boo's Astral Menagerie*),

an asteroid, or a planet. While moving at its flying speed, a spelljamming ship is generally as maneuverable as a seafaring vessel of a similar size. A spelljamming ship moving at its flying speed can accelerate to its 100-million-miles-every-24-hours speed provided there is nothing weighing 1 ton or more within 1 mile of the ship.

BOO'S ASTRAL MENAGERIE

Stat Blocks by Challenge Rating Table (p. 5). The following creatures had changes to their CR: astral elf star priest (CR 5), young solar dragon (CR 9), and ancient solar dragon (CR 21).

Aartuks (pp. 8–9). The fifth and seventh paragraphs of the aartuk description (referring to aartuk growth and gods) have been cut.

The aartuk priest's name has been changed to "aartuk starhorror." The aartuk warrior's name has been changed to "aartuk weedling." (These name changes have been updated throughout the product.)

The following changes have been made to the stat block of the aartuk starhorror (formerly the aartuk priest):

Skills. "Religion +3" has been replaced with "Stealth +4."

Spellcasting (Psionics). In the creature's spell list, "tongues" has been replaced with "speak with plants."

Astral Elf Star Priest (p. 13). The astral elf star priest's CR has changed to "5 (1,800 XP). Its proficiency bonus has changed to "+3." Its hit points have changed to "90 (20d8)."

Autognome (p. 14). In the Malfunction table in the stat block, "Shocking Bolt" has been changed to "Shock."

Braxat (p. 15). The braxat's alignment has been changed to "Typically Neutral."

Dohwar (p. 19). The description of the dohwar has been updated as follows:

Dohwars are short, pudgy, flightless avians that look and move like penguins. Dohwars migrate from the Feywild to Wildspace, where they are typically encountered. They conduct their affairs in secrecy, preferring to meet in dark alleys and out-of-the-way places even when their business isn't illegal or dangerous. They tend to dress in a garish mishmash of clothing, but many of them also shroud themselves in hooded cloaks.

The average dohwar stands 3 feet tall and has bright plumage matching a particular color in the rainbow spectrum. This color can change at unpredictable times in the dohwar's life, often in response to the dohwar experiencing an overwhelming emotion. Instead of wings, it has arms and tiny hands.

Dohwars prefer to communicate through a form of telepathy they call merging, in which two dohwars stay in mental contact while both are telepathically linked with a third creature.

Eye Monger (p. 21). On the Senses line in the creature's stat block, "tremorsense" has been changed to "blindsight."

Kindori (p. 31). The "Blinding Eyes" bonus action has been changed to "Flashing Eyes."

Adult Lunar Dragon (p. 34). The attack bonus for the dragon's Tail attack has been changed to "+11."

Mercane (p. 37). The mercane's creature type has been changed to "Celestial." The first paragraph of the mercane description has been replaced with the following:

Mercanes are the mysterious, magical creations of one or more deities whose portfolios revolve around fair commerce. Standing 12 feet tall, they are lanky blue beings who dress in elegant robes and have elongated heads and long, spindly fingers.

Mercanes conduct most of their business in Wildspace and the Astral Sea. To a mercane, commerce can take many forms, from the trading of goods and services to the trading of ideas and information. Mercanes are best known, however, for procuring and selling magic items, including artifacts and *spelljamming helms*. It's rare to see more than one mercane at a time, though it's common for a mercane to be accompanied by underlings or bodyguards.

Psurlon Ringer (p. 45). In the creature's stat block, the Saving Throws line and Skills line have been deleted.

Reigar (p. 47). In the description of the *talarith* and in the reigar's Summon Golem trait (changed to Summon Duplicate), all instances of the word "golem" have been changed to "duplicate."

The first two paragraphs of the reigar description have been updated as follows:

Reigar were once cephalopods similar to octopi. They inhabited the stormy seas of Ysgard until the gods of that plane transformed them. Reigar have bioluminescent freckles and the ability to change the coloration of their skin. A glory (or halo) surrounds each of them. This magical display is a cloud of twinkling, glittering motes that changes color randomly and repels attacks.

Gifted with audacious hearts, reigar emerged from the Ysgardian seas to test their mettle on land. When the endless battles there grew tiresome, some reigar ventured to the Astral Sea and Wildspace in search of glory. Many are driven by artistic pursuits, but each reigar has their own notion of what constitutes art. For some, warfare is the highest form of artistic endeavor. Other reigar create art of a more benign nature.

Ancient Solar Dragon (p. 50). The dragon's CR has been changed to "21 (33,000 XP)." Its hit points have been changed to "425 (23d20 + 184)." The name of the "Blinding Brilliance" legendary action has been changed to "Burst of Light."

Adult Solar Dragon (p. 52). The name of the "Blinding Brilliance" legendary action has been changed to "Burst of Light."

Young Solar Dragon (p. 53). The dragon's CR has been changed to "9 (5,000 XP)." Its hit points have been changed to "178 (17d10 + 85)."

LIGHT OF XARYXIS

When Elves Attack (pp. 13–15). The hadozee shipmates have been replaced with plasmoid explorers.

The Lucent Edict (p. 16). In the paragraph that follows the boxed text, in the third sentence, "Alien Mind trait" has been changed to "Aberrant Mind trait."

Ruthless Reigar (p. 25). In the paragraph that follows the large block of boxed text, the word "golem" has been replaced with "duplicate" in two places.

Second Floor (p. 28). The *repair object* spell has been deleted from the list of spells in Topolah's spellbook.

Chapters 8–9 (pp. 42–51): The human faction has been updated to a hadozee faction. The leader of that faction, Dakaer, is now a **hadozee explorer**. The space galleon *Tarrasque* now has a crew consisting of four **hadozee explorers**, fifteen **hadozee warriors**, and a hadozee **druid**.

The name of the thri-kreen faction leader has been changed to "T'kitka."

What Coalition? (p. 50). In the boxed text, the last sentence of the first paragraph has been changed to "My peaceful entreaty seems to have offended them."

Sidebar (p. 50). The second paragraph's first sentence has been updated to the following: "A character approaches Vortshu, the aartuk elder (who is indifferent toward them), and tries to convince Vortshu that war against the Xaryxian Empire would give the aartuks new worlds to conquer."

Xaryxispace Table (p. 55). In the Distance to Outer Edge of System column, the numbers have been updated as follows:

Vaerduran—300 million miles (3 days' travel)

Rivus—200 million miles (2 days' travel)

Xaryndar—100 million miles (1 day's travel)

Imperial Citadel—100 million miles (1 day's travel)

Astral Font (p. 60). The Star Beam effect now targets a creature that ends its turn in the beam, rather than one that starts its turn there.

Dying Wish (p. 62). In the second-to-last paragraph of this section, the phrase "and everything else in Xaryxispace" has been cut.

Obtaining the Ring (p. 62). The boxed text has been updated as follows: "Hurling a royal ring into the heart of Xaryxis will destroy the star and everything within one hundred million miles of it! That which survives will be plunged into darkness!"

Fate of the Imperial Citadel (p. 63). This section has been deleted.

Death of a Star (p. 64). In the boxed text, the second sentence has been cut, and the paragraph below the boxed text has been changed as follows:

The exploding star destroys everything within 100 million miles of it, including the planet Vaerduran. Rivus and Xaryndar survive but are plunged into darkness.

The surviving astral elves have no choice but to evacuate all life from Xaryxispace over the coming weeks and months before retreating to the Astral Sea. Amid the chaos, the characters and their NPC allies have enough time to board a ship and use its *spelljamming helm* to flee the system.