CREATING A WILDSPACE SYSTEM

Throughout the silvery Astral Sea are points of light. These points of light are Wildspace systems just waiting to be discovered, but before they can be explored, they must first be created. Using the rules provided here, you can create vast amounts of systems for your party to explore.

FOLLOWING THE STEPS

To create a custom Wildspace system, follow the steps below in Steps to Creation. Following these steps will allow you to create a custom space for your party to fly through and to experience. This system is designed to work on a macro level, not a micro level. What this means is that you will create planets, but you won't have specific landmasses or the cities that might be on its surface. That will, ultimately, be up to you and your ideas.

TERMINOLOGY

There are a few terms here that are defined below. Many of them are just generic descriptors that get more defined as you go through the steps provided.

Planet Any object, be it solid or not, that is large enough for a spelljammer to travel to and land on. This is a blank slate that is adjusted as you complete the steps below.

Planet Type, Air This world is largely made up of the elements of air, though it can have other elements on it. This world is typically called a gas giant.

Planet Type, Earth This world is largely made up of the elements of earth, though it can have other elements on it, like Earth itself. This is highly habitable by most creatures an adventurer would be used to.

Planet Type, Fire This world is largely made up of the elements of fire, though it can have other elements on it. This is a very dangerous world that only creatures immune to fire can safely live on.

Planet Type, Special This world is unique. It could be a living planet, one made of the elements of wood and metal, a sleeping giant, or anything else that would make it special.

Planet Type, Water This world is largely made up of the elements of water, though it can have other elements on it. This typically has a massive ocean that covers the entire world with underwater cities, if it is inhabited.

Planetary Path This is an imaginary band that circles the Primary Center. Often there is a planet along this circle, but it could be an asteroid belt, a portal to another plane, or perhaps some other strange phenomenom.

Primary Center This is the central object that all others in the system spin around. It is typically the largest object in the system, though not always.

SIZES IN SPACE

There are massive objects in Wildspace and it can be overwhelming when dealing with how many thousand miles or kilometers. As a short hand, planetary objects use the following identifiers.

Size	Planet Size	Comparison to Earth
A	dwarf planet, less than 800 mile (1,300 km) diameter	Quaoar
B	tiny planet, around 1,500 mile (2,400 km) diameter	Pluto
C	small planet, around 3,000 mile (4,800 km) diameter	Mars / Mercury
D	medium planet, around 8,000 mile (12,800 km) diamater	Venus / Earth
E	large planet, around 15,000 mile (24,100 km) diamater	half of Uranus
F	huge planet, around 30,000 mile (48,200 km) diamater	Neptune / Uranus
G	gargantuan planet, around 75,000 mile (120,700 km) diameter	Jupiter / Saturn
H	massive planet, 125,000 mile (201,100 km) diameter	Kepler-7 b
I	behemoth planet, more than 500,000 mile (804,600 km) diameter	the Sun

DESIGNING A SYSTEM

There are two ways of designing a system based on how quickly you need to create one and how much information you want.

Fast Track. To fast track creating a Wildspace system, only follow Step 1, Step 2, and Step 3. As you need it, you can roll for other Steps as you have time during the session and you can quickly determine Step 4 by rolling all of the dice at once and recording them for later when you can chart the system completely.

Full System. To create a more fleshed out Wildspace system, follow all of the steps, or as many as you'd like. If you have time while prepping, you can come up with your own ideas for a central theme of a system and forgo rolling for many of the other elements, instead picking what most appeals to you and your theme.

DRAWING A SYSTEM

The easiest way of creating and visualizing a Wildspace system is by taking a normal piece of paper, marking the center of the paper with a dot (this is your Primary Center), and then drawing a number of circles around the dot based on Step 2. As you continue through the steps in Creation, you will be adding additional detail to each circle, so make sure to leave plenty of room between each one and to use a pencil in case you decide to change things.

In addition, don't worry about drawing everything to scale, you can recreate the Wildspace system on a fresh sheet of paper once you have completed your first draft.

Steps to Creation

To create your Wildspace system, follow the steps below. You can follow as many or as few steps as you'd like.

Step 1 – Determine the Center

To first create your system, you must determine what is at the center of your system. Roll on the chart below.

d20	Primary Center
1-10	A sun, typically Size G or bigger
11-15	A planet
16-18	A portal to a plane, roll a d20
	1-3 Plane of Air
	4-6 Plane of Earth
	7-9 Plane of Fire
	10-12 Plane of Water
	13-14 Elemental Chaos
	15-16 Outer Planes
	17 Positive Energy Plane
	18 Negative Energy Plane
	19 Ethereal Plane
	20 Far Realm
19	Nothing
20	Blackhole

Drawing. Draw a circle, about half an inch (~12 mm) in the center of your sheet and then fill it in. This is your Primary Center. Label the circle based on what you rolled above.

Step 2 – Planetary Paths

To determine the number of planetary paths in your system, roll a d10. If you like the idea of a larger Wildspace system you can add 10 to the result of your d10 roll.

Drawing. Draw a number of circles around the central dot on your paper for each planetary path. Not every path will be a planet and you don't have to worry about how far or close they are to each other. It is best for you to spread out the paths enough that they fill the entire page as we will not need anymore space.

Step 3 – Determine Planets

Now that we have the number of Planetary Paths around our Primary Center, we need to determine what is on each path. Roll on the chart below for each of your Planetary Paths.

d20	Planet
1-2	Size A planet
3	Size B planet
4	Size C planet
5-6	Size D planet
7	Size E planet
8	Size F planet
9	Size G planet
10	Size H planet
11	Size I planet
12-13	Asteroid Belt
14-15	Cluster of Moons (roll 1d4+1 to determine number, all Size A)
16-17	Gas Field
18	Micro-Blackhole
19	Portal to another Plane roll on the result for 16-18 on **Step 1**'s chart to determine where the portal leads to
20	Your Choice or Something Weird

If you rolled and got a Planet, roll on the chart below to determine what type.

d20	Planet Type
1-10	Earth
11-14	Water
15-17	Air
18-19	Fire
20	Special

Label each circle that you drew with the result from the charts above.

Step 4 – Planetary Distance

To determine how far away each Planetary Path is from the Primary Center, roll a d20 and multiply the result by 10. That is the number of million miles between Primary Center and the first Planetary Path closest to it. Repeat that step, but adding the previous results to your total so that each Planetary Path after that is further and further away.

For especially large systems (that have more than 10 Planetary Paths), you can instead roll a d10 for half of the paths and a d20 for the other half.

Once you have the furthest distance between your last Planetary Path and your Primary Center, roll another d20, multiplying the result by 10, and add it to your total. That is how far one must travel to reach the Astral Sea from your Primary Center.

For example, I rolled a 10 for my first Planetary Path - which means it is 100 million miles from the Primary Center. I then roll the d20 again to determine how far my second Planetary Path is and add that total to my first roll. I rolled a 2, which plus 10, equals 12. My second Planetary Path is 120 million miles from the Primary Center. I will then continue to do this for all of my Planetary Paths. After rolling 10, 2, 3, 8, 14, 20, 3, and 9 on my d20, I have determined that my furthest Planetary Path (my 8th path) is 690 million miles from my Primary Center. I then roll another d20, with a result of 12, and have determined that to reach the Astral Sea from my Primary Center, it will be 810 million miles. Since a spelljammer can travel 100 million miles a day, it will take a spelljammer 8.1 days to travel to the Primary Center from the Astral Sea.

Drawing. In between each line, record the cumulative distance from the Primary Center, as well as the number between each Planetary Path. For example, It is 120 million miles between my second Planetary Path and the Primary Center, but only 20 million miles between my first and second Planetary Path. I will record both numbers in between the circles. This information will be helpful in the future for travel between the two points.

Step 5 – System Special Qualities

We now must determine if there is anything special or unique about our new system. You can come up with your own ideas or use the chart below to randomly determine.

d20	Special Quality
1	None of the planets move in orbit.
2	Planets move counter-clockwise in orbit.
3	Planets randomly move in orbit, but none move at the same time or the same speed.
4	There are two Primary Centers (create another system that is interwoven with your first).
5	It takes twice as long to travel away from the Primary Center as it does to travel towards it.
6	While traveling at spelljamming speeds, the system produces a haunting hymn.
7	Beasts that came from outside the system with an Intelligence score of 4 or less temporarily increases their Intelligence score to 10 while in the system.
8	Spells that do a specific element of damage (randomly determined by the system), deal an extra die of damage - often the damage type of a connected elemental plane.
9	The sun is exceptionally powerful and every planet is treated as if it is under extreme heat.
10	The sun is exceptionally weak and every planet is treated as if it is under extreme cold.
11	Every planet in this system has no atmosphere.
12	A large space war is taking place between multiple planets.
13	The Primary Center is a two dimensional object (if there is a sun, it is a thin line that gives off light in a distorted direction).
14	As you travel closer to the Primary Center, the faster time moves outside the system.
15	The Primary Center is obfuscated by a multi-colored mist, akin to a *prismatic wall* spell. All who try to enter the mist are lost.
16	There entire system is seemingly abandoned. In any cities, everything is left behind as if everyone just disappeared. Any trace of magic also disappeared.
17	The technology in this system is thousands of years ahead of anyone else, though they refuse to share it with anyone.
18	Magic is banned in this system by a deity, even spelljammers only have a 25% chance of working each day.
19	Flumphs are the ruling class of this system.
20	There are no planets here, only the Primary Center, debris, and small asteroids.

Drawing. Add in any special qualities to your system.

Step 6 – Planetary Path Special Qualities

We now check to see if any of our planets has any special qualities. Not every planet needs something special, and these special effects aren't only for planets but also asteroid belts, blackholes, and more. Some special qualities are mundane, like having only a moon, while other effects can be even more magical.

d20	Special Quality
1	The planet has a ring of asteroids around it.
2	The planet is shaped oblong.
3	The planet is flat.
4	The planet has permanently foul air.
5	The planet has 1d4+1 moons.
6	The planet does not orbit the Primary Center. It either doesn't move at all or orbits another Planetary Path.
7	The planet is made up of two major elements, roll again for another Planet Type.
8	The planet does not rotate, so it is always day on one half of the planet and always night on the other half.
9	The planet's atmosphere is especially flammable. All fire spells deal an extra die of damage and if a creature scores a critical hit with a melee or ranged weapon, they deal an extra die of their weapons damage as fire damage.

d20	Special Quality
10	The link between this planet and the afterlife is broken. Anyone that dies here is permanently stuck here as a ghost or other undead.
11	The planet has never heard of Wildspace or spelljammers before.
12	The planet has no gravity.
13	The planet's gravity is 1d4 times as strong as normal.
14	Every day that a creature is on this planet, they must make a DC 12 Constitution saving throw or take 1 level of exhaustion. This exhaustion can not be reduced by taking a long rest. A creature that dies from this exhaustion does not die, but rather mutates in a strange way and removes all levels of exhaustion. They are now immune to the effects of this planet.
15	It only rains blood here.
16	The planet is hollow and there is a world inside of it.
17	The planet suddenly went missing.
18	The planet's moon(s) sometimes just disappear, but they return in a few weeks or months.
19	The planet's seasons last for years or decades.
20	Backwards speak here civilizations the all.

Drawing. Add in any special qualities to your planets.

STEP 7 – LOCATION OF EACH PLANET

If you would like to determine where each planet exists in your system in relation to the others, you can roll for their placement around the Primary Center. Pick which side of the paper you wish to be the 'top' and imagine a clock's face on the paper with '12' in the 'top' location. For each Planetary Path, roll a d12 and assign the planet to that coordinate on the paper. Certain objects, like an asteroid field, might take up their entire Planetary Path per the GM's discretion.

Drawing. You can add in finer details, like a circle for a planet or hash marks for an asteroid field. Add these markings so that they are on top of your Planetary Path.

STEP 8 – SYSTEM NAME

With our system created, it is now time to name it. Traditionally, you would take the main planet's name or the Primary Center's name and then add space afterwards though you are free to name it anything you'd like. If you are unsure what to name it, you can create a name from the next step and then add -space to the end of it.

Drawing. Label your system with its name.

STEP 9 – PLANETARY NAMES

If you do not yet have any names chosen for your system or its planets, you can use the charts below. First, roll on chart for Prefix and then roll on the chart for Suffix. Certain suffixes will end with a '-', in which case you can choose to roll again on the chart and create a longer word.

d100	Prefix
1	To-
2	Bren-
3	Cor-
4	Ste-
5	Chr-
6	Mul-
7	Tal-
8	Min-
9	Mah-
10	Max-
11	Xij-
12	Has-
13	Al-
14	Ka-
15	Jes-
16	Kat-
17	Ki-
18	Gra-
19	Vil-
20	Mil-
21	Mon-
22	Yen-
23	Lju-
24	Oua-
25	Er-
26	An-
27	Al-
28	Av-
29	Im-
30	Ber-
31	Ven-
32	Mari-
33	Alf-
34	Sha-
35	Bly-
36	Ag-
37	Ila-
38	Dim-
39	Poo-
40	Pi-
41	Bern-
42	Al-
43	The-
44	Jo-
45	Le-
46	Sim-
47	Shi-
48	Do-
49	Asle-
50	Nys-
51	Nad-
52	Ir-
53	M-
54	Amu-
55	Ya-
56	Car-
57	Yan-
58	Hlo-
59	Zdis-
60	Taw-
61	Dio-
62	Cit-
63	La-
64	Cha-
65	Lal-
66	Luc-
67	Mar-
68	Jac-
69	Et-
70	Le-
71	Fer-
72	Xol-
73	Jam-
74	Pre-
75	Cle-
76	Kat-
77	Pla-
78	Ant-
79	Yer-
80	Lay-
81	Wan-
82	Jir-
83	Arc-
84	Ger-
85	Dea-
86	Ann-
87	Mie-
88	Wa-
89	Bas-
90	Dan-
91	Mwa-
92	Spy-
93	Elm-
94	Cha-
95	Mis-
96	Alv-
97	Jak-
98	Klar-
99	Gab-
100	Laok-

d100	Suffix
1	-mael-
2	-fort
3	-nen
4	-ry
5	-an
6	-ny
7	-li
8	-nen-
9	-hel-
10	-mon
11	-go
12	-min-
13	-now
14	-mo
15	-inna-
16	-ca-
17	-ha-
18	-bi-
19	-ven
20	-ad
21	-as-
22	-lia
23	-rion
24	-go-
25	-ia
26	-iel-
27	-men
28	-lo-
29	-ve-
30	-ari-
31	-gost
32	-hard
33	-nt-
34	-ces-
35	-ja
36	-lava
37	-cruz
38	-na
39	-em
40	-con
41	-nis
42	-bhi-
43	-ny
44	-ntel
45	-na
46	-nn
47	-i
48	-iel
49	-fre-
50	-ost-
51	-ei-
52	-ie
53	-vin
54	-en-
55	-das
56	-ania
57	-iv
58	-is-
59	-dot-
60	-cre-
61	-tius
62	-ni
63	-mun-
64	-lav
65	-ane
66	-een
67	-dr
68	-exe-
69	-hda
70	-ei
71	-gal
72	-is-
73	-ugh
74	-dez-
75	-asha
76	-a
77	-aya
78	-the
79	-nndu-
80	-hym
81	-us
82	-ha
83	-arre-
84	-aw-
85	-dub-
86	-vain
87	-ban
88	-ston
89	-andr
90	-ildi-
91	-trut
92	-min
93	-ho
94	-nah-
95	-ina
96	-ein-
97	-on-
98	-nas
99	-ura
100	-rria