A supplement to the fifth edition set in a universe of ships that fly between the worlds and of battles in the air and in space.
**Disclaimer**
The following is a document of House Rules. In this document are alternatives to the normal Dungeons & Dragons 5E rules. You will still need the 5E "Player’s Handbook", "Monster Manual", and "Dungeon Master’s Guide" to make full sense of this document.

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This document is intended to be used as alternative house rules to an already standing game system. No information herein is to be copied and sold for profit.

**Introduction**
*D&D Skyships* is a supplement to fifth edition Dungeons & Dragons set in a universe of ships that fly between the worlds and of battles in the air and in space. What you will not find here is a setting with descriptions of new worlds to explore, monsters to defeat and new races defined.

What you will find here is a basic set of rules compatible with *Dungeons & Dragons 5E* that will provide a foundation for adding flying ships or taking your D&D adventures into space.

**Running a Space Based Campaign**

**Adding Skyships to current campaign**
If you are currently running a traditional 5E campaign you can easily introduce skyships. The PCs might stumble across an old forgotten skyship or their planet might be invaded by Githyanki warhorses on skyships. Or they may already be playing a seafaring campaign and find or otherwise obtain a magical helm and mount it to their ship, creating a skyship.

**Starting a new campaign**
There are three major styles of space based campaigns.

**Swords and sorcery style (Fantasy)**
This campaign will have wooden skyships with canvas sails, magic and dragons. They will be fighting with swords and saving princesses.

These rules were created with this type of campaign in mind. They can be used unmodified.

You may wish to add gunpowder to this type of campaign. There are no rules here for using gunpowder, but you can easily find several good sources on the internet.

This style campaign works well even if you decide that skyships can only fly through the air and not travel into space. Simply drop all space travel rules. All that remains should work as written.

**1930’s Buck Rogers, Flash Gordon style (Science Fantasy)**
This would be a campaign of brass rocket ships with lots of glass and rivets. The PCs will have the ability to step out the door of their rocket ship and leap onto the enemy’s to do battle. They will be firing ray guns and saving princesses. You may want to run this as a steam punk campaign.

These rules will require some modifications to use in this type of campaign. The skyships become rocket ships. The helm becomes a technological device that provides power, air and gravity to the rocket ships. The pilot is simply anyone with the technological savvy to use a variety of knobs and levers to control the ship. The crew work the various control devices and the required number of crew members will be greatly reduced. There will typically only be one or two crew members required to operate each of the ship weapons. And, of course, there will be new weapons.

All of the speed, movement and combat rules should work well in this type of campaign with very few changes. I would suggest eliminating travel to other planetary systems, so faster than light travel is not required.

**Star-wars style (Science Fiction)**
This campaign would have futuristic starships and X-wing fighters. It will be filled with robots, light speed, laser guns and computers. They will be fighting with light sabers and saving princesses.

These rules are not really intended for this kind of campaign. The D20 Star Wars rules work well for this. One could, I suppose, modify these rules to work in this kind of campaign but it would require a major overhaul.

**Adding Skyships to Nautical Adventures**
If you are currently running a campaign using the Nautical Adventures supplement (available [here](#)) you can use the ships and rules presented there. This Skyships supplement uses a simplified version of those rules. You can use those rules if your players want a more immersive sky and space sailing experience. Simply make any needed changes to accommodate the faster speeds and dangers of being in the air or in space.
**Kind of like Spelljammer**

These rules are based roughly on Spelljammer – a fun and exciting setting written for second edition AD&D. This is not a direct conversion of Spelljammer. It is a new flying ship system that contains ship-to-ship combat that is fully compatible with D&D 5E. This skyship system is compatible with most published 5E material. You should also be able to use published Spelljammer material.

**Differences between the Skyship system and the Spelljammer system**

The skyship system uses some of the best features of 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. The skyship system eliminates all of this and instead uses “planetary systems” and introduces “interstellar teleport” as a way to travel between them.

**Gravity planes**

In the original Spelljammer system, every object exerted its own gravity, but only objects of a certain size exerted enough force for a gravity plane to develop. Spherical objects attracted objects towards their surfaces uniformly. Objects with a more irregular shape developed a gravitational plane. This plane worked in both directions so that it was 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 helm) also magically creates gravity on board the ship.

**Objects dragging air**

The Spelljamming idea was that all objects would drag air with them whenever they leave an air envelope. A typical human, for example, would drag enough fresh air with him to breathe for 2-20 turns. After that time ran out the air turned foul for a period of time and then became deadly and unbreathable. 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 PC that leaves an air envelope doesn’t die instantly (refer to the “Vacuum Exposure” section below) but will not last long unaided.

**The Spelljammer Helm**

The Spelljammer system used a magical device called a helm. It was a throne like chair and the mage that controlled it was required to be seated on it to control the ship. When he did so, he lost all of his spells. It effectively removed one PC from all rollplaying activity other than controlling the ship. The skyship system also uses a magical helm. It can be controlled by anyone that can cast magical spells. After the helm is activated the pilot is free to move around the ship. He doesn’t loose his spells and can attempt to cast spells while continuing to control the skyship. The pilot can even leave the ship and travel a short distance away without losing all control. 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**

The Spelljammer system uses special spelljammer ships. This Skyship system uses standard ocean-going ships that are given the ability to fly by the addition of a magical helm. If you want to use Spelljammer ships in your campaign, converting Spelljammer Ships into Skyship later shouldn’t be difficult.

**Basic Concepts**

Sailing ships are fitted with magical devices that give them the ability to fly through the air. These ships are often called skyships. Skyships can also fly 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.

**Skyship Helms**

With few exceptions, vehicles capable of flight and interplanetary travel are powered by a powerful magical device known as a skyship 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’s deck. It is most usually created in the form of a large throne like chair. The helm not only allows the magic user that activated it to control the vessel’s direction and velocity, but also provides an envelope 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 if it were on the water.

**Air**

A helm maintains breathable air at a comfortable temperature that extends 300 feet in all directions centered on the helm itself. This air provides forward pressure on the sails 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 very wide arc.

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).

**Gravity**

A 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 ship's gravity bubble. Anything thrown or fired from the ship will behave as if the ship were 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.

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. 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 planets, even small ones or large asteroids, have natural gravity. The effects of a planet’s gravity extend 32,000 feet above its surface. 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.

[**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 manner regardless of the size of the planet you fly to in a ship with billowing sails.]

**Pilots**

It requires someone with magical abilities to control a helm. A player character must be proficient with magic and capable of casting magical spells. The person that controls the helm is called the pilot. The more powerful the pilot, the faster he can fly the skyship. Player characters are considered to have a pilot level equal to their character level.

**Activating a Helm**

It requires a minimum of a level 1 pilot (as defined above) to activate a 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 full 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 disengage from the helm at will at any time. A helm doesn’t lose all of its power the moment it is disengaged. As soon as it is disengaged 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 expands slowly 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 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 or for some other reason is unable to provide the minimum concentration required to control the ship, it 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 disengages. 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 Charisma check against the current pilot.

Piloting the Skyship
The pilot is the individual steering the vessel and controls the general direction and speed of the skyship. He directs the ship's general motion (fine maneuvering is provided by sails, rigging, and crew).

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. Sometimes, however, the pain is intense enough to cause unconsciousness; this is called "pilot shock" and is usually a result of a critical hit.

In many ways, piloting a vessel is instinctual, because the pilot feels he "merges" with the vessel he can generally control the vessel as easily as walking. The ship handling crew control all of the finer aspects of maneuver.

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. Because it does require a bit of effort to maintain control of the skyship, any spell you cast that requires you to maintain concentration in order to keep your magic active will require a DC 10 Constitution saving throw to maintain concentration on that spell. A skyship always flies smoothly, so it doesn't interfere with other spellcaster'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 will not be able to make the ship move 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 the helm will disengage as described above.

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.

Vacuum Exposure
Beings exposed to the airless cold of space 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.

Languages
Almost everyone on all planets can speak common. Also Elves speak Elvish, Dwarves speak Dwarvish, etc. Sages have many theories to explain this, but the truth is that no one really knows why creatures on different planets would evolve to speak the same languages. Those who travel between the planets are just happy that they do.

Types of Skyships
The skyship presented here is the "sailing ship" in the DMG, but any seagoing vessel in good repair can become skyships by mounting a magical helm on the deck. The ship should be one that is suitable for long sea voyages and a skyship should be a ship that uses sails.

Skyships Without Sails
Oars are of no use to a skyship and a skyship without sails is slow and hard to maneuver. The effective sailing speed of a skyship with no sails is 1 mph, and it automatically fails all maneuver checks.
**Caravel**

(This is the “sailing ship” in the DMG). Structurally, this vessel is the precursor to the English galleon and represents the most advanced nautical technology available in most fantasy settings. Of all seagoing vessels, the caravel proves the safest and most reliable for extended sea voyages, or for use as a skyship.

**Length:** 70 feet
The overall size of the vessel from bow to stem.

**Beam:** 20 feet
A measurement of a vessel’s width at its most extreme point. A Caravel measures 20 feet across at its widest point.

**Mounts:** 3 light and 1 heavy
The number of siege weapons the ship can mount. A light mount is suitable for a ballista; a heavy mount is suitable for a mangonel. Most skyships have at least one siege engine, but none are required.

**Cost:** 10,000 gp
The total amount of money required to buy the ship or requisition the necessary skilled labor and materials to build it. If the ship is to have siege weapons, the cost for each of them must be added to this ship cost.

**Damage Resistance, Vulnerability and Immunity:**
Ships have resistance to Piercing damage (damage from piercing weapons is halved).
Ships Sails and rigging have vulnerability to fire and acid damage (damage from fire or acid is doubled). Also these vulnerable attacks ignore the damage threshold. The sails are not vulnerable to fire or acid damage if they are wet.
Ships have immunity to cold, and necrotic damage.

**Crew:**
Being inanimate objects, they also have immunity to poison and psychic damage and to being charmed and frightened.

**Speed:** 2 mph
This is the vessel’s sailing speed in miles per hour (mph). When the magical helm is powered up and being used to travel on the water, in the air or in space this speed is used to determine the skyship’s maximum speed.

**AC:** 15
The ships armor class. This is the same for attacks made against the ship’s hull or its sails.

**HP:** 50
The number of hit points for the ship’s hull, also called hull points. When a ship’s hull points reach 0, it is crippled and the helm may deactivate. Ships also have a second type of hit points, called crippling points. All ships have a number of crippling points equal to their number of hull points. Strikes against a ship’s rigging (including the sails, masts, jibs, cordage, etc.) causes crippling damage. For example, a Caravel will have a 50 hull points and 50 crippling points. Crippling damage primarily affects maneuverability, pursuit, and movement. When a ship’s crippling points reach 0 it automatically fails all maneuver checks.

**Damage Threshold:** 15
A ship has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn’t reduce the ship’s hit points. If a single attack represents multiple hits (such as a volley of arrows, for example) then the damage received from each individual hit (or each arrow in the example) must exceed this threshold in order for the ship to take any damage.

**Passengers:** 20
The total number of extra personnel (people not involved in actually operating the ship) the ship can carry. If a ship carries infantry, they occupy passenger space.

**Cargo Capacity:** 100 tons
The total amount of carrying capacity. A caravel possess a cargo hold to protect its goods.

**Special Ship Augmentations**
You may find that your ship needs further modifications. The augmentations listed below are not possible for some ships. It will take at least 1 week to add any of these, perhaps longer if the materials are not readily available.

**Additional Passenger Space / Crew Quarters:**
This translates into more space for a ship’s sailors to sleep and eat. The ship may support 10% more passengers, but its cargo capacity is decreased by 10%.

**Armor Plating:**
By attaching metal plates to the ship, the hull’s hit points are increased by +15. This modification reduces a ship’s cargo capacity by 15%. The armor plating imposes a –1 penalty on all sailing checks, and slows the ship by 1 mph.

**Concealed Weapon Port:**
The ship’s belowdecks area
Skyships (D&D 5E)

undergoes major reconstruction in order to provide a light mounts for siege engines. A concealed weapon port can only be recognized on a successful DC 15 Wisdom (Perception) check. Each concealed port reduces a ship’s cargo capacity by 5 tons, in addition to the space required by the weapon itself.

Cost: 200 gp per port (in addition to the cost of the weapons)

Figurehead: Some ships sport fanciful carvings on their bowsprits. This modification is strictly cosmetic, with no real impact on game play. Players are encouraged to design their own custom figureheads, such as dolphins, mermaids, and other such creatures of myth.

Cost: 100–1,000 gp, depending on the port and the craftsman

Increased Cargo Capacity: An efficient remodeling of the ship’s layout means more room for the ship’s stores. The ship’s cargo capacity is increased by 10%.

Cost: 15% of base ship cost

Ramming Prow: The ship bears a standard ram, usually sheathed in bronze or iron, mounted on its bow. A ship equipped with a Ramming Prow does an additional 1d4 damage to the enemy ship for every 1 mph of ship speed on a successful ram maneuver.

Cost: 1,000 gp

Rapid-Deploy Sails: The ship’s rigging undergoes a wholesale change as improvements in engineering enable the sails to be raised and lowered much faster than normal. Any sail adjustments can be made in half the normal time, granting a +1 bonus on all maneuver checks.

Cost: 10% of base ship cost

Lower Side and Bottom Sails: These are sails that can be deployed only when in the air or in space and must be retracted before landing. They extend to the sides and below the hull. It requires one minute to deploy or retract these sails. Landing while these sails are deployed, or deploying them while in water will destroy them. Although you can’t technically sail with them, when deployed and manned these sails add the equivalent of 1 mph to the ship’s “sailing” speed.

Cost: 15% of base ship cost

Silk Sails: Few ship improvements are as beautiful as the addition of silk sails. These sails can be designed in whatever color the player desires; they are often embroidered with striking images of the sea. Such sails are usually imported from faraway lands. Silk sails give the ship superior rates of movement, as they capture and displace the wind more efficiently. A ship with silk sails gains a +1 bonus on opposed sailing checks. The ship’s tactical speed is increased by 1 mph.

Cost: 15% of base ship cost

Smuggling Compartments: The ship’s bulkheads are modified so that gaps between them can serve as hidden cargo storage areas. This does not change a ship’s cargo capacity. A DC 20 Wisdom (Perception) check is required to locate smuggling compartments in a search of the ship. A ship can be fitted with no more than four smuggling compartments.

Cost: 500 gp per 5-foot-square compartment

Sturdy Hull: The ship’s body has had additional supports and layers of wood added to it, making it thicker and more resilient. The hull’s damage threshold is increased by 2, but the ship’s cargo capacity is reduced by 10%.

Cost: 10% of base ship cost

Wooden Plating: For protection during naval combat, this ship has received additional wooden planks nailed to its hull. The hull’s hit points are increased by 5% and its damage threshold is increased by 2. However, this reduces cargo capacity by 10% as extra room must be made inside for beams to support the reinforcements. The speed is reduced by 1 mph (to a minimum of 1 mph).

Cost: 20% of base ship cost

Siege Engines

The following siege engines are available.

Ballista: A ballista resembles a massive crossbow, and its power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A cord attached to both arms is winched back and a projectile is loaded into a grooved slider for release.

Light: This common type of ballista, also called an arbalet or scorpion, is Large, maneuverable, and often mounted on ships.

Medium: This larger ballista has a longer range and does more damage than the lighter version, but it requires 2 people to operate.

Heavy: These Huge siege engines are commonly used as castle defenses, as well as on large warships. Rather than wheels, these will typically be mounted to the deck on fixed a swivel base.

Mangonel: These are a type of catapult. They are stone-throwing siege engines powered by winched arms that run through torsion skeins, and hold their payload in a cup that swings up and over the weapon when released. Mangonels can hurl a variety of different types of ammunition (the damage given is for stone projectiles; other types of ammunition can be found in the Special Siege Engine Ammunition section, below).

Light: These Mangonels are Large and often mounted on wheels.

Medium: These are even larger and often mounted on a fixed swivel base.

Heavy: These are the largest Mangonels and they are always mounted on a fixed swivel base.
Notes to Siege Weapon Table

The table shows weapon properties for using each of these siege weapons.

**Damage:** A siege weapon can target a ship’s hull, a ship’s rigging, or a ship’s crew. It cannot target individuals, such as a particular PC or the ship’s captain. Weapons that do piercing damage, do only half damage to a ship’s hull or ship’s rigging. It is quite difficult to hit a mast, yardarm or anything else in the rigging that would damage sail use, so attacks against a ship’s rigging always have a -2 penalty to attack rolls. If the attack comes as a surprise to the other ship, the crew has half cover for the first round of combat. When not surprised the crew will attempt to carry out their duties staying behind cover as much as possible, providing them with three-quarters cover.

**Range:** The range lists two numbers. The first is the weapon’s normal range in feet, and the second indicates the weapon’s maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can’t attack a target beyond the weapon’s long range. Additionally, because a catapult (Mangonel or Trebuchet) throws its stone in a high arc, it cannot strike a target within half its normal range—the range is simply too close.

**Crew:** The number of Medium creatures needed to properly operate the siege engine.

**ROF:** This is the rate of fire, or how often it can be fired. This is the number of rounds required to load, aim and fire the siege engine. For example, the Heavy Ballista’s ROF is 1/3. This means that it can only be fired once in three rounds. If the siege engine is being controlled by less than its normal crew complement, the number of rounds it takes for the crew to load, aim and fire the siege engine is doubled.

**AC:** The siege weapon’s Armor Class.

**HP:** The siege weapon’s Hit Points.

**Damage Threshold:** A siege weapon has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn’t reduce the siege weapon’s hit points.

**Cost:** This includes the cost to mount the weapon in the deck of the ship. It does not include the cost of ammunition.

<table>
<thead>
<tr>
<th>SPECIAL SIEGE ENGINE AMMUNITION</th>
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<tr>
<td>Ammunition</td>
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Special Siege Engine Ammunition

The following kinds of ammunition can be used in Mangonels. The ammunition description specifies which types of siege engines can use the special ammunition. The costs and weights on Table 4 are for individual uses of special ammunition.

**Alchemist’s Fire:** This is either a hard, ceramic container of alchemist’s fire that can be used as ammunition in catapults, or a ceramic bulb of alchemist’s fire mounted on the tip of a ballista bolt to be fired from ballistae.

When it hits its target, it deals 4d6 points of fire damage to each creature and wooden structure within 5 feet of the target space, and each creature must make a DC 20 Reflex saving throw or catch on fire (wooden objects automatically catch on fire). Every creature and wooden object within the area between 5 and 30 feet of the target space must make a DC 20 Dex saving throw or take half the fire damage, but does not catch on fire. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (crew leader’s choice) were the target square. This alchemical fire ignores the Damage Threshold of wooden objects.

**Chain Shot:** Made of two small catapult stones chained together, this ammunition can be fired from catapults. Chain shot is especially good at tearing through sails and rigging, dealing double its normal damage to that form of...
propulsion. It deals normal damage to a creature, and if hit, the creature must succeed at a DC 20 Dex saving throw or be knocked prone. Chain shot is relatively ineffective against ships themselves, dealing only 2d6 points of damage for a Mangonel, or 4d6 points of damage for a Trebuchet.

**Liquid Ice:** This hard, ceramic canister filled with alchemical liquid ice can be used as ammunition in catapults. When it hits its target square, it deals 4d6 points of cold damage to each creature within 5 feet of the target space, and each creature must make a DC 20 Dex save or become entangled for 1 round. Every creature within the area between 5 and 30 feet of the target space must make a DC 20 Con saving throw or take half damage. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to all nearby creatures as if one of the spaces of the siege engine (crew leader’s choice) were the target square.

**Plague Bundle:** This hard, ceramic canister is filled with a noxious mass of diseased carrion and offal that can be used as ammunition for a catapult. It deals only half damage, but every creature hit by it is exposed to sewer plague (Dungeon Masters Guide p. 257). A DM might allow a plague bundle to inflict other diseases.

**Smoke Shot:** This hard ceramic sphere contains two alchemical substances separated by a thin barrier. It can be used as ammunition in catapults. When smoke shot hits the target space, it deals 2d6 points of damage to any creature in that space, and the substances mingle and then create an area of foul but harmless yellow smoke radiating 30 feet from the target square. Treat the effect as a fog cloud spell. On a siege engine mishap, the ammunition explodes before it is launched. Its effect is centered on one of the spaces of the siege engine (crew leader’s choice).

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### The Skyship Crew

Think of the entire crew of your skyship as another player character in your group. A single PC can take on the role of captain, and control the crew, or the crew actions can be decided by group consensus. You may decide to allow control of the crew to pass from one player to the next. You should decide how crew actions will be decided before beginning your campaign.

The crew consists of a number of sailors who are all capable of doing a large number of tasks. Any one of them can trim the sails and handle the rigging, aim and fire any of the ship’s siege weapons, repair damage to the ship, and even defend the ship from boarders or jump onto an enemy ship and take the battle to them. Someone, in the guise of the ship’s captain, must assign the proper number of sailors to the ship handling crew, the weapon handling crew, or to any other task that needs doing.

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### Ship Handling Crew

Every skyship listing indicates a minimum number of crew. This is the number of sailors who must spend each round operating the vessel. The ship can fly with a reduced number of crew but it will be harder to maneuver.

### Weapon Handling Crew

The number of sailors required to operate a siege weapon without penalty is listed with each weapon type. These are not included in the minimum crew number. All sailors are equally apt at working on the sails or firing a siege weapon. Crew members can be re-assigned from ship handling to weapon handling and visa versa.

### Number of crew members on board

There will typically be more crew members on a ship than the minimum required to handle the ship. Most of the crew of a ship is divided up into two groups called watches. Each watch will take its turn with the essential activities of trimming sails and adjusting the rigging. The number listed for the ships crew is the minimum number of deck hands for one watch, so there will normally be twice this number of sailors. When there is a battle its “All hands on deck!” Some of these additional sailors will be assigned to weapon handling crews if there is a battle. The rest will help with the sails and rigging.

On a heavily armed vessel the required number of weapon handling crew members may be greater than the minimum ship handling crew. When this is the case, add all of the minimum crew numbers together to arrive at the total number of sailors on the ship. When not engaged in a battle, the total number of sailors will be divided into two or more ship handling watches.

### Crew Level

The overall proficiency of the crew is indicated by the crew level. This is roughly equivalent to character level for player characters, but it applies to the crew as a whole. This has no effect on the ship’s speed, but does modify the ship’s maneuver rating, initiative rolls and siege weapon attack (but not damage) rolls. On each of these you add the crew level. You can think of a level 1 crew as green, a level 2 crew as average, a level 3 crew as well trained and a level 4 crew is a crack crew.

The crew on your ship will have a level equal to half your adventuring group’s average level (with a minimum crew level of 1 and a maximum level of 4).

Unless indicated otherwise, crews on all other ships can be considered to be average (level 2).

All of the crew members have light personal weapons (typically a dagger or short sword) and will use it when called upon to defend the ship when boarded or to board and attack another ship.
Cost of Maintaining a Crew

Your crew are typically mercenaries. Being a sailor on a skyship is far more dangerous than working on a sailing ship. Those attracted to it are in it for adventure and glory, but mostly for a share of the booty. There is not much difference in your crew and the crew of a pirate ship. They will only hire on if they can share in all treasure that you get. Think of the entire crew as another PC in your party, and it gets a share equal to the share each PC gets, which will be divided between the sailors. You will not be able to hire on more crew members than the minimum required because each crewman hired means a smaller share of treasure for each of the others.

Nonessential Crew

In addition to the ship crews listed above, a ship may also have a captain, first mate, bos’n, carpenter, cook, surgeon, cabin boy and others. The larger the ship, the more need it will have for one or all of these additional crew members. None of these are technically required for the skyship to operate and PCs can assume the roll of any of these if desired. If you hire a captain, first mate and/or bos’n, they will be included in the share of treasure that you give to the crew. The captain will typically decide how it should be divided among them.

The ship may also be transporting passengers, owners, an army, or even prisoners.

Although some of these nonessentials may be armed and will defend themselves if attacked, they are not considered in any of the following combat rules. It is assumed that at the start of any battle, they will retreat to the safest place on the ship. Typically below deck as far as possible from the ship’s hull. (Except for the captain, first mate and other ship’s officers of course.)

Basics of Skyship Movement

The helm gives the pilot the ability to move or fly the ship as he wills.

Takeoff and Landing

A common skyship can only land safely if there is a body of water large enough to float the vessel. Any ship can crash into a planet, but then the ship will have to be repaired before taking off again. As long as the pilot remains within 6 miles of the ship, he can park it just above the surface of the planet and it will hover there until he returns.

When moving from water into the air, or from air into space requires 1d8 rounds for the helm to make a power adjustment.

Skyship Speed

The speed depends on the sailing speed of the ship, the level of the pilot and where it is flying. The ship sailing speed is listed in miles per hour. This is the ship’s normal sailing speed in water (without using the magical helm). Add one quarter of the pilot’s level (rounded up) to the ship’s sailing speed when the helm is active. The speeds listed below are your ship’s maximum speeds. The pilot can always fly at any slower speed if he wishes.

1) On the water – When on the water a skyship that hasn’t activated its helm sails at its standard speed the same as any other ship. 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 can move at 5 times its sailing speed when in water.

2) In the air – Skyships can move through the air five times faster than they can on the water. Skyships move in their own protective bubble of air, so they are unaffected by any local weather conditions. You can multiply a ship’s sailing speed by 25 to get its air speed.

3) In space – These ships can move twice as fast as they can in air. This is called the ships “tactical” speed. It is the speed used while in space 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 tactical speed. You can multiply a ship’s sailing speed by 50 to get its tactical speed. If you enter a planets air/gravity your ship drops to air speed.

4) In Combat – When two or more skyships come close enough to each other that their air/gravity bubbles join, their movement in relation to each other slows to double their sailing speed. This is called the ships “combat” speed.

5) Between planets – When away from planets and other large objects, the pilot can take the skyship up to “cruising” speed. All skyships travel at the same cruising speed: 100 million miles per day (average of 4 million miles per hour). At cruising speed a ship can travel between adjacent planets in 1d6+1 days, or between adjacent moons in 1d6+1 minutes. While at cruising speed, a ship cannot interact with other objects in any way. It is effectively invisible to other objects. A ship can only move at cruising 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 tactical speed. Once far enough away from other large objects, it takes 1d8 rounds to switch from tactical speed to cruising speed.

5) Between planetary systems – A pilot can take his skyship from one planetary system to another using “interstellar teleport”. When the ship is beyond the influence of his local star (the Sun) and its planets he can teleport the entire ship and crew to arrive instantly at another planetary system. You must first travel to the outermost planet and be outside of its gravity field before you can do this. 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 its tactical speed. When it reaches its
destination, it drops down to tactical speed 6 miles above that system’s outer most planet.

**Variant - Pilot level requirements**

You may want to restrict activation of higher level helm abilities to higher level characters. Using this variant, a first level pilot can fly a skyship in the air but it requires a minimum level 5 pilot to fly a skyship in the vacuum of space for trips to the Moon or other near earth objects (“tactical” speed), a minimum level 11 pilot to take the skyship up to “cruising” speed for trips to other planets, and a minimum level 17 pilot to take his skyship from one planetary system to another using “interstellar teleport”.

**Skyship Combat**

The combat system uses the standard D&D combat round of 6 seconds. However, combat can’t start until the ships are close enough to each other that their magical air/gravity bubbles join. This happens when the two ship’s helms are 600 feet apart and their bubbles touch.

**Setting the Stage**

Before combat begins there are several things that must be readied first.

1) Each ship that is to be involved in combat must be selected and decisions must be made as to the number, composition and experience of its crew. Also, what weapons the ships have and any other particulars about the ships. You may want to make sketches of each ship’s deck marked off in 5 foot squares to aid in visualizing any shipboard combat. There is a skyship record sheet at the end of this document that can be used to record all the ships particulars.

2) If the combat is close to land, or any relevant floating obstacles, or monsters, the distance to each of them needs to be specified.

3) The relative position of each ship and its distance (range) to the other ships must be decided.

**Pre-combat positioning**

If the ships are within 600 feet of each other, combat can begin. If you just want to start the battle, set the range between the ships to 600 feet and skip down to the “Ship-to-Ship Combat” section below.

When the ships are farther apart they don’t share an air/gravity bubble and can’t conduct skyship-to-skyship combat as presented below. Each ship needs only to decide how it wants to move. Do you want to move in closer to the other ship, keep about the same distance, or move away? If both ships take the same move action, the results are automatic.

If both ships decide to move away, they move in opposite directions until they are out of sight of one another, or until one ship decides to stop fleeing.

If both ships decide to close, the range between them decreases until one of the ships decides to change its move action, which it can do at any time before it comes within weapon fire range. Typically this will be at the point where it is able to detect that the ship it is approaching is not as it was originally thought to be - perhaps it raises the “Jolly Rodger”, or a yellow “Quarantine” flag, or they are close enough to finally notice the Beholder on the deck. If neither ship changes its mind, the two ships approach until they are 600 feet apart.

If both ships decide to maintain current range, the range between them doesn’t change.

If one ship wants to avoid combat, however, a chase ensues.

**Evasion and Pursuit**

At the GM’s discretion, a faster ship can always catch a slower ship, but even slow ships can take advantage of favorable conditions or good luck to make good their escape.

Ship chases use the detailed skyship-to-skyship combat rules below with the following changes:

1) Chase rounds are 1 minute long.
2) The ships move action can only be Close, Back Off, or Hold.
3) Ship’s travel distance in one round depends on if the chase is in the water, in the air or in space. In each case you get the number of miles traveled by dividing the skyship’s sailing speed in mph by 10.
   
   For example, a ship with a sailing speed of 2mph will have a water speed of 10 mph, an air speed of 50 mph, and a tactical speed of 100 mph. In one minute it would travel 1 mile in water, 5 miles in the air or 10 miles in space.
4) A chase ends when either ship decides to end it, or when the pursuing ship closes to within 600 feet, or when the pursuer can no longer see the prey (over 100 miles away, turned invisible, sailed into a nebula, went behind an asteroid, etc.).
5) A ship can evade pursuers by switching the helm to a faster mode. It takes 1d8 rounds to switch modes.
   
   - A ship can move from water speed to air speed at any time. Your pursuer can attempt to follow by also switching to air speed, but this may give you enough of a lead to lose him.
   
   - For a ship to switch from air speed to tactical speed it must first fly to an altitude of 32,000 feet (about 6 miles). By the time your pursuer switches to tactical speed, your lead will usually be enough that he will give up the chase.
   
   - If the chase is in space, to switch to cruising speed you must be at least 6 miles away from any other ship or other large object (if you are closer than that to a planet you will be in its atmosphere and traveling at air speed).
speed). Your pursuer can’t follow or even see you when you are traveling at cruising speed. His only chance of catching you is to guess your destination, follow you there, and then try to find you.

- You can only activate interstellar teleport if you are more than 6 miles away from your current planetary system’s most distant (from its sun) planet. Because you can travel to any star you can see, your pursuer’s chance of guessing your destination is almost nil.

### Skyship-to-Skyship Combat

#### Theater of the Mind

There is no 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.

#### Rounds

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

#### Ship’s Speed

Combat speed (anytime that two skyship’s air/gravity bubbles are touching) is double the skyship’s sailing speed. Your ship’s combat speed (number of feet traveled in one round) = 20 x its sailing speed in mph. For example, a ship whose sailing speed is 3mph will have a melee speed of 60 feet.

#### 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.

#### Wind

The only wind aboard a skyship is that provided by the helm. When the ship is moving, this will be a moderate wind blowing in the direction the ship is moving. The crew that is handling the sails can use this wind to make fine adjustments that can affect the ships attempted maneuvers.

### 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 action and its speed. This range is used for all missile fire, magic spells, ship maneuvers, 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 versimilitude 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. The pilot controls the movement the ship, the artillerist fire the weapons, and so forth. Still, 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.

Every round, each officer and every crewman is assumed to be doing his best to perform his duties to the best of his ability, giving orders and moving around the ship as required.

#### 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 ships turn.

In skyship combat all characters on board a ship act on that ship’s initiative. 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 with a few exceptions, listed below.

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 not on 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 surprise round. 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 rounds in ship to ship battles. Special circumstances will be handled by the DM on a case by case bases.

**Attacks**

When attacking a ship, you can attack the ship’s structure, rigging, siege engines, helm, or occupants. A ship can make a ramming maneuver or grapple maneuver as part of its movement. You can also attempt to board a ship.

**Attacking the Structure:** This is an attack against the ship itself. If the attack is successful, the ship takes hull damage.

**Attacking Rigging:** This is an attack against a ship’s rigging, including sails, masts, etc. If the attack is successful, the ship takes crippling damage.

**Attacking a Siege Engine:** Siege engines mounted on a ship have their own statistics. Siege engines benefit from cover as occupants on a ship.

**Attacking the Helm:** The helm on a ship has its own statistics. The helm benefits 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 in a forecastle or sterncastle 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. In general, once combat begins among the occupants of two ships (such as when boarding), ship-to-ship combat should be replaced with shipboard combat.

**On your ship’s initiative each round:**

1) **Skyship Move Action Declared**

The Pilot decides on a ship’s move action (see below). It is up to the ship’s officers and crew to decide how best to perform the maneuver. The crew spends the round attempting to perform this action. The resolution of the attempted maneuver happens at the end of the round, after all characters on the ship have had a chance to act.

2) **Personal Actions**

Each Player Character (and each NPC) acts on his turn in the initiative order (as described earlier). You can move each round and perform actions as you would normally during a combat round, or you can choose one of the actions listed in the “shipboard combat actions” section below.

3) **Skyship Attack Action**

The ship crew can perform one or more ship attack action.

4) **Skyship Move Action Resolved**

At the end of the ship’s turn each round, the Pilot makes a maneuver check. Each Ship’s Move Action description includes a maneuver check DC. The DM can change this DC based on circumstances. The Pilot makes a Wisdom (vehicles, flying) check. [Your campaign can add “vehicles, flying” to its list of available skills, otherwise piloting a skyship requires some of the same skills as piloting a sailing ship.] The ship’s crew level is added to the roll. Actions taken by others during the round may add additional modifiers to the roll. A pilot of a ship that is operating with a less than a minimum crew has disadvantage on the check. The results of winning or losing the check is given in the maneuver’s description.

**Skyship Move Actions**

During ship-to-ship combat, each ship moves by making a series of maneuvers. At the beginning of each round the pilot selects which ship’s move actions will be attempted. At the end of each round the ships pilot makes the maneuver check indicated for the current move action. The ship’s crew level is added to the maneuver check. The actions of others can also affect the maneuver check. A pilot of a ship that is operating with a skeleton crew has disadvantage on the check. If a ship has less than a skeleton crew, or its crippling hit points are reduced to 0, or for any reason the ship has no working sails, the ships sailing speed will be 1 mph and it automatically fails all maneuver checks.

A ship that has no pilot, or if the pilot takes no action, or takes some other action that prevents him from piloting the ship, the ship takes the “uncontrolled” action.

**Moving up or down in combat**

(optional rule)

Skyship to skyship combat is complicated enough without adding the complexity of having the ships flying at different altitudes. This option is for those who wish to use it. When two skyships’ air/gravity bubbles touch the two ships orient themselves the same way, as if they were both floating in the same body of water. As an optional rule, you can allow the ships, as part of a maneuver, to move vertically, either up or down, from this plane. You can spend one foot of movement to move one foot either up or down.
in space. In air you must spend two feet of movement to move one foot up but only one to move down one foot.

Close (Full Ahead)

At the end of the round, the distance between the ships is reduced by your ship’s speed.

**Maneuver check:** A successful DC 15 Wisdom (vehicles, water) check adds 1d4 mph to the ship’s speed. A natural 20 on the roll adds 2d4 mph to the ship’s speed. On a failed check, your ship’s speed is reduced by 1d4 (minimum sailing speed of 1 mph).

Back Off (Full Astern)

At the end of the round, the distance between the ships is increased by your ship’s speed.

**Maneuver check:** Same as for the Close Maneuver.

Hold

This maneuver includes changing of speed and any turns required to match the other ship’s direction of travel. At the end of the round, the distance between the ships is unchanged.

**Maneuver check:** The Pilots of both vessel make a Wisdom (vehicles, water) check. If your ship wins the contest it matches the other ship’s speed and direction and the range between the ships doesn’t change. On failure, your ship’s speed and direction continue as they were on the previous round.

Come Alongside

At the end of the round, the ship has pulled alongside the enemy and is now within 10 feet of the enemy ship. If your ship is not close enough to reach the other ship in one round you must use the “close” maneuver until you are.

**Maneuver check:** Success requires a DC 20 Wisdom (vehicles, water) check. Each round thereafter, the pilot matches the enemy’s speed and maneuvers automatically (within the limits of his ship’s capabilities, of course) unless the enemy successfully performs a Break Away maneuver (detailed below).

Failing the maneuver check by a margin of 5 or less indicates that the helmsman failed to initiate the maneuver correctly and the ship is now 30 feet from the enemy ship.

If the check is failed by more than 5 but less than 10 the ships strike as if the pilot had initiated a ram maneuver. Both ships will receive the same amount of damage. This will be 1/2 the damage the attacking ship would have received on a successful ram maneuver. A ship with a Ramming Prow does no additional damage in this case. The ship ends the round 10 feet from the other ship and not moving.

Failing the maneuver check by 10 or more indicates that the ship is now 30 feet from the enemy ship and moving away.

Ram

At the end of the round, the ship has crashed into the enemy ship, doing damage to both ships. Both ships are reduced to a speed of 0. Refer to “Brace for Impact” below for other possible effects. If your ship is not close enough to reach the other ship in one round you must use the “close” maneuver until you are.

**Maneuver check:** The pilot must make a successful attack roll. The basic attack roll is: 1d20 + the pilots Wisdom (vehicles, water) modifier + ship’s crew level. The total is compared to the target ship’s hull’s Armor Class; if the roll is equal to or greater, the ramming attempt is successful. Otherwise, there is no ship damage. You missed the other ship entirely or glanced off without any significant damage to either ship. A natural 20 is always a hit and a 1 is always a miss. A natural 20 is also a critical hit. The attacking ship deals 1d6 points of hull damage to the enemy ship for every 1 mph of speed. The attacking ship receives 1/2 this amount of hull damage. A ship with a Ramming Prow does an additional 1d4 damage to the enemy ship for every 1 mph of ship speed.

Broadside

At the end of the round, the ship is in a favorable position to fire all its siege weapons at the same time. If your ship is not within your siege weapon’s range of the enemy ship you must use the “close” maneuver until you are.

**Maneuver check:** Success requires a DC 15 Wisdom (vehicles, water) check. If the check is successful and your ship’s siege weapons (min 2) performed a ready action to fire at the end of the ship’s turn, they may now all fire at once. They have advantage on the attack. And they will do critical damage on a 19 or 20. On failure, the ships position is not good. If you choose to fire the readied siege weapons this round, the attack will be made at a disadvantage and they cannot do critical damage.

Grapple

Grapple maneuvers are usually employed immediately before boarding. At the end of the round, the crew will have set boarding hooks and effectively grappled the enemy’s ship (grapnels or boarding hooks are considered standard equipment for any ship intending to engage in combat). Your ship must perform a successful come alongside maneuver before you can grapple.

**Maneuver check:** The pilot must make a successful attack roll. The basic attack roll is: 1d20 + the pilots Wisdom (vehicles, water) modifier + ship’s crew level. The total is compared to the target ship’s hull’s Armor Class; if the roll is equal to or greater, the enemy vessel is ensnared and unable to break away until its pilot can successfully perform a fend off maneuver and dislodge all the hooks. Otherwise, the ship maintains its position but the grapple was not successful.
**Fiend Off**

The fiend off maneuver is employed to dislodge an enemy’s ships grapple hold on your ship. At the end of the round, by violently turning the ship’s wheel, the pilot not only jostles the enemy’s boarding hooks loose, but makes it a decidedly risky prospect for an enemy crew to attempt to board.

**Maneuver check:** Success requires a DC 20 Wisdom (vehicles, water) check. Any enemy attempting to board when the fend off maneuver is executed suffers a +2 modifier to the DC of whatever skill check is required to board (Jump checks for characters leaping aboard, Balance checks for those using boarding planks).

**Break Away**

When an enemy ship has come alongside, the helmsman can attempt to break away from the enemy. At the end of the round, the distance between the ships is increased by up to your ship’s speed.

**Maneuver check:** The Pilots of both vessels make a Wisdom (vehicles, water) check. If your ship wins the contest it indicates that the ship has broken away successfully. On failure, the enemy ship remains alongside. If you fail by 10 or more you “zigged when you should have zagged” and collided with the enemy ship and both ships will receive 1d6 points of hull damage.

**Evade (Evasive Maneuvers)**

The pilot makes a series of sudden unexpected turns and speed changes to avoid enemy ship’s weapon fire. Because of these violent movements, your ship has disadvantage on all attacks this round. Your ship can continue on its current course during this maneuver at half speed.

**Maneuver check:** The Pilots of both vessels make a Wisdom (vehicles, water) check. If your ship wins the contest it receives +2 to its AC and saves until its turn on the next round. For each 5 points that the pilot beats his opponent he may increase this bonus by +2.

**Make Way**

Your ship makes a tricky or difficult maneuver that forces an enemy pilot to react. At the end of the round your ship is 30 feet from the other ship. If your ship is not close enough to reach the other ship in one round you must use “close” maneuvers until you are.

**Maneuver check:** The Pilots of both vessels make a Wisdom (vehicles, water) check. If your ship wins the contest you can choose one of the following effects:
- Enemy Pilot has disadvantage on Wisdom (vehicles, water) checks for a round.
- Enemy Ship is -4 on AC and saves for a round.
- Enemy Siege Weapons have disadvantage on attacks for a round.

**Uncontrolled (no action)**

When the pilot does nothing, if there is no pilot, or if the ship has less than a skeleton crew, the ship is uncontrolled. An uncontrolled ship does nothing except take the uncontrolled action until it stops or someone becomes its new pilot. An uncontrolled ship continues to move at its current speed and direction. If there is no pilot, the helm deactivates and begins powering down.

**Maneuver check:** None

**Personal Actions**

Each PC can perform any combat action normally available during a combat round. A character can spend his turn to use a single ranged or area attack against an enemy ship that is within range. The PC can aim the attack anywhere he normally could. Most attacks do nothing against a ship, and are only useful for injuring crew. Or he can choose one of the following actions. None of these can be performed by more than one PC in any round.

**Bloodthirsty Ballad:** Once per encounter, one PC can make a DC 15 Charisma (Persuasion or Performance) check to get the crew riled up for battle, providing a +1 bonus to their attack and defense stats.

**Boost Morale:** Once per encounter, one PC can make a DC 15 Charisma (Persuasion or Performance) check. A success raises the crew level by 1 for the remainder of the encounter.

**Damage Control Check:** Once in 4 rounds, one PC can attempt a DC 15 Wisdom check. On success, the ship gains a number of temporary hit points equal to twice his Wisdom modifier, or may end one damaging effect effecting the ship.

**Healing the Wounded:** With a successful DC 15 Wisdom (Medicine) check a PC can restore 1d8 Hit points of Crew damage, or stabilize one creature that is at 0 hit points.

**Hustle Crews:** Once every 4 rounds, one PC may make a DC 10 Cha check to speed up loading time. On a success, all siege weapons can be ready to fire one round earlier than normal.

**Increase Sailing Speed:** Once every 10 minutes, one PC can attempt to increase a ship’s sailing speed through superior seamanship. You must make a DC 15 Charisma (Persuasion) check. If the roll is successful, the vessel’s sailing speed increases by 1 mph. The speed increase lasts 10 minutes.

**Load/Aim/Fire:** You can roll a DC 15 Chamsa (Persuasion) check to give one weapon crew a +2 bonus on their attack.

**Look Alive:** You drive the crew to pay close attention to their jobs making the ship sail smoothly and well. With a successful DC 10 Chamsa (Persuasion) check you grant the Pilot a +2 on his maneuver check.

**Mock Enemies:** Once per encounter, one PC can make a DC
15 Charisma (Persuasion or Performance) check to lower the crew level of an enemy crew by 1 for the remainder of the encounter. Alternately Charisma (Intimidation) can be used. The enemy crew must be able to see and hear the PC.

**Navigation Check:** You make a DC 15 Intelligence check. On success, for one round, your Intelligence Modifier is added to the ship’s sailing speed (in mph).

**Rally:** On a successful DC 15 Charisma (Persuasion) check you can intimidate/inspire the crew once per battle for an advantage on a roll of your choice.

**Recon Target:** Make a DC 10 Wisdom (Perception) check to learn the current HP, flag, remaining crew, or other information about enemy ship. Requires a spyglass.

**Reinforce hull:** One PC can spend the round adding temporary auxiliary bracing to a section of the hull - making it more difficult to damage. This provides the ship with 1d4 temporary hit points to the hull (temporary hull points). The total number of temporary hull points cannot exceed 4 in this manner.

**Repair Hull Damage:** In one round, with a successful DC 15 Dexterity check using Carpenter’s tools a PC can repair 1 point of Hull damage, but in a given encounter, no more than half the ship’s Hull’s Hit Points can be repaired. Repairing damage can halt listing or sinking.

**Repair Sail/Rigging Damage:** In one round, with a successful DC 15 Dexterity check using Carpenter’s tools a PC can repair 1d4 points of Sail/Rigging damage that was the result of a siege weapon attack.

**Repair Siege Engine:** With a successful DC 15 Dexterity check using Carpenter’s tools a PC can repair a siege engine that was damaged as a result of a siege weapon attack. It takes a number of rounds to repair equal to the number of hit pint damage it received.

**Rigging Adjustment:** You climb into the rigging to tighten a loose sail. Make a DC 15 Dexterity (Acrobatics) check. On success your Wisdom Modifier is added to the pilot’s sailing check.

**Sea Chanty:** You make a DC 15 Charisma (Performance) check, to aid timing and cooperation among the crew adding +2 to the Pilot’s sailing checks.

**Spot Weakness:** Make a DC 15 Wisdom (Perception) check to spot a weakness on a target, giving one piece of artillery or attacking character advantage on one attack roll against that target this round.

**Weapons Check:** The player rolls a DC 15 Dexterity check. On success, your Dexterity modifier is added to one weapon’s damage. The damage is only applied if the weapon successfully attacks the enemy’s ship.

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**Skyship Attack Actions**

### Skyship Ready Action

A ship can use a ready action to hold an attack. This functions exactly as the ready action as described in the Player’s Handbook. A ship can use this action to hold off attacking until the end of the ships turn, after the ships move action has been resolved. If used in this way for arrow or siege weapon attack, use the range between ships at the end of the round.

### Skyship Siege Engine Attacks

Each siege engine description includes its rate of fire, range and minimum number of crew required to fire it without penalty. Each siege engine that is within range of an enemy vessel can fire as long as it has the listed number of crew and it has been at least the number of rounds indicated by its rate of fire since it last fired. Its rate of fire is doubled if it doesn’t have the minimum crew.

Siege engines can only target structure or rigging. Use the attacker’s crew level as an attack bonus vs. the target’s AC to determine the result of the attack.

### Skyship Archery Attacks

Archery can soften up the resistance on opposing ships before a boarding action and slow down fleeing ships by killing sailors. In addition, flaming arrows can ignite sailcloth and other flammable objects on enemy ships.

Some of the crew, that isn’t busy sailing the ship or manning a siege weapon, can serve as its archers; however, archers require clear fields of fire as well as fairly secure, steady places to stand. No matter how many infantry a ship actually carries, only a limited number can serve as archers at any given time depending upon the length of the vessel. A ship from 5 feet to 19 feet long (such as a caravel) can have up to 5 archers attack at one time. From 20-59 feet, 20 archers, 60-100 feet long 30 archers, over 100 feet long 40 archers.

If a skyship is close enough to be within range of the archers aboard, they can fire at the target ship.

Skyship range weapon attacks work just like normal range weapon attacks, except that they are fired in groups. Each archer contributes one missile to the attack. The archers are firing at target creatures on the deck and in the rigging of the target ship. You make one attack roll for the entire group of archers. Use the attacker’s crew level as an attack bonus vs. the target’s AC to determine the result of the attack.

If the attack is a hit, roll the damage as if one archer was attacking a single creature. Then multiply the damage by the number of archers in the group. When creatures aboard a ship suffer damage from range weapons, pool their hit points and inflict enough damage among them to account.
for all the damage.

That is, if a group of 20 hobgoblin marines (11 hit points each) suffer 55 hit points of damage from a missile attack, five hobgoblins die. If the defenders are creatures with different hit points, one must die before any others suffer damage. If the attacks don't inflict enough damage to slay a creature outright, it is merely wounded, but damage from further attacks affects wounded creatures first. For example, if a group of 10 ogres (59 hit points each) suffers 100 hit points of damage, one ogre is killed and another is wounded, with 41 hit points remaining.

**Incendiary Attack**

Occasionally, archers shoot fiery arrows at an opposing vessel's sails or decks; siege engines weapons, too, can fire incendiaries. The practice poses some danger to the attacking ship, however, as incoming attacks from the opponent vessel can damage or scatter the incendiaries and start fires.

One out of every 5 archers may prepare and fire lighted missiles. It takes one round to prepare and light the arrow, and another to aim and fire it, so he can only fire the incendiary arrow once every other round. Also it has half the normal range. It must target the ship, either the structure or the sails but not the crew. If it does fire damage to the ship, it may catch fire.

Most skyships are made of wood, and wood burns. Any time a ship takes damage from fire, it may start to burn. The Ship must make a DC 10 save. On failure, the ship catches fire. The ship takes ld6 points of fire damage (or the amount of damage indicated by the spell, whichever is higher) immediately.

In each subsequent round, the Ship makes another DC 10 save. Failure means the ship takes damage equal to the damage last round from fire, plus two. Success means that the fire has gone out. (That is, once the ship succeeds on its saving throw, it is no longer on fire.)

The fire damage is either hull point damage or crippling point damage depending on the target. If a fire last for 4 rounds, on the following round there is a 50% chance that the fire will spread to the structure (or to the sails if the fire started in the structure). Starting on that round, all fire damage from this fire is applied to both hull and crippling points.

**Brace for Impact**

Everyone on board grabs the nearest stationary object and holds on. There can be no additional attacks this round.

Many warping skyships possess rams designed to breach the hulls of enemy ships. These rams offer a quick way to smash and sink opposing vessels. Ramming often precedes boarding actions, as the maneuver brings the opposing ships into physical contact. If the attacking ship makes a successful ram maneuver (refer to the “Sip Move Actions” section above), in addition to HP damage the impact from the ramming attack may knock down and stun crew members and passengers on the target vessel. The target vessel cannot move or participate in combat for 1 round. In addition, it suffers a -4 penalty on its sailing check on the following round. Any PC, NPC, officer or crew member that didn't spend the round bracing for impact must make a successful DC 20 Dex saving to avoid falling prone and a DC 20 CON saving to avoid being stunned for 1 round. If the target ship has any alchemist’s fire, there is a one in six chance that the ramming will cause a mishap and it will explode causing a fire.

**Board (or prepare for boarding)**

Boarding is a two-stage process which requires the attacking ship to successfully perform a ram or grapple maneuver before sending over boarders to attack. On the round following a successful ram or grappling maneuver the skyship can perform a “boarding” action.

A vessel can increase its number of boarders or defenders by leaving a skeleton crew to operate the ship and adding the “non-essential” sailors to its boarding or defending. Ships utilizing skeleton crews can only move at one half their maximum movement.

During a boarding action, you should note the total number of boarders and defenders; a vessel with significantly more swordsmen than its opponent has a greater chance of succeeding with or repulsing a boarding action. The DM simply compares the number of attackers to the number of defenders and subtracts the lower number from the higher. Divide this number by 5. The resulting number is crew size bonus. This will need to be repeated at the beginning of each round if the crews have sustained casualties.

**After Boarding:** Refer to “Combat after Boarding” below.

**Damaging a Skyship**

A ship has both hull points and crippling points. It starts with the same number of each. That number is listed as he ship’s HP number on the Ship Characteristics Table.

When a ship’s crippling points are reduced to below half its hit points it has a disadvantage on all maneuver checks. When it reaches 0 points, it automatically fails all maneuver checks.

A magical helm only works when securely attached to the deck of a relatively healthy ship. At a minimum, this is a ship that could float if it were in the water. When a ship’s hull points are reduced to 0 hit points, it is no longer seaworthy. Its combat speed is reduced to 10 feet per round and it automatically fails all sailing checks. At the end of the skyship’s turn each round, the Pilot rolls a d20. If the roll is 10 or higher it is a success. Otherwise it is a failure. Once the skyship has failed three saves in this way, the helm deactivates. On a natural 20, or on three successes, the ship stabilizes. The helm is still working, but it takes on the crippled helm condition.
Pilot Shock: Any attack on the skyship that results in a critical hit and does hull or crippling damage requires the pilot to make a DC 15 Constitution save or become paralyzed. On each round after the first that the pilot remains paralyzed, he can make a DC 15 Constitution save to end the paralyzed condition. If no replacement is available and he fails his saving throw the ship will continue to move at the speed it was moving the last round in the direction it is currently pointing.

Crippled helm Condition

Your skyship’s combat speed is 10 feet per round and it automatically fails all sailing checks. It has a water speed of 5 mph, an air speed of 25 mph, and a tactical speed of 50 mph. It is unable to activate cruising speed or interstellar teleport. This condition remains as long as the magical helm is not attached to the deck of a healthy sailing ship. You can eliminate this condition by either repairing the ship that the helm is attached to, or by removing it from its current ship and attaching it to the deck of a healthy ship.

Non-Player Ships

Usually ships controlled by NPCs cannot take advantage of personal actions. Each ship will have a Pilot who controls the ship and makes any needed maneuver checks, but for ease of play the DM generally won’t have any NPCs trying to improve the performance of the ship. In special circumstances, however, the DM might have a prominent NPC perform a personal action.

Repairing Damage

A crew can do only so much to restore a damaged vessel at sea, in the air or in space. Such repair attempts can restore only 1d6 points of hull damage and 1d12 points of crippling damage. Crews can repair hull or crippling damage in 1d4 days. If a ship begins foundering from battle damage, it can be temporarily patched on a roll of 12 or better on 1d20 (provided the ship is not currently engaged in combat or manned by a skeleton crew). If someone aboard makes a successful Seamanship or Shipbuilding proficiency roll, add +3 to the roll for patching. A patched ship generally stays in service just long enough to allow more extensive repairs.

Repairs can occur after each battle or event that damages a vessel. However, crews cannot restore more hull or crippling points than the particular event caused. Thus, a ship that suffers 12 hull points of damage in a battle can repair a maximum of 6 hull points while at sea, in the air or in space. If that same ship later strikes an asteroid and loses one hull point, its crew cannot repair more than one hull point.

Skeleton crews cannot attempt repairs, and repairs are not possible during battle, storms, or gales. Extensive repairs (more than 6 points) require the skills and materials of a shipyard. Damaged vessels must dock or beach for repairs. Because of the materials and skilled labor involved in such repairs, fixing a vessel requires a good deal of time and a potentially large amount of cash. Some ship owners may find it cheaper and more convenient to buy a new vessel than repair a damaged one. It will cost 150 gp per hull/crippling point repaired. And for every 3 points repaired it will require 1 day of labor.

Recovering Casualties

Not every creature eliminated during combat actually dies. Some might merely be knocked unconscious; others may be so badly wounded that they lose their will to fight. If a ship sinks, or the helm becomes inactive while in space, all creatures eliminated during the battle die (from drowning, vacuum exposure, or other misfortune); otherwise, at the end of any battle, the victor may recover 50% and the defeated side may recover 25% of lost crew Hit Points.

Multiple Skyships

The Detailed Combat System works best for resolving duels between two skyships, with the players controlling the vessel carrying the PCs and the DM handling the opposing skyship. If three or more skyships become involved in a battle, the DM has several options:

- Two or more vessels can act together as a unit. Both vessels take the same action at the same time and effectively function as a single ship, though they cannot pool crewmen or damage points. If the ships have different crew experience bonus and crew loyalty ratings, the group must use the lowest one.
- All the vessels on each side can act as units, subject to the limitations noted above.
- The battle can be broken apart into separate two-ship duels.
- Allow all the ships to act independently. This method works best when several vessels threaten a single foe. Each ship declares its own action and its Pilot makes sailing checks separately. As the battle develops, the foe might outmaneuver some allied ships, but fail to elude others.
- Use a combination of methods. For example, the DM might want to treat the opposing sides as two units until the ships get within archery range, then break the battle up into individual duels.

Monsters in Combat

In many cases, a space creature will menace a ship and its crew.

Creature Movement and Attacks

Creatures use their swimming movement rate in water or flying movement rates in air. Only creatures that have a flying move rate that specifically allows movement without air can be encountered in space.

As a standard combat action, they can attempt a ship
maneuver. For creatures, the sailing check is made using their Dexterity modifier.

**Creatures and Archery fire**

Archers (but not artillerists) aboard skyships can fire at creatures using their crew level and the target creature’s Armor Class. If the target creature is size category Huge or larger, roll the damage as if one archer was attacking a single creature. Then multiply the damage by the number of archers in the group. If the target creature is smaller than that, only one in three of the archers have a clear line of sight so multiply the damage by 1/3 the number of archers.

Creatures directly below or directly above the skyship are immune to missile fire. Treat creatures that must be fired upon at an angle greater than 45 degrees up or down as having three-quarters cover (+5 bonus to AC and Dexterity saving throws).

**Creatures and Artillery fire**

Artillery can fire at Huge and Gargantuan creatures just as it does at ships - smaller creatures and creatures of any size at more than a 45 degree angle up or down from the plain of the ship’s deck are immune to artillery fire.

**Creatures and Ramming**

It is possible for a Huge or larger flying creature to make ramming attempts or to be rammed.

To ram a ship, the creature must succeed in an attack roll against the ship’s hull Armor Class, adding the creature’s Strength modifier to the roll. The creature deals 1d6 points of hull damage to the ship for every 10 feet of flying speed. The creature receives 1/2 this amount of hit point damage.

To ram a creature, a ship uses a standard ram maneuver against the creatures Armor Class, but the attack is made at a disadvantage.

**Creatures and Boarding**

Sea creatures can clamber aboard target vessels and gargantuan creatures can simply reach onto a ship deck. If the attacking creatures can climb the defending vessel’s sides they simply storm aboard.

Skyships boarded by flying creatures generally remain free to maneuver unless some of the attackers stay behind in space and attempt to keep the ship from moving.

Boarding melees with sea creatures are conducted according to the normal procedures. If groups of swordsmen attack a single creature, use standard combat rule regarding creature size to determine the number of swordsmen that can attack.

**Combat After Boarding**

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

Shipboard combat is normally a battle between the “primanes” of the two skyships—usually meaning that the PCs fight the enemy ship’s captain and any other major NPCs on the enemy ship in normal combat. Meanwhile, the two ships’ crews are fighting each other in the background.

**Ship Terrain**

Many spaces on a ship will be difficult terrain, crowded with spare lines, barrels of supplies, and the various tools used to keep ships in working order. Characters should be encouraged to use these in improvised attacks.

Rigging can be entered from any space adjacent to the edge of the ship, or adjacent to any of its masts. Most rigging can be climbed with an Acrobatics or Athletics check (DC 10). For ease of play, assume that characters can occupy any space above the ship, up to the maximum of the rigging’s height.

Falling overboard is a great risk, so most ships have railings along their edges. If forced movement would take a creature through the railing and off the ship, that creature gets a +5 bonus to its saving throw to avoid being thrown overboard. Climbing up the side of a skyship requires an Athletics check (DC 10).

**Boarding Crew Combat:**

You make one attack roll for the entire group of borderers or defenders on their ships turn. Use the attacker’s crew level and the target’s average AC to determine the result of the attack.

If the attack is a hit, roll the damage as if one swordsman was attacking a single creature. Then multiply the damage by the number of attackers in the group. The damage is applied to the target creatures as a group. Add all of their hit points together to form a pool of hit points. When enough damage is received to kill one creature, the number of creatures is reduced by one.

**Winning**

Unless one side’s crew surrenders, whoever wins the “primary” combat (either the PCs or the enemy NPCs) wins the entire battle. In other words, a ship’s crew is victorious over an enemy crew if their captain defeats the enemy captain.

**Variant - eliminate boarding crew combat**

While a ship’s crew will likely take losses in a battle, with this variant it is assumed that enough members of the defeated crew join the victorious crew to replenish any losses. This keeps the PCs from having to play out combat between large numbers of low-level opponents, and from needing to track exactly how many casualties their crew takes in each battle.
Experience Points

The PCs earn normal XP for the foes they defeat in shipboard combat. In most circumstances, the skyship-to-skyship battle just serves as a prelude to the main combat. If, however, the PCs decided to fight out an entire skyship-to-skyship battle and they disable or destroy a ship without ever fighting the ship’s captain and NPCs, then they earn XP based on the captain’s CR (as the captain is the only one piloting the enemy ship in ship-to-ship combat).

Magic in Space

Spells

Creatures can attack skyships with spells. Skyships are objects, so spells that can only target creatures have no effect on skyships. However, because a skyship is actively crewed and piloted, it can make saving throws against spell effects. Skyships are immune to most spells that require a Wisdom save. A skyship without a crew is considered an unattended object and cannot make saving throws.

The effects of most spells on skyships can be determined normally. However, certain spells have different effects in skyship combat. The effects of these spells are detailed on the following page. DMs can use these examples as guidelines for determining how other spells not listed here affect skyships. For the most part, these effects only apply during skyship-to-skyship combat, not during normal combat aboard a skyship, though some effects (such as starting fires), could still apply, at the GM’s discretion.

On the surface of a planet, flying in the air, or on the surface of an active skyship most spells function normally out to the extents of your air envelope. Beyond that lies the cold vacuum of space. Many spells behave differently in space, or don’t work at all.

In the descriptions below the term “in space” is used to indicate that a creature, character, or object is currently outside any envelope of air. You would be “in space” if you were in the airless vacuum between planets and not on a skyship. Anyone onboard an active skyship flying between planets would not be “in space” because of the magical bubble of air that surrounds it.

Space stops all sound similar to a silence spell and thus provides a defense against sonic or language-based attacks in space, such as command, a harpy’s captivating song, a horn of blasting, and the like.

Animate Objects: You can’t use this to animate a skyship that is over 15 feet long.

Cloudkill, Fog Cloud, Stinking Cloud: These spells don’t work in space.

Call Lightning, Chain Lightning, Lightning Bolt, Lightning Arrow, Lightning Bolt, Searing Ray, Storm of Vengeance: These spells do not start fires on a skyship.

Control Winds: This works in the air bubble created by a magical helm but doesn’t work in space.

Burning Hands, Delayed Blast Fireball, Fireball, Fire Bolt, Flame Blade, Flaming Sphere, Fire Shield, Meteor Swarm, Produce Flame: These spells can start fires on a skyship.

Dimension Door, Teleport, Teleportation Circle: Because skyships are constantly in motion, the caster of spells of the teleportation spell must have line of sight to teleport onto a skyship. Otherwise, a caster must scry upon a particular skyship first, then immediately teleport to the scryed destination. Any delay in casting means the skyship has moved from its scryed location and the spell fails.

Disintegrate: This spell deals 2d6 points of damage per caster level (maximum 40d6) to a skyship.

Earthquake: This spell has no effect in water, air or space.

Fabricate: The materials created by this spell can be used to repair a skyship.

Fire Storm, Flame Strike: These spells do not start fires on a skyship unless the skyship rolls a natural 1 on its saving throw against fire damage.

Forcecage, Otiluke’s Resilient Sphere, Wall of Force: The effects of these spells move with a skyship if they are anchored to it. Otherwise, they do not move with a skyship, and a skyship running into them takes ramming damage.

Gaseous Form: A creature in gaseous form can move with a skyship, but the spell cannot be cast on a creature that is in space.

Globe of Invulnerability, Leomund’s Tiny Hut, Wall of Ice: The effects created by these spells move with a skyship.

Guards and Wards, Mordenkainen’s Private Sanctum: These spells can be cast on a skyship.

Mordenkainen’s Magnificent Mansion, Rope Trick: The entrances to the extradimensional spaces created by these spells do not move with a skyship. If cast in space, these create an extradimensional space which will provide protection from the effects of being in the vacuum of space.

Mirage Arcana: Skyships are considered structures for the purposes of this spell.

Ice Storm, Sleet Storm: The sleet, snow, and ice created by these spells do not move with a skyship, but the deck is considered icy. These spells also allow a skyship to make an additional saving throw to extinguish fires.

Incendiary Cloud: The cloud created by this spell does not move with a skyship, but the caster can concentrate to move the cloud along with a skyship. This spell can start fires on a skyship. This spell cannot be cast in space.

Prismatic Spray, Prismatic Wall: These spells do not start fires on a skyship unless the skyship passes through the spell effect and rolls a natural 1 on its saving throw against fire damage. A prismatic wall moves with a skyship if it is
anchored to the skyship. Otherwise, it does not move with a skyship. These spells can be cast in space.

**Reverse Gravity:** This can be used to create gravity in space, up to the spell’s area of effect. The caster determines the direction of the effect.

**Scrying:** If the subject is separated by space from the caster, it gets a +2 bonus on its Wisdom save. If the subject is in a different planetary system it gets a +5 bonus on its Wisdom save.

**Wall of Fire:** A wall of fire cast on the deck of a skyship moves with the skyship and can start on-board fires. Otherwise, the wall does not move with the skyship, and does not start on-board fires. This spell cannot be cast in space.

**Wind Wall:** The effects of this spell move with a skyship if it is anchored to the skyship. This spell cannot be cast in space.

Spells that create or summon plants or monsters that cannot survive in space will not function in space.

All other spells, including spells that contact other planes, function normally. Pay special attention to all spell ranges and durations.

### A new Spell

**Survive Space**

*3rd-level Abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Target:** Creature touched

**Duration:** Concentration, up to 1 hour

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

For the duration, the willing creature you touch is immune from damage due to the vacuum and cold of space. It does not create air, but instead allows you to survive without it. The spell does not provide any ability to move through space. While using this spell in space, you can speak, but others cannot hear what you say because there is no air to carry the sound; however this does allow you to cast spells which contain a verbal component.