

# ASTRAL ADVENTURING REVISITED

An unofficial suppliant to the 5th edition D&D book *Astral Adventurer's Guide* with ship to ship combat rules and other enhancements.

## Disclaimer

The following is a document of House Rules. In this document are alternatives to the normal Dungeons & Dragons 5E rules. You will need the *Astral Adventurer's Guide* (published as part of the Spelljammer Boxed Set in August 2022). You may also need the 5E *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide* to make full sense of this document.

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## WHAT IS THE REASON THIS SUPPLEMENT?

In 1989 TSR, Inc. published a supplement to Advanced Dungeons & Dragons (2nd edition) they called *Spelljammer*. This was a setting designed to allow the Dungeons and Dragons game to be played in a fantasy outer space environment. Last month (August 2022) Wizards of the Coast brought Spelljammer into the fifth edition when they published *Spelljammer: Adventures in Space*, a boxed set which includes three different hardcover 64-page books; *Astral Adventurer's Guide* (a Dungeon Master guide), *Light of Xaryxis* (an adventure module), and *Boo's Astral Menagerie* (a bestiary). It also includes a map and a DM screen.

This supplement only addresses one part of the *Astral Adventurer's Guide*, "**Chapter 2: Astral Adventuring**". This is the chapter that describes how spelljamming works and

contains "descriptions of various spelljamming vessels and rules that can be used when running encounters aboard them."

This document (*Astral Adventuring Revisited*) proposes a revision to the Spelljammer System as presented in the *Astral Adventurer's Guide* that I am calling the **Skyship System**. It has two purposes:

1. This is an attempt to make sense out of the Astral Adventurer's Guide for D&D players that are new to Spelljamming. Some of the terminology and many of the descriptions have been reworded to make it easier for players new to the topic to understand. It also includes a few alternative rules you may want to use in your Spelljamming adventures.
2. Many (myself included) think that several of the new rules have been over-simplified, to the point that things like ship-to-ship combat almost unworkable. To make Spelljamming combat more fun this supplement provides a complete set of spelljamming combat rules along with new ship stat-blocks and rules that make each of the players active participants in the combat.

## COMPARING THE PREVIOUS SPELLJAMMER SYSTEM TO THE NEW (5E) SPELLJAMMER SYSTEM

The new 5E Spelljammer system uses some of the best features of AD&D Spelljammer and discards or replaces others.

### Crystal Spheres and Phlogiston

The original Spelljammer system had Crystal Spheres that in turn bobbed about in a substance called Phlogiston, or the Flow. The Crystal Spheres allowed each different AD&D product line to exist in its own sphere, and the Flow allowed for travel between them. A typical Chrystal Sphere contained a planetary system with a star (the sun) surrounded by planets, moons, asteroids, etc. Many of these celestial bodies would have an atmosphere and between them was an airless ocean teeming with space-dwelling life forms that is called Wildspace. Between these Crystal Spheres was a great turbulent, unstable, multicolored, fluorescent gas called Phlogiston.

### Wildspace and the Astral Plane

The 5E version of the Spelljammer System keeps Wildspace basically the same, but replaces Phlogiston with the Astral Plane which is also called the Astral Sea.

The Player's Handbook describes the Astral Plane as "the realm of thought and dream, where visitors travel as disembodied souls to reach the planes of the divine and demonic. It is a great, silvery sea, the same above and below, with swirling wisps of white and gray streaking among motes of light resembling distant stars. Erratic whirlpools of color flicker in midair like spinning coins. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain."

In the new Spelljammer System there are no longer Crystal Spheres surrounding the bubbles of Wildspace. In fact all Wildspace bubbles exist inside the vast Astral Plane. Wildspace is where the Astral Plane overlaps with the Material Plane. It is only when you travel beyond your Wildspace bubble that you experience it as the great silvery sea.

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## THE (5E) SPELLJAMMER SYSTEM AND PROPOSED SKYSHIP SYSTEM.

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The sections below call these proposed new rules the **Skyship System** to differentiate it from the **Spelljammer System**. It also refers to the flying ships as **Skyships** rather than **Spelljammer Ships**.

### Gravity planes

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In the **Spelljammer System**, every object exerts its own gravity, but only objects of a certain size exert enough force for a gravity plane to develop. Spherical objects attract objects towards their surfaces uniformly. Objects with a more irregular shape develop a gravitational plane. This plane works in both directions so that it is possible, for instance, to walk on the bottom of a ship.

The **Skyship System** drops this concept and substitutes a simpler one as explained in the "Gravity" section below. Basically, only very large (planet sized) objects have enough gravity to make any difference and the magical device that controls the ship (the magical *Helm*) also magically creates gravity on board the ship.

### Objects dragging air

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In the **Spelljamming System**, all objects drag air with them whenever they leave an air envelope. After some time the air turns foul for a period of time and then becomes deadly and unbreathable. A typical human, for example, will drag enough fresh air with him to breathe for 1 minute. Larger objects (such as Spelljammers) would drag larger amounts of air that would stay fresh longer.

The **Skyship System** abandons this concept entirely. The magical devices that propel the skyships also create breathable air. A creature that leaves an air envelope and enters Wildspace doesn't die instantly (refer to the "Vacuum Exposure" section below) but will not last long unaided.

## The Spelljammer Helm

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The **Spelljammer System** uses a magical device called a *Spelljammer Helm*. It is a throne like chair and the magic user that is attuned to it is required to be seated on it to move and control the ship. This effectively removes this PC from all rollplaying activity other than controlling the ship. He is also called the Spelljammer.

The **Skyship System** also uses a magical *Helm*. It can also be controlled by anyone that can cast magical spells. To avoid confusion, he is simply called the pilot. After the *helm* is activated, the pilot is free to move around the ship. Other than during combat, he does not need to maintain concentration on the helm to control the ship. He can cast other spells while continuing to control the ship. The pilot can even leave the ship and travel a short distance away without losing all control.

**AD&D Spelljammer** had other types of helms as well. The Skyship system has only one type of helm, although it isn't required to be in the form of a chair. There is no reason other helm types couldn't be added to your campaign if you choose to do so. Simply use the modifications made here as a guide.

## Spelljammer Ships

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Both the **Spelljammer System** and the **Skyship System** can use standard ocean-going ships that are given the ability to fly by the addition of a magical helm. The *Astral Adventurer's Guide* gives specifications for several special spelljammer ships. Those ships have been reused and re-defined in the sections below.

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## FLYING SHIPS

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Flying ships in both the **Skyships System** and the **Spelljamming System** are fitted with magical devices that give them the ability to fly. These ships can fly in the air and also above the sky and into space. Some races on some worlds have been building skyships for a very long time. Many create them specifically as flying vessels. Some of these are designed to land on land rather than water. Some are designed to never land at all.

If you want to run a campaign where your player's PCs can fly their ship from one adventure to another, but don't want a space based campaign, you can eliminate the rules you don't need.



## Magical Helms

In the **Skyship System**, vehicles capable of flight and interplanetary travel are powered by a powerful magical device known as a magical *Helm*. This magical item can be any shape or size. It is sometimes incorporated into the ship's wheel. The only requirement is that it must be bolted securely to the ship. It is most usually created in the form of a large throne like chair. The *Helm* not only allows the magic user that is attuned to it to control the vessel's direction and velocity, but also provides an bubble of breathable air at a comfortable temperature and creates an artificial gravity that allows everyone on board to move about on the ship as they would as if it were floating on water.

In the **Spelljammer System** the *Spelljammer Helm* is always a chair and does not create air or gravity. It must be installed on a ship to function, but the illustrations show them floating so it isn't clear how they are to be installed. To protect them they are typically installed in some interior portion of the ship.

**In either system,** "At any time, you can see and hear what's happening on and around the vessel as though you were standing in a location of your choice aboard it. "

## Air

In the **Skyship System**, the magical *Helm* maintains breathable air at a comfortable temperature that extends 300 feet in all directions centered on the *Helm* itself. On ships that have sails, this air provides forward pressure on them as if the ship were sailing in a moderate wind. This allows a crew of experienced sailors to maneuver the ship as needed. Without sailors manning the sails the ship can only move forward or turn in a wide arc. The speed of travel provided by the magical *Helm* varies depending on the ship's environment (detailed in the "Skyship's Speed" section below).

When in wildspace, beyond the bubble of air created by the *helm* lies the vacuum of space. Most planets have breathable air surrounding them out to 32,000 feet (about 6 miles). If you travel beyond wildspace, beyond the farthest planet in your planetary system, you will enter the Astral Sea which not only has breathable, comfortable air but also gravity.

In the **Spelljammer System**, the *Spelljammer* that controls the *Spelljamming Helm* can steer the ship in a somewhat clumsy fashion at a speed of up to 100 million miles in 24 hours. As stated above, the *Spelljamming Helm* does not produce air. The air envelope around a *Spelljamming* ship typically has an ovoid shape. For example, the air envelop around a *Spelljamming* ship that has a keel length of 180 feet extends 180 feet from the ship in all directions. The envelop around other objects also extends a distance equal to the longest dimension of its form. The air envelop around creatures is depends on the creature's size, but they will quickly deplete the air when they are in wildspace.

## Gravity

In the **Skyship System**, the magical *Helm* creates a magical gravity similar to normal gravity on the Earth. This magical effect extends to the edge of the air bubble (300 feet). This magical gravity pulls down in relation to the orientation of the ship. Anyone falling overboard will fall as they would on the Earth until they reach the edge of the air bubble. Ten feet beyond the edge of the magical bubble they will stop falling and simply hover there weightless in the vacuum of space (refer to vacuum exposure below). This will be true for anything dropped. If the ship is moving, anything that falls overboard will simply be left behind once it has left the ships gravity bubble. Anything thrown or fired from the ship will behave normally, as it would on the Earth, until it reaches the edge of the gravity bubble. It will then continue in a straight line at its current speed forever, unless it hits something or enters another source of gravity.

If two or more ships get close enough to each other that their gravity bubbles touch, they will automatically orient themselves so that "down" on all ships is in the same direction and their water lines will align with each other as if they were both floating on the same body of water, (This waterline corresponds roughly to the ship's gravity plane in the *Spelljammer System*). Also, their air bubbles join to form one large air and gravity bubble large enough to contain both vessels and centered between them. If a ship enters the gravity of a planet, it will orient itself with that planet's natural gravity. This alignment of gravity fields occurs almost instantly with no adverse effects to anyone aboard the ship.

All celestial objects such as planets, even small ones, or large asteroids have natural gravity. The effects of a planet's gravity extend 32,000 feet above its surface (about 6 miles). All planets have gravity roughly equivalent to that experienced on the Earth regardless of the size or mass of the planet. Not all planets are ball shaped. Some may be disk shaped. Others may be in the shape of a cube. Regardless of the shape of the planet, natural gravity (in this fictional universe) always pulls down toward each of the primary surfaces. This will be toward the center of spherical planets, or towards each of the major flat surfaces of a planet with flat sides. If a celestial objects has an air envelope, it extends the same distance as its gravity.

**[Behind the DM screen. This is a game and not a science class. If you prefer a more technically correct representation of the way gravity works, feel free to substitute a more scientifically accurate version of these rules. The goal here is to make a set of rules that are easy for the players to use in a fast and easy to play D&D game. After all, if you can accept dragons and magic surely you can accept gravity that behaves in a simple and consistent manor regardless of the size of the planet you fly to in a ship with billowing sails.]**

In the **Spelljammer System**, gravity is handled differently. Everything has gravity. Thus is why they all drag an air envelop along with them. Smaller objects, such as spacecraft, all have a gravity plane that cuts horizontally through the object and extends out as far as its air envelope. These gravity planes

attract objects toward it on both sides, so you can walk upside down on the bottom of the spacedraft. The rules also state that “an unanchored creature or object floating in a ship’s air envelope is weightless and drifts toward the edge of the air envelope at a speed of 10 feet per minute. But then it also says that a creature that enters an air envelop “falls from where it entered the air envelope to the surface of that body, or to the gravity plane of that body, whichever is nearer.” [I’m confused.]

## Piloting the Ship

In the **Skyship System**, it requires someone with magical abilities to control a helm. A character must be capable of casting magical spells and must be attuned to the magical *Helm*. He must be in physical contact with the magical *Helm* to attune to it. The person that controls the magical *Helm* is called the pilot. The pilot is not required to maintain concentration to control the ship.

The pilot steers the vessel controlling the general direction and speed of the Skyship. He directs the ship's general motion while fine maneuvering is provided by sails, rigging, and crew. However, the pilot can provide greater control of the ship than can the sailing crew if he is in physical contact with the magical *Helm*. Being in physical contact also grants him the ability to add his proficiency bonus to the ship’s speed (refer to the “Skyship Speed” section below).

The pilot in a sense merges with the ship, he feels as if he is personally flying through space, and can perceive the world around the ship as if he were flying just above the ship's highest mast. The pilot perceives damage to the ship as white flashes of pain, but takes no actual, personal damage in most cases.

While flying the pilot retains his normal senses and can hold a conversation with those nearby. In general, piloting is no more difficult than walking so that anything a person can reasonably be expected to concentrate on while walking can be done while flying. This includes casting spells. A Skyship always flies smoothly, so it doesn’t interfere with other spell caster’s concentration due to the ship’s motion.

If a pilot leaves a Skyship that he is controlling it will stop moving and float in space at that location. He can only make the ship move at its base speed while he is off of it. He will regain full control once he returns. If the pilot travels more than six miles away from the ship he loses his attunement to the *Helm*.

Voyages often require several days or months of continuous travel aboard the Skyship. During short or long rests, the ship will continue at the same speed and direction the Pilot last set even as he sleeps.

In the **Spelljammer System**, the pilot is called a Spelljammer. This character must be able to cast spells and be attuned to the *Spelljamming Helm*. The Spelljammer must maintain concentration on the *Spelljamming Helm* and remain seated on it to control the ship. A Spelljammers proficiency score has no effect on their ship’s speed.

## MORE SKYSHIP SYSTEM RULES

The rest of this document presents rules that differ from the **Spelljammer System**.

### Activating a *Helm* (an optional rule)

Activating a magical *Helm* requires a pilot that is attuned to the magical helm. The helm must be securely bolted to a ship that is in reasonably good shape. If the *Helm* is currently inactive it takes one hour to activate it. This is called powering up. During this time the pilot must remain in physical contact with the helm and maintain concentration. The air and gravity bubble expands slowly out from the helm at a rate of 5 feet per minute until it reaches a radius of 300 feet. At this time it becomes fully activated. The pilot cannot use the helm to move the ship until it is fully activated. Once activated, as long as the pilot is on the skyship he can control the ship with no need to keep in physical contact with the *Helm*. A pilot may un-attune from the helm at will at any time. A helm doesn’t lose all of its power the moment it is no longer attuned to. As soon as it this happens it stops moving and floats in place. It then takes an hour before it becomes fully inactive. During this time, the air and gravitational bubble grows smaller at a rate of 5 feet per minute until, after one hour, it completely collapses and the helm again becomes inactive. Any pilot can re-activate a helm by beginning to attune to it while it is in the process of powering down. The new pilot must remain in contact with the helm and maintain concentration while it powers up. It must power up for the same amount of time as it has been powering down.

A helm deactivates and begins powering down if the pilot is reduced to 0 hit points.

If the pilot becomes unconscious the ship will continue at its current speed and direction.

Another qualified pilot can take over control of the ship by simply placing his hand on the helm while the existing pilot uses an action to transfer attunement. Pilots cannot be removed from control of their ship against their will as long as they are in physical contact with the helm. If the existing pilot is not in contact with the helm and refuses or is unable to disengage, the prospective new pilot can gain control of the helm by maintaining contact with the helm and winning an opposed Constitution check against the current pilot.

### Vacuum Exposure

Beings exposed to the airless cold of wildspace are not immediately doomed. Contrary to popular belief, characters exposed to vacuum do not immediately freeze or explode, and their blood does not boil in their veins. While space is very cold, heat does not transfer away from a body that quickly.

A character exposed to the vacuum of space can hold his breath for 1 minute plus 1 additional minute for each point of Constitution bonus. After this time you fall unconscious, your hit points fall to 0, and you begin making your death saving throws as per the standard rules. If you become stable and you are still in space you can’t remain stable. So you must start making death saving throws again. This continues until you die unless



you are saved in some way. However, you will probably die from the cold before you suffocate to death.

The extreme cold requires characters to succeed on a DC 10 Constitution saving throw each round or receive 1d4 points of cold damage, or 1d6 points of cold damage if wearing metal armor. Additionally, for every three failed saves you gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw. Wearing cold weather gear (thick coats, gloves, and the like) gives you advantage on the first 10 saving throws only.

Characters (in this fictional universe) are not affected by radiation in any way. Whether this is because there is no radiation, or living beings are immune to it is left to your imagination.

## BASICS OF SKYSHIP MOVEMENT

### Skyship Speed

The speeds listed below are your ship's maximum speeds. The pilot can always move at any slower speed if he wishes. All speeds assume an active magical helm unless otherwise specified.

**1) Ground Speed (Base Speed):** [This is the speed listed in the *Astral Adventurer's Guide*.] When on the water a Skyship that hasn't activated its Helm moves at its base speed using its sails. Or, if the ship has an activated magical *Helm* and has legs or some other means of movement on land, this is its speed. If the ship can't land, it can hover in place anywhere between 10 and 100 feet above the planet's surface. While hovering in this way, the pilot can move it up to its base speed. The speed is listed as a number of feet. This is the distance it can move in one combat round (6 seconds). You can multiply this number by 0.114 to get this speed in mph (miles per hour).

**2) Water Speed (Base Speed X 5):** After the helm is activated it can remain floating in the water and use the power of the *Helm* to move more quickly over the water's surface ignoring local wind and weather conditions. A Skyship with an activated *Helm* can move at 5 times its base speed when on the water. This is listed in mph.

**3) Air Speed (Base Speed X 25):** Skyships can move through the air twenty-five times faster than their base speed. Skyships move in their own protective bubble of air, so they are unaffected by any local weather conditions. You can multiply a ship's base speed by 25 to get its air speed. This is listed in mph.

**4) Wildspace Speed (Base Speed X 50):** This is the fly speed normally used while in wildspace and in the vicinity of other sizeable objects. Traveling from a planet to one of its moons, or between moons around the same planet, takes 1d10+20 days at wildspace speed. You can multiply a ship's base speed by 50 to get its wildspace speed. If you enter a planet's air/gravity your ship drops to air speed. Wildspace speed can be used within the Astral Sea when desired. This is listed in mph.

**5) Combat Speed (Base Speed X 2):** When two or more skyships come close enough to each other that their air/gravity bubbles join, their movements each slows to a fly speed that is

When Using a Magical Helm	Your Max. Speed is
On Land	Ground Speed
On Water	Water Speed
Within a planet's air/gravity bubble	Air Speed
Between planets and their moons	Wildspace Speed
In Combat	Combat Speed
Between planets in a wildspace system	Astral Speed
Between wildspace systems	Interstellar Teleport

double their base speed. This speed is then rounded up to a multiple of 20 feet because a ship's movement during combat is normally done on a 1" hex grid, where each hex represents 20 feet (refer to the Ship to Ship Combat section below). This is listed in feet per combat round (6 seconds).

**6) Astral Speed (100 million miles per day):** When away from planets and other large objects, the pilot can take the skyship up to "astral speed". All Skyships fly at the same astral speed: 100 million miles per day (average of 4 million miles per hour). At astral speed a ship can travel between planets in the same wildspace system in 1d6+1 days, or between moons around the same planet in 1d6+1 minutes. While at astral speed, a ship cannot interact with other objects in any way. It is effectively invisible to other objects. A ship can only move at astral speed when it is away from any other large objects. When a skyship comes within 32,000 feet (about 6 miles) of another ship or other object of sufficient size, it immediately drops down to wildspace speed. Once far enough away from other large objects, it takes 1d8 rounds to switch from wildspace speed to astral speed. Astral speed can be used within the Astral Sea when desired.

**7) Interstellar Teleport (Instantaneous):** A pilot can take his Skyship from one wildspace system to another using "interstellar teleport". When the pilot has taken his ship into the Astral Sea he can teleport the entire ship and crew to arrive instantly at another wildspace system or any other destination in the Astral Sea by thinking of its destination. If he is currently in a wildspace system, he must first travel to the outermost planet and be outside of its gravity field, thus moving into the astral sea. It takes 1d8 rounds to activate interstellar teleport. If the ship passes within 32,000 feet (about 6 miles) of another ship or other object of sufficient size, it drops down to wildspace speed. When it reaches its destination, it drops down to wildspace speed 6 miles above that destination's outer most planet, creature or object.

**Note:** All magical *Helms* have this Interstellar Teleport ability but it only works between points in the Astral Sea. This is similar to the teleportation ability of the Nautiloid's *Spelljamming Helm* as described in the *Astral Adventurer's Guide*, but it's less powerful.

## SHIP T⊕ SHIP C⊕MBAT

### Tactical Maps

Skyships are typically gargantuan in size. Gargantuan creatures occupy, at a minimum, a 20 foot space. These rules assume you are using a hex (hexagonal spaced) grid where each hex represents 20 feet.

#### Using a Hex Grid

Most ships (all ships in the Astral Adventurer's Guide) are gargantuan vessels. A gargantuan creature occupies a 20 foot hex (minimum). The distance between ships does not take facing into account (see turning/facing below) so the distance between ships is always calculated between the centers of two 20 ft. hexes even though the actual ships may be much larger than that. You can represent each ship with a 2" round token. At the back of this document are scale outlines of each of the ships included in the Astral Adventurer's Guide all drawn at a scale of 1"=20'. They each have a red circle that can represent the turning axis that can be placed centered in a hex on the battle mat. The circles are drawn 3/4" in diameter. That is 15' diameter at a 1"=20' scale. Determine the distance between ships by measuring the distance between the centers of their red dots.

#### Using a Square Grid

If you are using a square grid, when you move diagonally the first square you move into counts as 20 feet but the second and every other diagonal square you move into counts as moving 40 feet.

#### Without a Grid

If you aren't using a grid you can track distances using a tape measure where 1 inch equals 20 feet.

#### Theater of the Mind

If you prefer, there is no real need for model ships and hex or square battle mats. These rules for combat between skyships concentrates on the PCs point of view. What can the PCs see and how can they effect the battle? You need only track of how far apart the ships are. The resolution of any ship maneuver may change this range between ships. To do this, just note the distance between the ships. Then, on each ship's turn see if the ships get closer together or farther apart and by how much. This does get much more difficult if there are more than 2 ships involved.

### Rounds

A Ship-to-Ship melee round is the same as a standard D&D melee round.

### Ship's Speed

Combat speed for each Skyship is printed on its ship's stat block (later in this document). This Combat speed is used anytime that two Skyships air/gravity bubbles are touching. The pilot can add a number of hexes equal to his character's proficiency bonus to his ship's combat speed.

### Acceleration

Ships can stop from full speed or go from a full stop up to its maximum speed almost instantly with no effect on those aboard.

### Turning / Facing

Skyships can turn-in-place up to 360 degrees in a round and this turning can be done while moving at up to its maximum speed or while stopped. The distance between ships does not take facing into account. Because of the ship's ease of turning, one ship's orientation in relation to the other is of no great consequence. In general, ships are assumed to be facing in the direction they are moving.

### Range

The range (distance between ships) may change at the end of each skyship's turn. The change in range depends on the ship's maneuver and its speed. The range is measured between the centers of the hexes that represent the locations of the two vessels. This range is used for all missile fire, magic spells, etc. It is not intended to be exact. In reality, the distance between any point on your ship and any point on the enemy ship will vary depending on each ships orientation and exactly where each ship is in relation to the other ship. This degree of verisimilitude is not the goal here. We only want to know if the enemy ship is close enough to hit.

### Skyship Actions

Technically, skyships take no actions; the people on the ship perform all actions. For ease of play, many such actions are referred to as if the ship was taking the action. For example, when the pilot moves the ship, it is referred to as the ship taking a move action.



## Initiative

Before the start of combat, the Pilots each roll for initiative. The ship whose Pilot rolls the highest initiative goes first each round. Everyone on that ship has a chance to act during the ship's turn.

In Skyship combat all characters on board a ship act on that ship's initiative. Typically, first the Pilot will move the ship, then the other players will act. Normally the order in which they act is determined by those on board, as long as they all agree. As long as there is no combat between characters on board the same ship, each character can do anything that they could normally do in one round; this includes performing as many actions as they would normally be allowed in one (6 second) combat round.

If an enemy boards your ship, or you board theirs, you will roll a secondary initiative which is separate from the overall ship combat. Secondary initiative is resolved on each ship's initiative. For each ship where secondary initiative has been rolled, one round of on-board combat will be resolved during that ship's turn. All individual on-board actions will be resolved before the ship takes its actions. The secondary initiative is different for each ship. If a character goes from one ship to another he will have to reroll for his secondary initiative on the new ship.

For example, a sorcerer teleports over to the deck of an enemy ship on his own ship's initiative. On the initiative of his new ship, he wants to start killing off its crew with fireballs. Because the enemy crew wants to stop him before he does damage, secondary initiative is rolled. This secondary initiative is resolved on that ship's initiative.

If a character is outside the gravity bubble of any ship, and is capable of acting, he will have a ship initiative of his own. If he left a ship and is in space on his own, on subsequent rounds his initiative is one less than the initiative of the ship he left. If the character boards a ship his initiative becomes the same as the ship he boarded.

Any monster that is not on a ship will have a ship initiative of its own.

## Surprise

Ships that are unaware at the start of battle do not get to act in the first round of combat. However, it is quite difficult for one ship to approach and attack another by surprise. Barring unusual circumstances, such as invisible ships, there will be no surprise in ship to ship battles. Special circumstances will be handled by the DM on a case by case bases.

## Ship Movement

During combat, the pilot is normally in physical contact with the magical *Helm* (seated on it if it is in the form of a chair). If he is not in contact with the *Helm* at any time during a round, he cannot add his proficiency bonus to the ship's speed (in hexes). Also, if he is not in contact with the *Helm* all ship weapon attacks are made with disadvantage.

## Actions Stations and Crew

The magical *Helm* takes up an action station. The pilot occupies this station. If that station includes a weapon, in addition to piloting the ship he may also make the attack roll for that weapon and adds his proficiency bonus to the to-hit and to the damage rolls.

Each of a skyship's weapons takes up a station on the vehicle. On the ship's stat block, each weapon station indicates the number of crew required to operate it. A player character can occupy one crew space at each of the action sections so long as there are stations available. That PC is responsible for selecting the target and firing the weapon. That PC must be located at the weapon station during the firing action round and use his action that round to fire the weapon. The PC can choose to fire at any point along the path the skyship moves on the firing round. When a PC fires the weapon he can add his proficiency bonus to the to-hit and to the damage rolls.

Any round that a PC is not occupying a crew space at an action station he is free to move around the ship and perform any actions he would normally be allowed to do during a combat round.

If no PC is occupying a weapon station during the firing round for that weapon, if it is otherwise is manned by the required number of crew, any of PCs can make the attack roll but there will be no bonus added to the attack or damage rolls.

## SHIP WEAPON ATTACKS

When attacking a ship, you can attack the ship itself, a ship's weapon, or its occupants. Some ships can make a ramming or grapple attack. You can also attempt to board a ship.

**Attacking the Ship:** This is an attack against the ship itself. If the attack is successful, the ship takes hit point damage. If a Skyship's is reduced to 0 HP, the magical *Helm* becomes inactive.

**Attacking a Ship's Weapon:** Weapons mounted on a ship have their own statistics. Weapons benefit from cover as occupants on a ship.

**Attacking an Occupant:** This is a normal attack against a ship's occupant - any creature that is a passenger, crewman or officer on a ship. Occupants get half cover (+2 to AC and Dexterity saving throws) against attacks coming from outside of the ship. Occupants on a forecastle or sterncastle will typically have three-quarters cover (+5 bonus to AC and Dexterity saving throws) while those inside a port or hatch have total cover and can't be targeted directly.

## SHIPBOARD COMBAT

Once a skyship has been boarded, skyship-to-skyship combat ends and shipboard combat begins on whichever ship was boarded first. Imitative is rolled and standard combat continues.

## STAT BLOCKS

The following section presents stat blocks for the Spelljammer Vessels that are presented in the *Asstral Adventurer's Guide*.

### Size

A ship's size category is determined by its length or width, whichever is longer. For instance, a ship that is 10 feet long and 20 feet wide would use the size category that has a 20-foot width, which means the ship is Gargantuan.

### Space

A ship doesn't have a square space unless its stat block specifies otherwise. For example, a ship that is 100 feet long and 20 feet wide occupies a 100-by-20-foot space. A ship can't move into a space that is too small to accommodate it. If it tries to do so, it crashes.

### Capacity

A ship's stat block indicates how many creatures and how much cargo it can carry. Crew includes both the crew of the vessel and any passengers who might ride along.

A Skyship that is a standard water vessel that has been converted by the addition of a magical Helm may require a larger crew when sailing on water with an inactive magical Helm.

Cargo capacity notes the maximum amount of cargo a ship can carry. A vessel can't fly if its cargo exceeds this capacity.

### Armor Class

A ship's AC reflects the materials used to construct it and any defensive plating used to augment its toughness. The ship's weapons also have their AC listed.

### Hit Points

A ship weapon is destroyed and becomes unusable when it drops to 0 hit points. A ship is wrecked when it drops to 0 hit points and its magical Helm becomes inactive.

A ship doesn't have Hit Dice.

### Damage Threshold

If a ship or a ship's weapon has a damage threshold, that threshold appears after its hit points. A component has immunity to all damage from a single attack unless it takes an amount of damage that equals or exceeds its threshold, in which case it takes damage as normal. Damage that fails to bypass the threshold is considered superficial and doesn't reduce the component's hit points.

## Landing

This entry indicates whether the ship can stand up to a landing on water or on the ground. Some ships never land, and their crews reach the ground by shuttles, magic, or other methods.

## Speeds

The ship's base, water, air, wildspace, and combat speeds are listed in its statblock. (Refer to the "Basics of Skyship Movement" section in this supplement for more information on ship speed.) A ship's astral and interstellar teleport speed isn't listed because it is the same for all vessels.

Astral Speed: 4 million mph (100 million miles per day)

Interstellar Teleport: Instantaneous

## Ability Scores

A ship has the six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and the corresponding modifiers. Any ability check or saving throw required by the ship is made by the pilot. The pilot adds his proficiency bonus to the roll if he is in contact with the magical Helm.

The Strength of a ship expresses its size and weight. Dexterity represents a ship's ease of handling. A ship's Constitution covers its durability and the quality of its construction. Ships usually have a score of 0 in Intelligence, Wisdom, and Charisma.

If a ship has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

## Action Stations

A PC can use an action of the station it's occupying. Once a PC uses a station's action, that action can't be used again until the start of that PC's next turn.

A creature not occupying an action station can take actions as normal.

## Magical Helm

During combat, the magical Helm must be occupied by a spellcasting creature that is attuned to it (typically a PC) in order to move and steer the Skyship.

## Weapon Stations

The number and type of each of the ship's weapons is listed along with its stats and the number of crew required to operate it.



## Spelljamming Ship Statblocks

### Bombard

Cost: 50,000 gp

*Gargantuan vehicle (140 ft./30 ft.)*

**Crew:** 12 **Cargo:** 150 tons

**Armor Class:** 15 (wood)

**Hit Points:** 300 (damage threshold 20)

**Landing:** Water only

**Speeds:** Base: 35 ft. (4 mph), Water: 20 mph, Air: 100 mph, Wildspace: 200 mph, Combat: 75 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	18(+4)	0	0	0

**Damage Immunities:** fire, poison, psychic

**Condition Immunities:** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

#### Action Stations

**Magical Helm** (In area 8 which provides full cover)

Propel and Maneuver the Ship.

**2 Ballistae** (Mounted on the Fantail Deck which provides half cover.)

*It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.*

**Armor Class** 15

**Hit Points** 50 each (damage threshold 10)

**Bolt.** *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

**1 Giant Cannon** (Fired from the Cannon Shot area which provides 3/4 cover.)

*It takes a crew of 4 and 4 full-round actions to fire a giant cannon; 3 actions to load it and 1 to fire it.*

**Armor Class** 19 (damage threshold 20)

**Hit Points** 250 each

**Cannon Ball.** *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 88 (16d10) bludgeoning damage.

### Damselfly Ship

Cost: 20,000 gp

*Gargantuan vehicle (100 ft./20ft.)*

**Crew:** 9 **Cargo:** 5 tons

**Armor Class:** 19 (metal)

**Hit Points:** 200 (damage threshold 15)

**Landing:** Ground only

**Speeds:** Base: 70 ft. (8 mph), Air: 200 mph, Wildspace: 400 mph, Combat: 125 ft.)

STR	DEX	CON	INT	WIS	CHA
16(+3)	18(+4)	12(+1)	0	0	0

**Damage Immunities:** fire, poison, psychic

**Condition Immunities:** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

#### Action Stations

**Magical Helm** (In area 1 which provides full cover)

Propel and Maneuver the Ship.

**1 Ballistae** (Mounted on Forward Deck which provides 3/4 cover.)

*It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.*

**Armor Class** 15

**Hit Points** 50 each (damage threshold 10)

**Bolt.** *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

**1 Mangonel** (Mounted on the Top[ Deck which provides half cover.)

*It takes a crew of 5 and 5 full-round actions to fire a Mangonel; 2 actions to load it, 2 to aim it and 1 to fire it.*

**Armor Class** 15

**Hit Points** 100 each (damage threshold 10)

**Mangonel Stone.** *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Flying Fish Ship					
Cost: 20,000 gp					
<i>Gargantuan vehicle (120 ft./30ft.)</i>					
Crew: 10 Cargo: 13 tons					
Armor Class: 15 (wood)					
Hit Points: 250 (damage threshold 15)					
Landing: Water only					
Speeds: Base: 40 ft. (5 mph), Water: 23 mph, Air: 113 mph, Wildspace: 225 mph, Combat: 80 ft. [4 hexes]					
STR	DEX	CON	INT	WIS	CHA
24(+7)	4(-3)	20(+5)	0	0	0
Damage Immunities: fire, poison, psychic					
Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious					
Action Stations					
<b>Magical Helm</b> (In area 1 which provides full cover) Propel and Maneuver the Ship.					
<b>1 Ballistae</b> (Mounted on Aft Main Deck which provides half cover.) <i>It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.</i> Armor Class 15 Hit Points 50 each (damage threshold 10) Bolt. Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.					
<b>1 Mangonel</b> (Mounted on the Forward Main Deck which provides half cover.) <i>It takes a crew of 5 and 5 full-round actions to fire a Mangonel; 2 actions to load it, 2 to aim it and 1 to fire it.</i> Armor Class 15 Hit Points 100 each (damage threshold 10) Mangonel Stone. Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. Hit: 27 (5d10) bludgeoning damage.					

Hammerhead Ship					
Cost: 40,000 gp					
<i>Gargantuan vehicle (250 ft. by 25 ft.)</i>					
Crew: 15 Cargo: 30 tons					
Armor Class: 15 (wood)					
Hit Points: 400 (damage threshold 15)					
Landing: Water only					
Speeds: Base: 35 ft. (4 mph), Water: 20 mph, Air: 100 mph, Wildspace: 200 mph, Combat: 70 ft. [3 hexes]					
STR	DEX	CON	INT	WIS	CHA
24(+7)	4(-3)	20(+5)	0	0	0
Damage Immunities: fire, poison, psychic					
Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious					
Action Stations					
<b>Magical Helm</b> (In area 12 which provides full cover) Propel and Maneuver the Ship. The ship's pilot can make the following attack when the ship runs into another object or into a Gargantuan creature (see "Crashing" earlier in the chapter). Blunt Ram. Melee Weapon Attack: +8 to hit, range 0 ft., one object or Gargantuan creature. Hit: 88 (16d10) bludgeoning damage. The hammerhead ship takes half as much damage and comes to a dead stop. Miss: The attack deals no damage, the target moves into the nearest unoccupied space that isn't in the hammerhead ship's path, and the hammerhead ship can continue moving if it has any movement left.					
<b>1 Ballistae</b> (Mounted on Forecastle which provides half cover.) <i>It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.</i> Armor Class 15 Hit Points 50 each (damage threshold 10) Bolt. Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.					
<b>2 Mangonels</b> (One mounted on Sterncastle which provides half cover and one on the Forward Castle which provides 3/4 cover.) <i>It takes a crew of 5 and 5 full-round actions to fire a Mangonel; 2 actions to load it, 2 to aim it and 1 to fire it.</i> Armor Class 15 Hit Points 100 each (damage threshold 10) Mangonel Stone. Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. Hit: 27 (5d10) bludgeoning damage.					

Lamprey Ship					
Gargantuan vehicle (115 ft. by 25 ft.)					
<b>Crew:</b> 15 <b>Cargo:</b> 6 tons <b>Armor Class:</b> 15 (wood) <b>Hit Points:</b> 250 (damage threshold 15) <b>Landing:</b> Water only <b>Speeds:</b> Base: 35 ft. (4 mph), Water: 20 mph, Air: 100 mph, Wildspace: 200 mph, Combat: 70 ft. [3 hexes]					
STR	DEX	CON	INT	WIS	CHA
20(+5)	4(-3)	18(+4)	0	0	0
<b>Damage Immunities:</b> fire, poison, psychic <b>Condition Immunities:</b> blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious					
Action Stations					
<b>Magical Helm</b> (In area 5 which provides full cover) Propel and Maneuver the Ship.					
<b>4 Ballistae</b> (Mounted on the Battle Deck which provides no cover.) <i>It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.</i> <b>Armor Class</b> 15 <b>Hit Points</b> 50 each (damage threshold 10) <b>Bolt.</b> <i>Ranged Weapon Attack:</i> +6 to hit, range 120/480 ft., one target. <i>Hit:</i> 16 (3d10) piercing damage.					
<b>1 Grappling Jaws</b> (Operated from area 1 which provides full cover.) <i>It takes a crew of 1 and 1 full-round action to attack with the Grappling Jaws;</i> <b>Armor Class</b> - <b>Hit Points</b> - <b>Grappling Jaws.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 10 ft., one ship or Gargantuan creature. <i>Hit:</i> 22 (4d10) piercing damage, and the speed of the lamprey ship and the target become 0 until the grapple ends. As an action, a creature can use the grappling jaws' controls to release the target. Otherwise, the effect ends when the target or the lamprey ship drops to 0 hit points.					

Living Ship					
Gargantuan vehicle (80 ft. by 20 ft.)					
<b>Crew:</b> 5 (plus the treant) <b>Cargo:</b> 10 tons <b>Armor Class:</b> 15 (wood) <b>Hit Points:</b> 250 (damage threshold 15) <b>Landing:</b> Water only <b>Speeds:</b> Base: 40 ft. (4.5 mph), Water: 22.5 mph, Air: 112.5 mph, Wildspace: 225 mph, Combat: 80 ft. [4 hexes]					
STR	DEX	CON	INT	WIS	CHA
24(+7)	4(-3)	20(+5)	0	0	0
<b>Damage Immunities:</b> fire, poison, psychic <b>Condition Immunities:</b> blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious					
Action Stations					
<b>Magical Helm</b> (In area 3 which provides full cover) Propel and Maneuver the Ship.					
<b>1 Ballistae</b> (Mounted on Sterncastle which provides half cover.) <i>It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.</i> <b>Armor Class</b> 15 <b>Hit Points</b> 50 each (damage threshold 10) <b>Bolt.</b> <i>Ranged Weapon Attack:</i> +6 to hit, range 120/480 ft., one target. <i>Hit:</i> 16 (3d10) piercing damage.					

Nautiloid						Cost: 50,000 gp
<i>Gargantuan vehicle (180 ft. by 30 ft.)</i>						
<b>Crew:</b> 20 <b>Cargo:</b> 17 tons						
<b>Armor Class:</b> 15 (wood)						
<b>Hit Points:</b> 400 (damage threshold 15)						
<b>Landing:</b> Can't Land						
<b>Speeds:</b> 40 ft. (4.5 mph), Air: 112.5 mph, Wildspace: 225 mph, Combat: 80 ft. [4 hexes]						
STR	DEX	CON	INT	WIS	CHA	
24(+7)	4(-3)	20(+5)	0	0	0	
<b>Damage Immunities:</b> fire, poison, psychic						
<b>Condition Immunities:</b> blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious						
Action Stations						
<b>Magical Helm</b> (In area 3 which provides full cover)						
Propel and Maneuver the Ship.						
As an action, the ship's pilot can make one of the following attacks with the ship's tentacles.						
<b>Grappling Tentacles.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 30 ft., one Huge or Gargantuan target. <i>Hit:</i> 22 (4d10) bludgeoning damage, and the nautiloid's speed becomes 0 until its pilot uses an action to release the target. If the target is a creature, it is grappled (escape DC 16). If the target is another ship, the target's speed becomes 0 until the nautiloid releases it, or until the target or the nautiloid drops to 0 hit points.						
<b>Teleport.</b> <i>Melee Spell Attack:</i> +8 to hit, reach 30 ft., one creature. <i>Hit:</i> The target must succeed on a DC 15 Constitution saving throw or be teleported to an unoccupied space aboard the nautiloid that the nautiloid's pilot can see.						
<b>4 Ballistae</b> (3 are mounted on the forward Bridge Deck and 1 on the Battle Prow both of which provide half cover.)						
<i>It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.</i>						
<b>Armor Class</b> 15						
<b>Hit Points</b> 50 each (damage threshold 10)						
<b>Bolt.</b> <i>Ranged Weapon Attack:</i> +6 to hit, range 120/480 ft., one target. <i>Hit:</i> 16 (3d10) piercing damage.						
<b>1 Mangonel</b> (Mounted on the forward Battle Deck which provides 3/4 cover.)						
<i>It takes a crew of 5 and 5 full-round actions to fire a Mangonel; 2 actions to load it, 2 to aim it and 1 to fire it.</i>						
<b>Armor Class</b> 15						
<b>Hit Points</b> 100 each (damage threshold 10)						
<b>Mangonel Stone.</b> <i>Ranged Weapon Attack:</i> +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. <i>Hit:</i> 27 (5d10) bludgeoning damage.						

Nightspider						Cost: 50,000 gp
<i>Gargantuan vehicle (175 ft. by 50 ft.)</i>						
<b>Crew:</b> 25 <b>Cargo:</b> 50 tons						
<b>Armor Class:</b> 19 (metal)						
<b>Hit Points:</b> 300 (damage threshold 15)						
<b>Landing:</b> Can't Land						
<b>Speeds:</b> Base: 40 ft. (4.5 mph), Air: 112.5 mph, Wildspace: 225 mph, Combat: 80 ft. [4 hexes]						
STR	DEX	CON	INT	WIS	CHA	
18(+4)	12(+1)	16(+3)	0	0	0	
<b>Damage Immunities:</b> fire, poison, psychic						
<b>Condition Immunities:</b> blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious						
Action Stations						
<b>Magical Helm</b> (In area 5 which provides full cover)						
Propel and Maneuver the Ship.						
<b>4 Ballistae</b> (Mounted on the Battle Deck which provides 3/4 cover, or full cover when windows are closed.)						
<i>It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.</i>						
<b>Armor Class</b> 15						
<b>Hit Points</b> 50 each (damage threshold 10)						
<b>Bolt.</b> <i>Ranged Weapon Attack:</i> +6 to hit, range 120/480 ft., one target. <i>Hit:</i> 16 (3d10) piercing damage.						
<b>1 Mangonel</b> (Mounted on the aft Battle Deck which provides 3/4 cover, or full cover when window is closed.)						
<i>It takes a crew of 5 and 5 full-round actions to fire a mangonel; 2 actions to load it, 2 to aim it and 1 to fire it.</i>						
<b>Armor Class</b> 15						
<b>Hit Points</b> 100 each (damage threshold 10)						
<b>Mangonel Stone.</b> <i>Ranged Weapon Attack:</i> +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. <i>Hit:</i> 27 (5d10) bludgeoning damage.						



Scorpion Ship						Cost: 25,000 gp
Gargantuan vehicle (75 ft. by 25 ft.)						
Crew: 12 Cargo: 12 tons						
Armor Class: 19 (metal)						
Hit Points: 250 (damage threshold 15)						
Landing: Ground only						
Speeds: Base: 30 ft. (3.5 mph), Air: 87.5 mph, Wildspace: 175 mph, Combat: 60 ft. [3 hexes]						
STR	DEX	CON	INT	WIS	CHA	
24(+7)	18 (+4)	20(+5)	0	0	0	
Damage Immunities: fire, poison, psychic						
Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious						
Action Stations						
<b>Magical Helm</b> (In area 5 which provides full cover)						
Propel and Maneuver the Ship.						
<b>1 Ballistae</b> (Mounted on the Top Deck which provides no cover.)						
It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.						
Armor Class 15						
Hit Points 50 each (damage threshold 10)						
Bolt. Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.						
<b>2 Claws</b> (Controlled from area 2 which provides full cover.)						
It takes a crew of 1 and 1 full-round action to make a Claw attack.						
Armor Class -						
Hit Points -						
Claw. Melee Weapon Attack: +3 to hit, reach 20 ft., one target. Hit: 11 (2d10) bludgeoning damage. If the target is a Huge or smaller creature, it is also grappled (escape DC 13). Until this grapple ends, the creature takes 11 (2d10) bludgeoning damage at the start of each of its turns.						
<b>1 Mangonel</b> (Mounted on the Tail which provides no cover.)						
It takes a crew of 5 and 5 full-round actions to fire a Mangonel; 2 actions to load it, 2 to aim it and 1 to fire it.						
Armor Class 15						
Hit Points 100 each (damage threshold 10)						
Mangonel Stone. Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. Hit: 27 (5d10) bludgeoning damage.						

Shrike Ship						Cost: 20,000 gp
Gargantuan vehicle (100 ft. by 20 ft.)						
Crew: 11 Cargo: 20 tons						
Armor Class: 15 (wood)						
Hit Points: 250 (damage threshold 15)						
Landing: Ground or Water						
Speeds: Base: 70 ft. (8 mph), Water: 40 mph, Air: 200 mph, Wildspace: 400 mph, Combat: 140 ft. [7 hexes]						
STR	DEX	CON	INT	WIS	CHA	
18(+4)	4(-3)	10(+0)	0	0	0	
Damage Immunities: fire, poison, psychic						
Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious						
Action Stations						
<b>Magical Helm</b> (In area 5 which provides full cover)						
Propel and Maneuver the Ship. The ship's pilot can make the following attack when the ship runs into another object or into a Gargantuan creature (see "Crashing" earlier in the chapter).						
<b>Piercing Ram.</b> Melee Weapon Attack: +8 to hit, range 0 ft., one object or Gargantuan creature.						
Hit: 88 (16d10) piercing damage. The shrike ship takes half as much damage and comes to a dead stop.						
Miss: The attack deals no damage, the target moves into the nearest unoccupied space that isn't in the shrike ship's path, and the shrike ship can continue moving if it has any movement left.						
<b>3 Ballistae</b> (Mounted on Forecastle, Sterncastle and Top Deck, each of which provides half cover.)						
It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.						
Armor Class 15						
Hit Points 50 each (damage threshold 10)						
Bolt. Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.						

Space Galleon					
Gargantuan vehicle (130 ft. by 30 ft.)					
<b>Crew:</b> 20 <b>Cargo:</b> 20 tons <b>Armor Class:</b> 15 (wood) <b>Hit Points:</b> 400 (damage threshold 15) <b>Landing:</b> Water only <b>Speeds:</b> Base: 35 ft. (4 mph), Water: 20 mph, Air: 100 mph, Wildspace: 200 mph, Combat: 70 ft. [3 hexes]					
STR	DEX	CON	INT	WIS	CHA
24(+7)	4(-3)	20(+5)	0	0	0
<b>Damage Immunities:</b> fire, poison, psychic <b>Condition Immunities:</b> blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious					
<p style="text-align: center;"><b>Action Stations</b></p> <p><b>Magical Helm</b> (In area 5 which provides full cover) Propel and Maneuver the Ship.</p> <p><b>2 Ballistae</b> (Mounted on Forecastle which provides half cover.) It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it. <b>Armor Class</b> 15 <b>Hit Points</b> 50 each (damage threshold 10) <b>Bolt.</b> Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. <i>Hit:</i> 16 (3d10) piercing damage.</p> <p><b>1 Mangonel</b> (Mounted on Sterncastle which provides half cover.) It takes a crew of 5 and 5 full-round actions to fire a Mangonel; 2 actions to load it, 2 to aim it and 1 to fire it. <b>Armor Class</b> 15 <b>Hit Points</b> 100 each (damage threshold 10) <b>Mangonel Stone.</b> Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. <i>Hit:</i> 27 (5d10) bludgeoning damage.</p>					

Squid Ship					
Gargantuan vehicle (250 ft. by 25 ft.)					
<b>Crew:</b> 13 <b>Cargo:</b> 20 tons <b>Armor Class:</b> 15 (wood) <b>Hit Points:</b> 300 (damage threshold 15) <b>Landing:</b> Ground or Water <b>Speeds:</b> Base: 30 ft. (3.5 mph), Water: 17.5 mph, Air: 87.5 mph, Wildspace: 175 mph, Combat: 60 ft. [3 hexes]					
STR	DEX	CON	INT	WIS	CHA
24(+7)	4(-3)	20(+5)	0	0	0
<b>Damage Immunities:</b> fire, poison, psychic <b>Condition Immunities:</b> blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious					
<p style="text-align: center;"><b>Action Stations</b></p> <p><b>Magical Helm</b> (In area 5 which provides full cover) Propel and Maneuver the Ship. The ship's pilot can make the following attack when the ship runs into another object or into a Gargantuan creature (see "Crashing" earlier in the chapter). <b>Piercing Ram.</b> Melee Weapon Attack: +8 to hit, range 0 ft., one object or Gargantuan creature. <i>Hit:</i> 88 (16d10) piercing damage. The squid ship takes half as much damage and comes to a dead stop. <i>Miss:</i> The attack deals no damage, the target moves into the nearest unoccupied space that isn't in the squid ship's path, and the squid ship can continue moving if it has any movement left.</p> <p><b>2 Ballistae</b> (Mounted on Sterncastle which provides half cover.) It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it. <b>Armor Class</b> 15 <b>Hit Points</b> 50 each (damage threshold 10) <b>Bolt.</b> Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. <i>Hit:</i> 16 (3d10) piercing damage.</p> <p><b>1 Mangonel</b> (Mounted on Forecastle which provides half cover.) It takes a crew of 5 and 5 full-round actions to fire a Mangonel; 2 actions to load it, 2 to aim it and 1 to fire it. <b>Armor Class</b> 15 <b>Hit Points</b> 100 each (damage threshold 10) <b>Mangonel Stone.</b> Ranged Weapon Attack: +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. <i>Hit:</i> 27 (5d10) bludgeoning damage.</p>					

Star Moth					
Cost: 40,000 gp					
<i>Gargantuan vehicle (200 ft. by 20 ft.)</i>					
<b>Crew:</b> 13 <b>Cargo:</b> 30 tons <b>Armor Class:</b> 13 (ceramic) <b>Hit Points:</b> 400 (damage threshold 15) <b>Landing:</b> Ground or Water <b>Speeds:</b> <b>Base:</b> 50 ft. (6 mph), Water: 30 mph, Air: 150 mph, Wildspace: 300 mph, Combat: 100 ft. [5 hexes]					
STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	20(+5)	0	0	0
<b>Damage Immunities:</b> fire, poison, psychic <b>Condition Immunities:</b> blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious					
<p style="text-align: center;"><b><u>Action Stations</u></b></p> <p><b><u>Magical Helm</u></b> (In area 5 which provides full cover) Propel and Maneuver the Ship.</p> <p><b>2 Ballistae</b> (Mounted on Forward Battle Station which provides 3/4 cover.) <i>It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.</i> <b>Armor Class</b> 15 <b>Hit Points</b> 50 each (damage threshold 10) <b>Bolt.</b> <i>Ranged Weapon Attack:</i> +6 to hit, range 120/480 ft., one target. <i>Hit:</i> 16 (3d10) piercing damage.</p> <p><b>1 Mangonel</b> (Mounted on Castle Deck which provides half cover.) <i>It takes a crew of 5 and 5 full-round actions to fire a Mangonel; 2 actions to load it, 2 to aim it and 1 to fire it.</i> <b>Armor Class</b> 15 <b>Hit Points</b> 100 each (damage threshold 10) <b>Mangonel Stone.</b> <i>Ranged Weapon Attack:</i> +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. <i>Hit:</i> 27 (5d10) bludgeoning damage.</p>					

Turtle Ship					
Cost: 40,000 gp					
<i>Gargantuan vehicle (95 ft. by 70 ft.)</i>					
<b>Crew:</b> 16 <b>Cargo:</b> 30 tons <b>Armor Class:</b> 19 (metal) <b>Hit Points:</b> 300 (damage threshold 15) <b>Landing:</b> Ground or Water <b>Speeds:</b> <b>Base:</b> 25 ft. (3 mph), Swim: 25 ft. (3 mph), Air: 75 mph, Wildspace: 150 mph, Combat: 50 ft. [2 hexes]					
STR	DEX	CON	INT	WIS	CHA
24(+7)	4(-3)	20(+5)	0	0	0
<b>Damage Immunities:</b> fire, poison, psychic <b>Condition Immunities:</b> blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious					
<p style="text-align: center;"><b><u>Action Stations</u></b></p> <p><b><u>Magical Helm</u></b> (In area 5 which provides full cover) Propel and Maneuver the Ship.</p> <p><b>3 Ballistae</b> (Mounted on Top Deck which provides half cover.) <i>It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.</i> <b>Armor Class</b> 15 <b>Hit Points</b> 50 each (damage threshold 10) <b>Bolt.</b> <i>Ranged Weapon Attack:</i> +6 to hit, range 120/480 ft., one target. <i>Hit:</i> 16 (3d10) piercing damage.</p> <p><b>1 Mangonel</b> (Mounted on Top Deck which provides half cover.) <i>It takes a crew of 5 and 5 full-round actions to fire a Mangonel; 2 actions to load it, 2 to aim it and 1 to fire it.</i> <b>Armor Class</b> 15 <b>Hit Points</b> 100 each (damage threshold 10) <b>Mangonel Stone.</b> <i>Ranged Weapon Attack:</i> +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. <i>Hit:</i> 27 (5d10) bludgeoning damage.</p>					

## Tyrant Ship

Cost: -

**Gargantuan vehicle** (100 ft. by 100 ft.)

**Crew:** 10 (beholders) **Cargo:** 20 tons

**Armor Class:** 17 (stone)

**Hit Points:** 300 (damage threshold 20)

**Landing:** Ground only

**Speeds:** Base: 40 ft. (4.5 mph), Air: 112.5 mph, Wildspace: 225 mph, Combat: 80 ft. [4 hexes]

STR	DEX	CON	INT	WIS	CHA
24(+7)	4(-3)	20(+5)	0	0	0

**Damage Immunities:** fire, poison, psychic

**Condition Immunities:** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

### Action Stations

**Magical Helm** (In area 3 which provides full cover)

Propel and Maneuver the Ship.

**3 Eyestalk Cannons** (Controlled from within a meditation pod which provides full cover.)

**Armor Class** -

**Hit Points** -

*This weapon looks like an eye mounted on an eyestalk. A beholder stationed in one of the tyrant ship's meditation pods can see through the eye by concentrating on it (as if concentrating on a spell) and use an action to make the following attack.*

**Destructive Ray.** Ranged Spell Attack: +8 to hit, range 120/480 ft., one target. Hit: 35 (10d6) force damage.

## Wasp Ship

Cost: 20,000 gp

**Gargantuan vehicle** (80 ft. by 20 ft.)

**Crew:** 5 **Cargo:** 10 tons

**Armor Class:** 15 (wood)

**Hit Points:** 250 (damage threshold 15)

**Landing:** Ground only

**Speeds:** Base: 50 ft. (6 mph), Water: 30 mph, Air: 150 mph, Wildspace: 300 mph, Combat: 100 ft. [5 hexes]

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	20(+5)	0	0	0

**Damage Immunities:** fire, poison, psychic

**Condition Immunities:** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

### Action Stations

**Magical Helm** (In area 5 which provides full cover)

Propel and Maneuver the Ship.

**1 Ballistae** (Mounted on the Weapon Deck which provides 3/4 cover.)

*It takes a crew of 3 and 3 full-round actions to fire a ballista; 1 action to load it, 1 to aim it and 1 to fire it.*

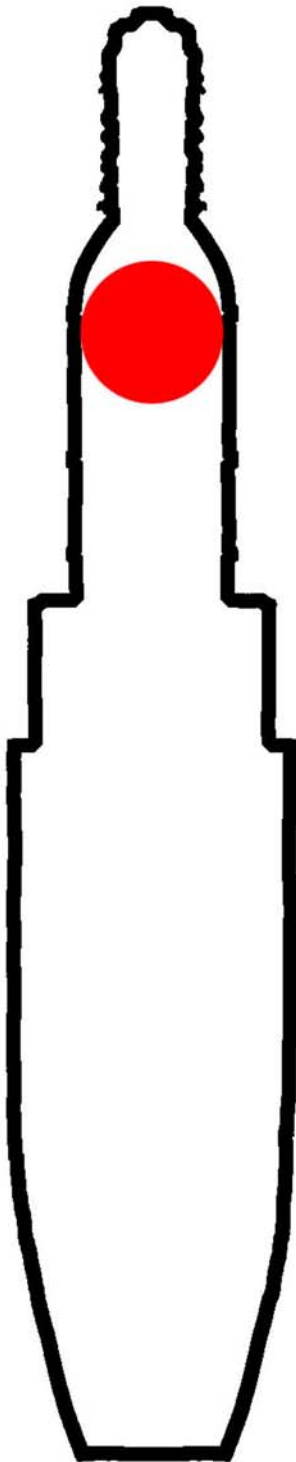
**Armor Class** 15

**Hit Points** 50 each (damage threshold 10)

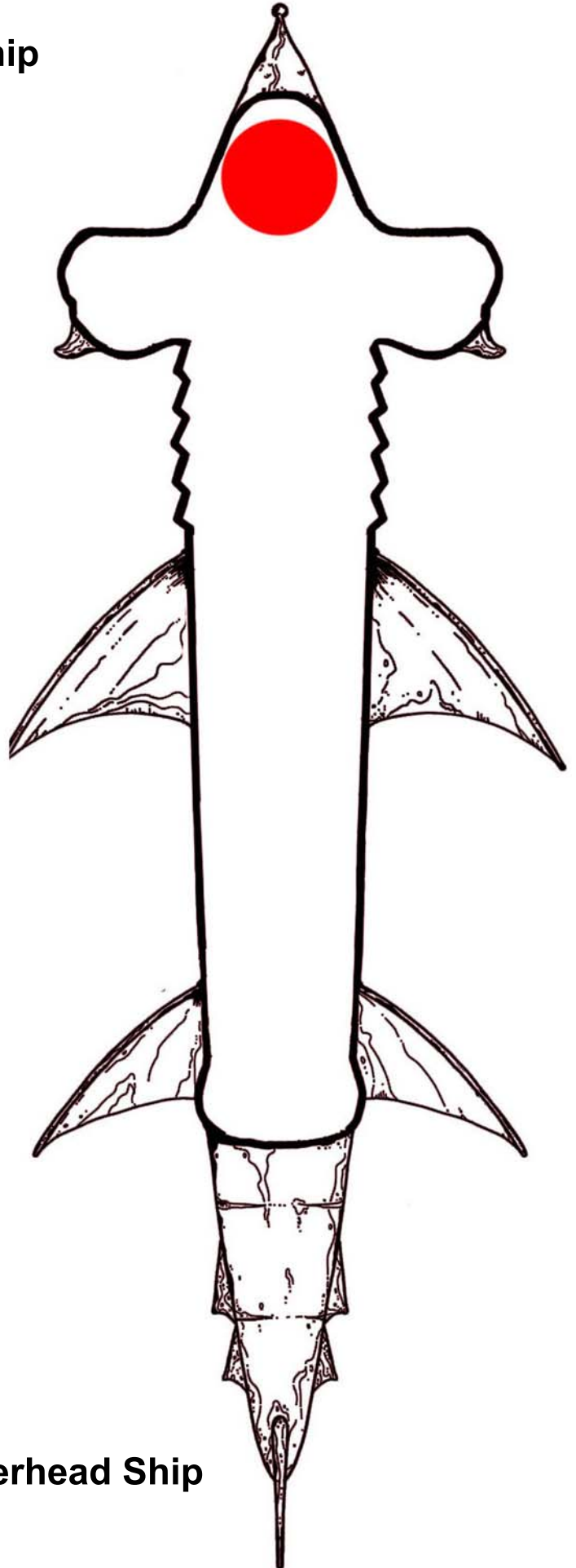
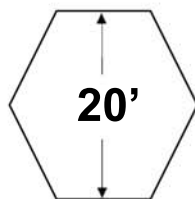
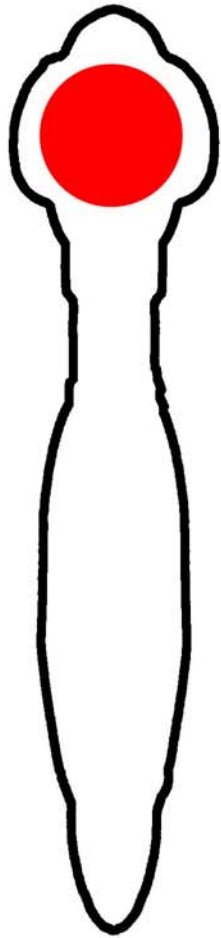
**Bolt.** Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.



**Bombard**

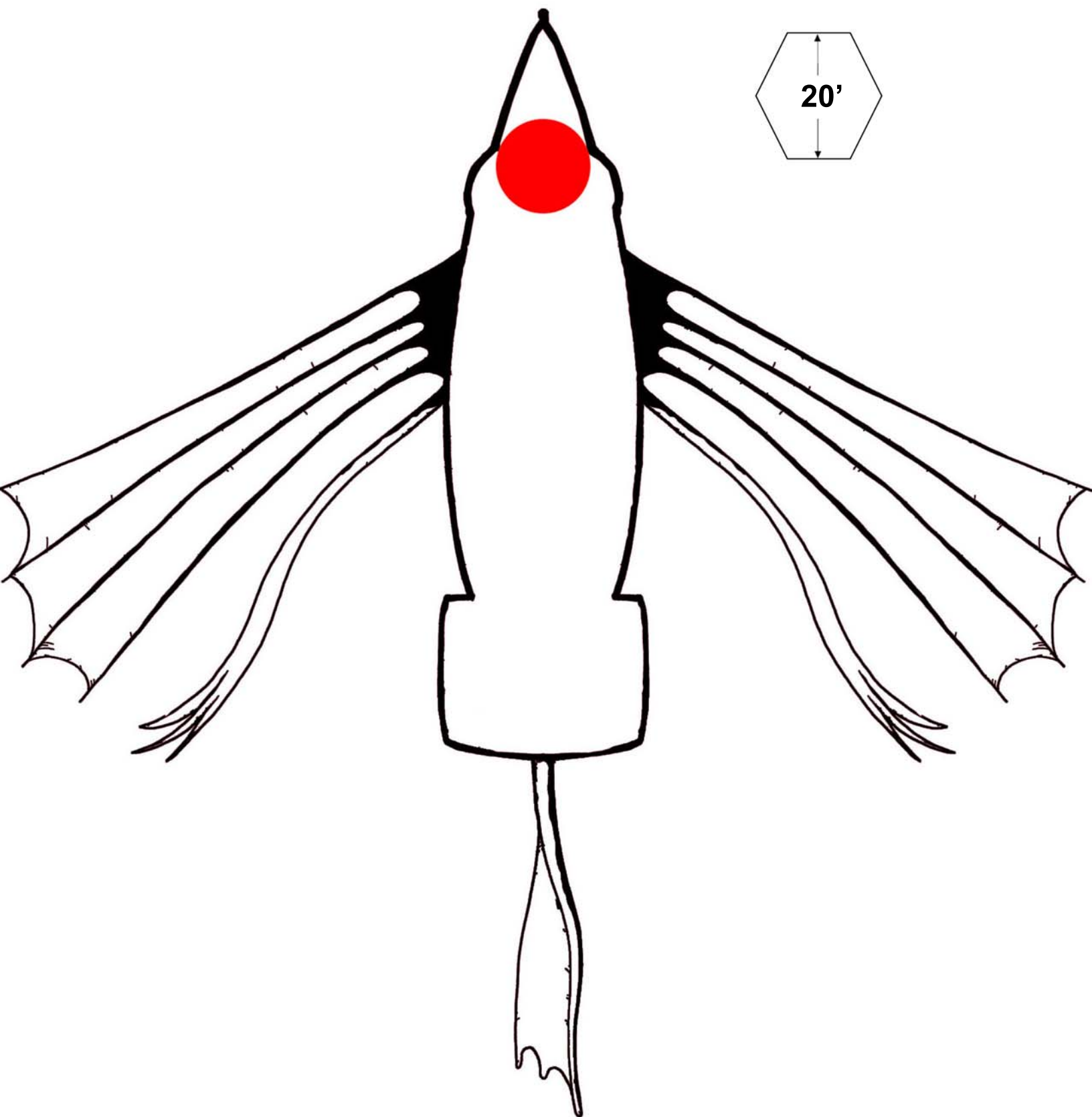


**Damselfly Ship**

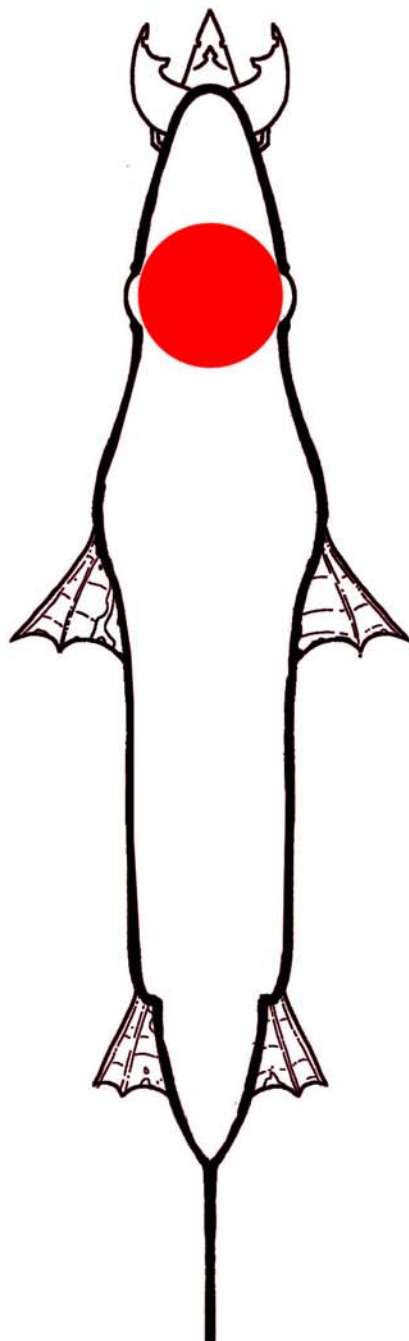


**Hammerhead Ship**

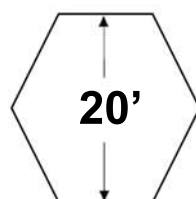
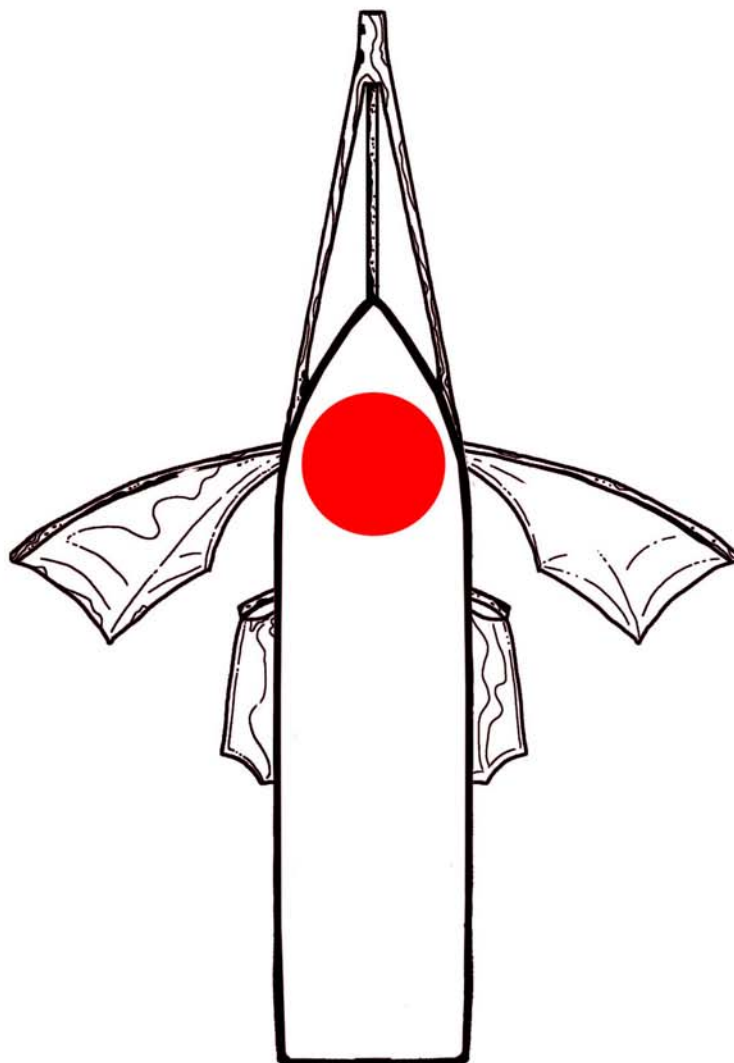
# Flying Fish Ship



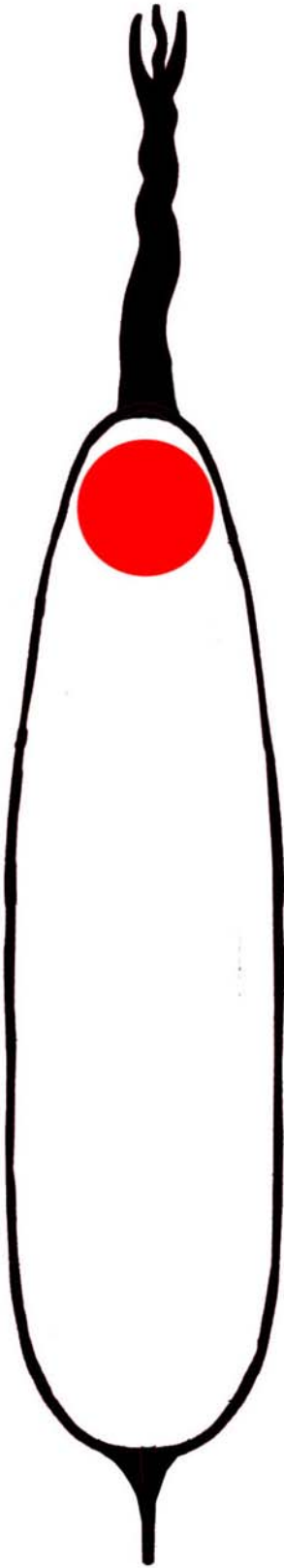
Lamprey Ship



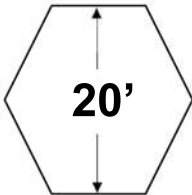
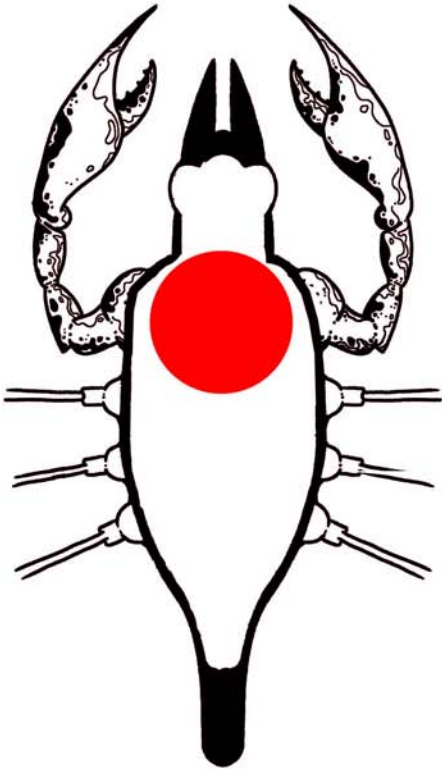
Living Ship



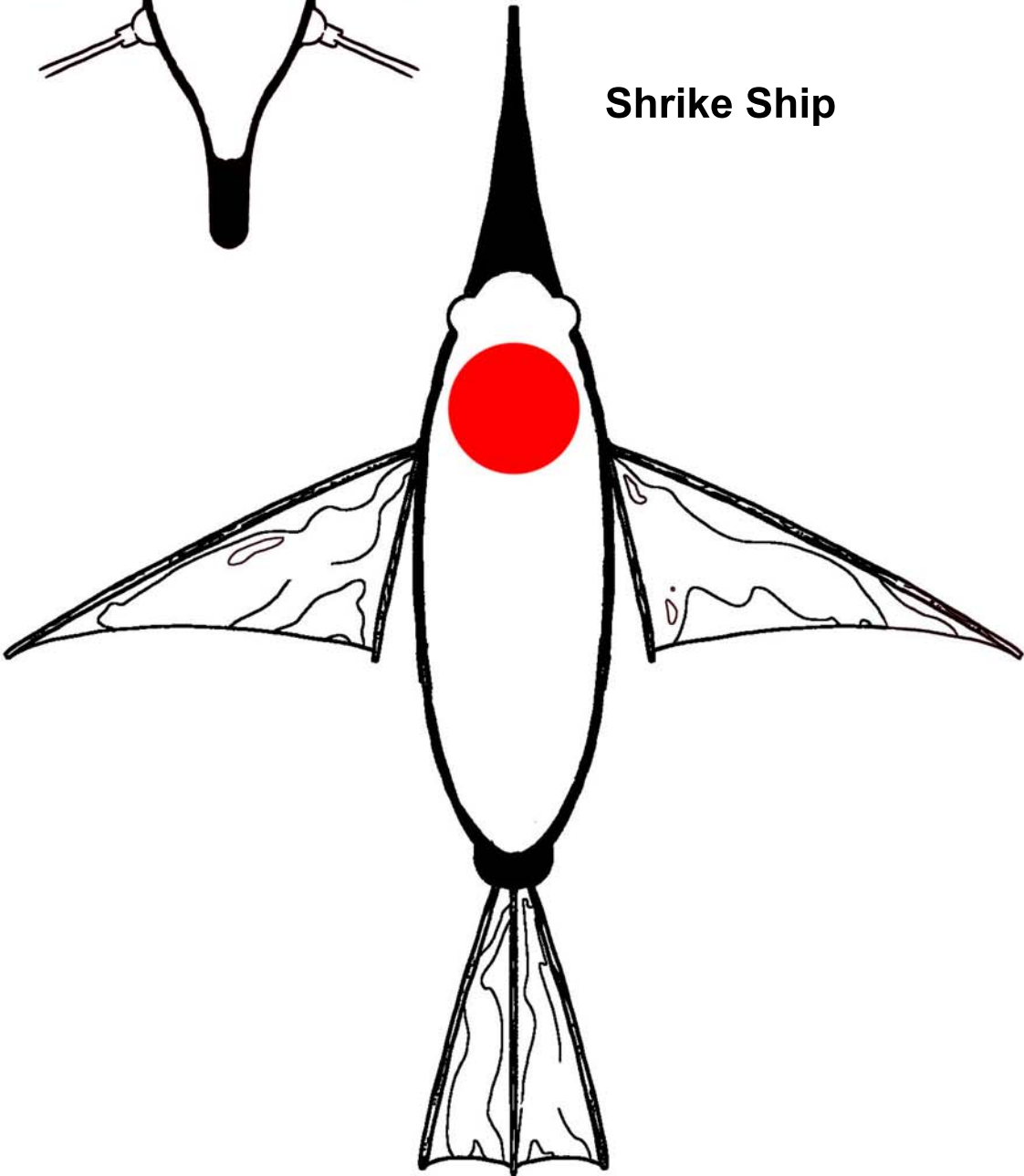
**Nautiloid**



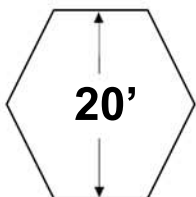
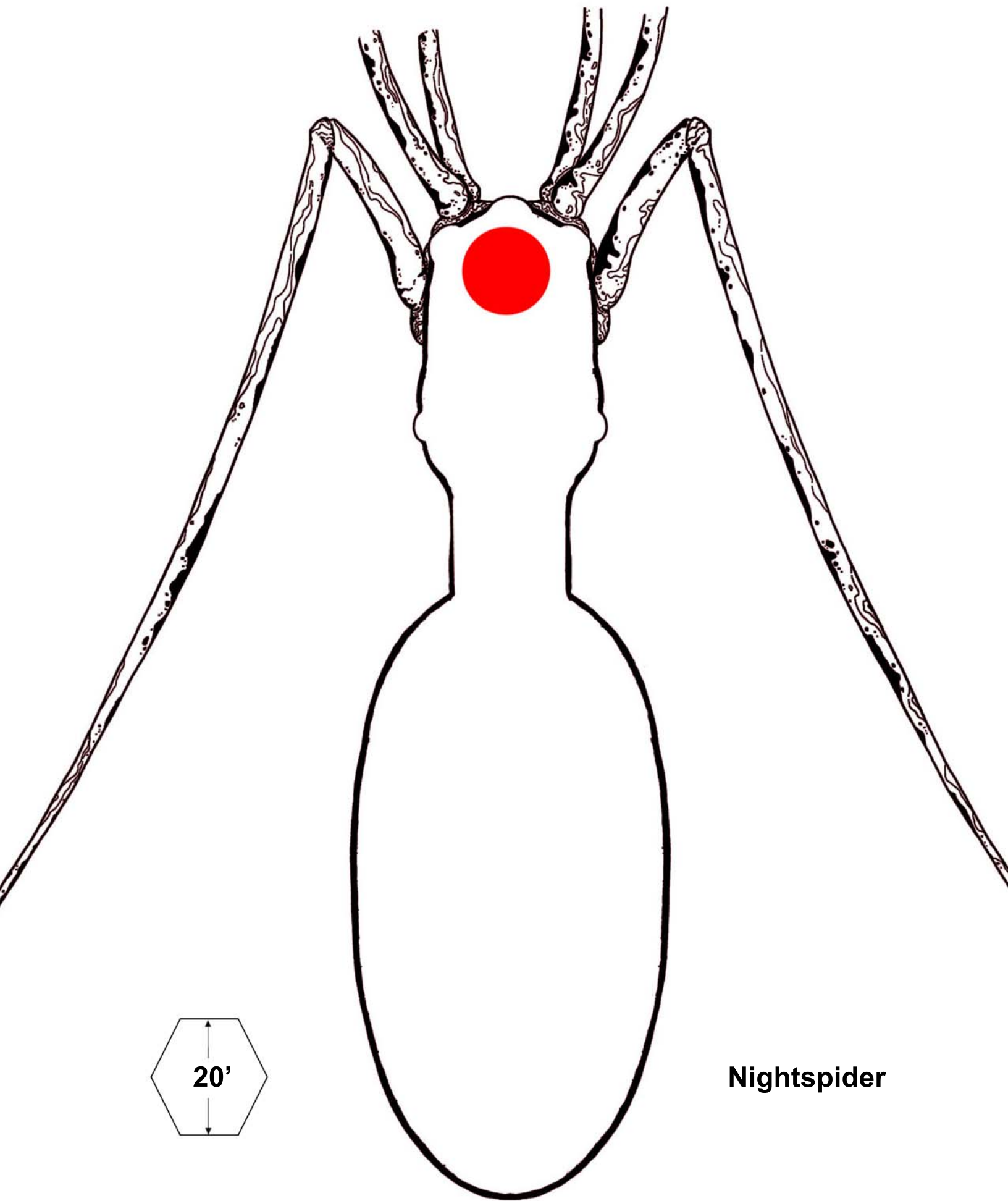
**Scorpion Ship**



**Shrike Ship**

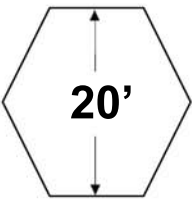
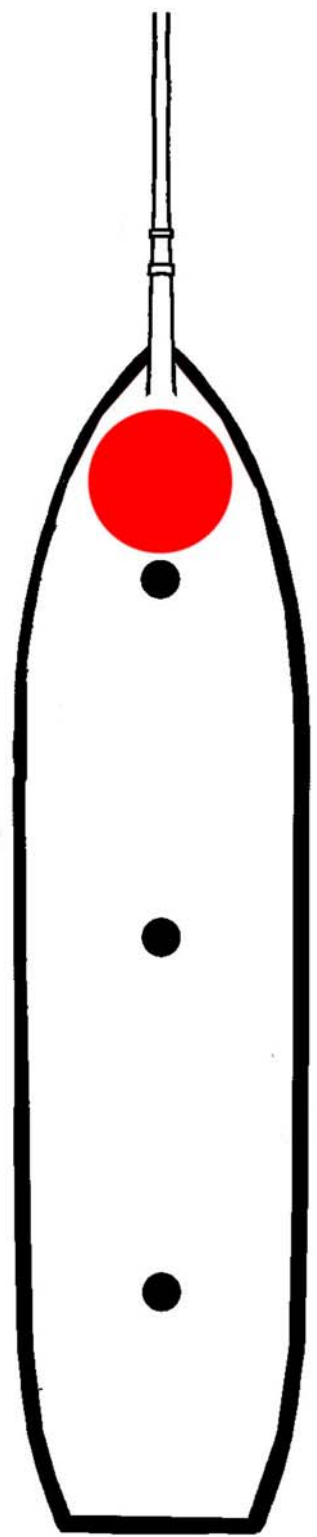




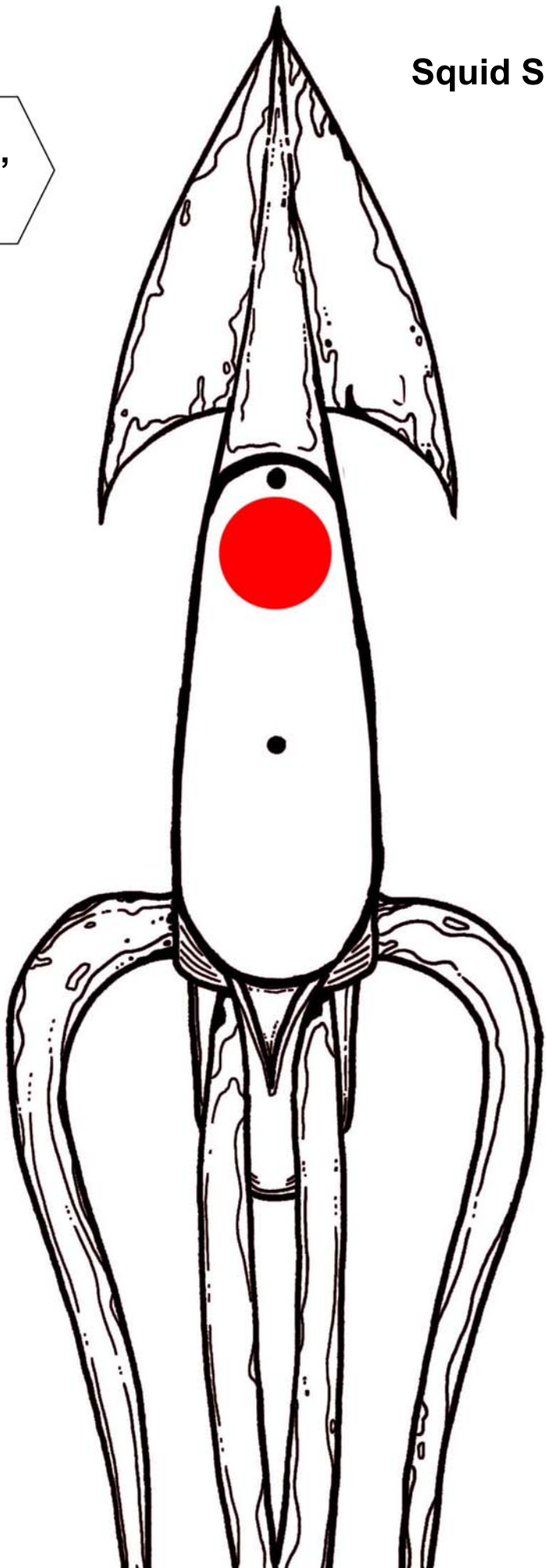


**Nightspider**

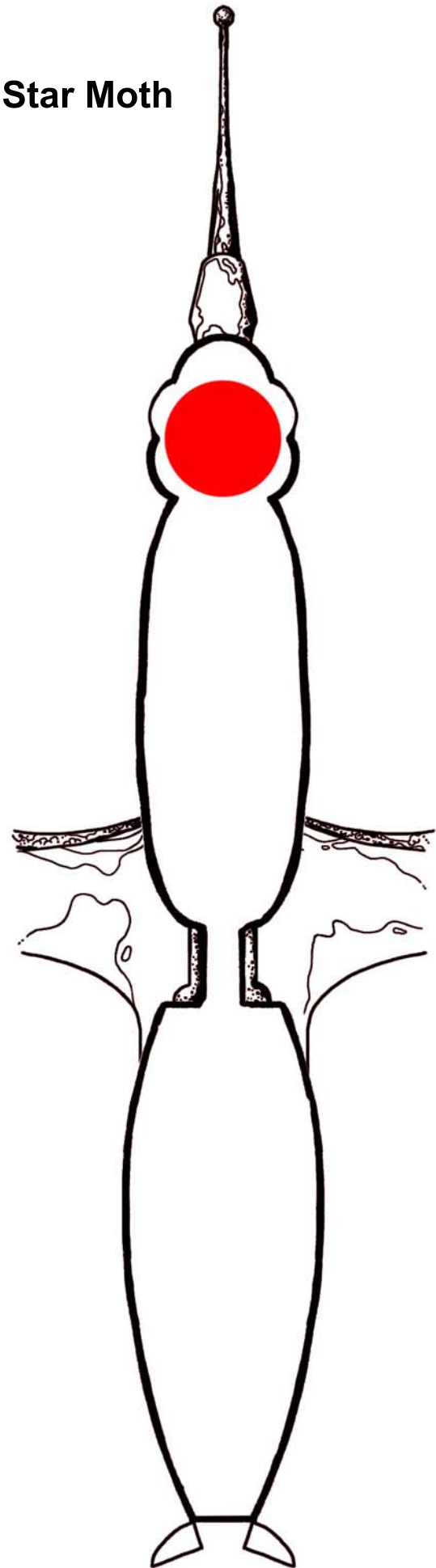
Space Galleon



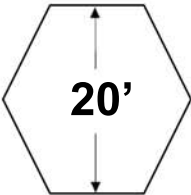
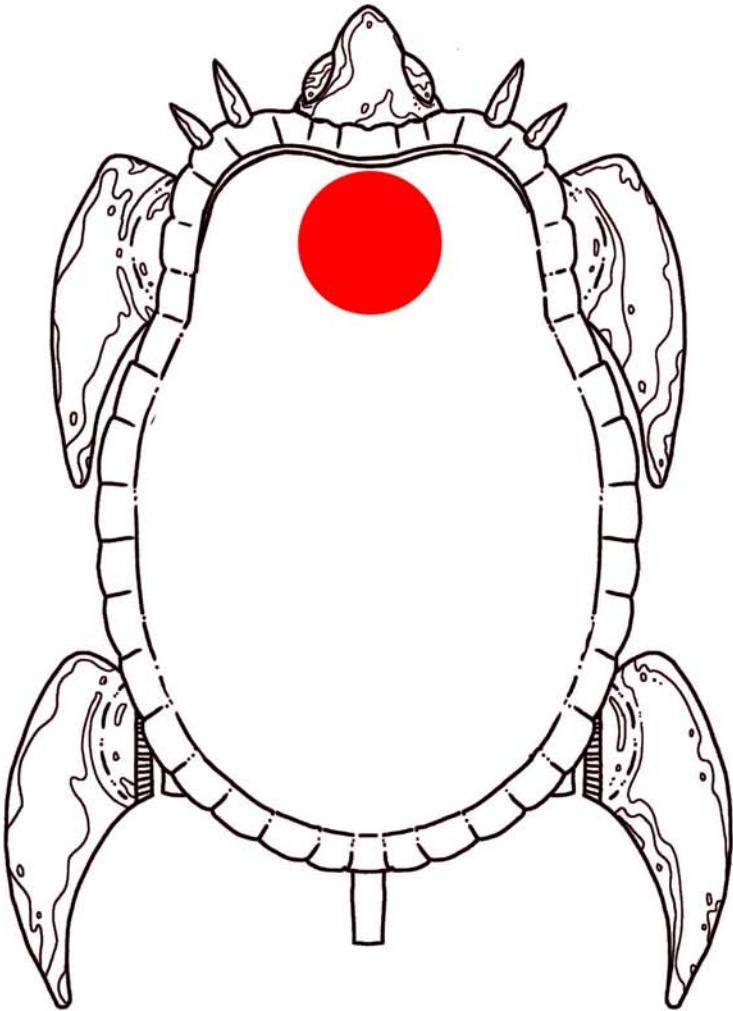
Squid Ship



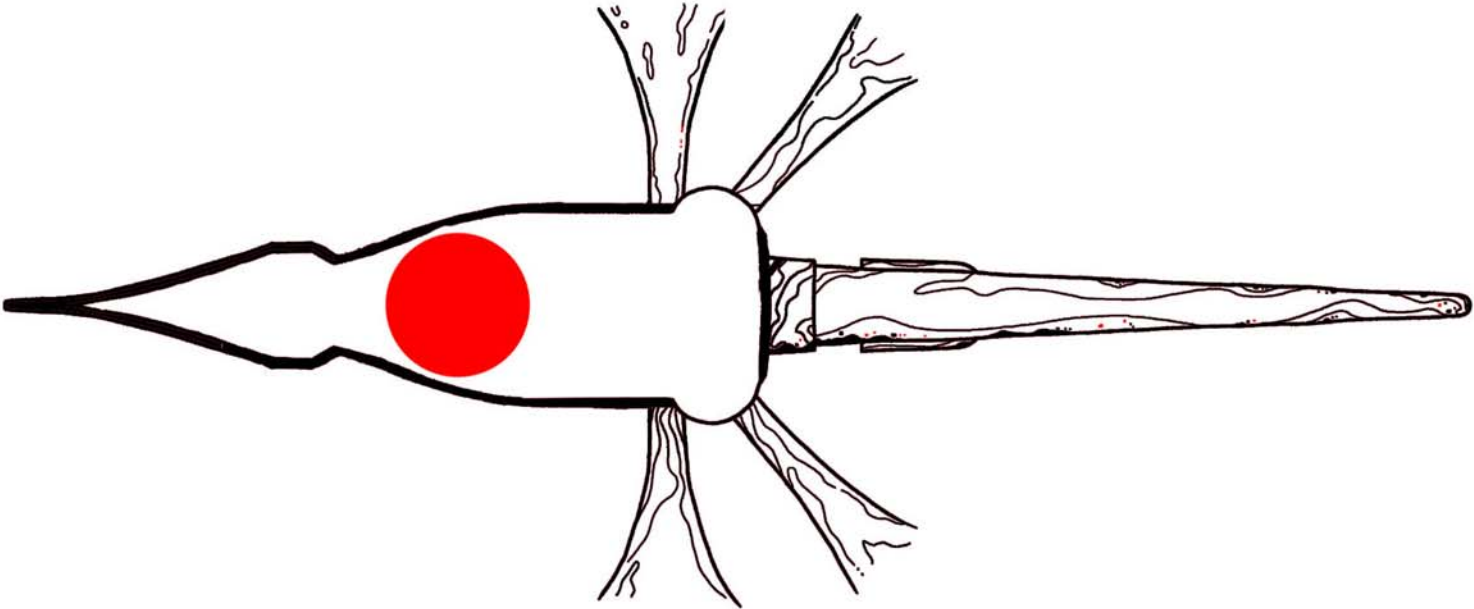
Star Moth



Turtle Ship



Wasp Ship



Tyrant Ship

