

By PJ Coffey and Adam Donovan



One if by Land,  
Two if by Sea,  
Three if by Air



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## Foreword

Any book is an immense effort. This one would certainly not be here without the moral support provided by various people. Jiexin Zhao, Stephen Canfield, Rachel Williamson, Josh Gentry, the endless kind words from Peter Martin, and of course the person who I blame for this whole affair, Russ Morrissey.

## Introduction

Thank you for your acquisition of *One if by Land, Two if by Sea, Three if by Air*, a product of Homebrew and Hacking. In this book, you will find 30 vehicle stat blocks to enhance your gaming experience, along with illustrations commissioned for them. In addition you will find an extensive table of upgrades and a large number of accessories that you can use for the vehicles, as well as guidance and support on how to implement them in your game. Finally, you will also find rules for using vehicles in stunts and chase rules.

The aim of this work, as with all works by Homebrew and Hacking, is to provide you, the Narrator, with the easiest and smoothest experience of using these vehicles in your game. We heartily recommend their usage, especially at higher levels, because of the opportunities for martial characters to take advantage of their investment in Strength and Dexterity. This provides a method for them to manipulate these objects, as well as a fantastic way that customization allows them to soak up gold.

If you're unsure how to go about introducing vehicles to your game, there is a free download produced for Free TTRPG day, "Dragons Vs Biplanes" which pits heroes against a fearsome red dragon!

If you don't wish to bother waiting for them to hit level 8, and certainly we at Homebrew and Hacking are very much in the "Jam today! AND Jam tomorrow!" camp, then here are some adventure hooks to get you started!

## Journey to the Underlands

The party has acquired a marvellous invention, a vehicle fitted with twin Stonedive Drives. Burrowing through solid rock, they find themselves popping out into the cavernous and hallucinogenic depths of the Underland, where they see an army of Mycelials laying siege to a fortress.

## 20,000 Nautical Miles of Sea Traversal

Whilst sailing from one part of the world to another, the party find themselves sucked into a whirling maelstrom. They recover and find themselves on "The Stingray", a Galley equipped with the Sailcloth of the Submariner, which itself is on an expedition to the Pelugial Abyss and the Lost Cities therein. Who knows what squamous and betentacled horrors lie within?

## Gateway to the Stars

Whilst exploring an ancient tomb, the party discover a Portable Network Teleport Module equipped vehicle. Deciphering the strange inscriptions on the walls of the tomb, they quickly realise that they can travel literally anywhere there's a teleportation circle in the universe. What treasures lie beyond the event horizons?

## Planehopper Express

It seemed like a terrible idea to accept that old wizard's plan and now that you've gone through the gate, you're not sure WHERE you are. All you know is that your Gate Generator is kaput and you need to craft a Maguffin made of pure Unobtainium to get back!

## The Ethereal Run

The ethereal plane is often thought of as a desolate place, but there are some things that can only be gathered there: secrets, rare ingredients and whispers of tales to come. Perhaps even the location of the fabled Dungeon of Omens? Getting there can be quite the challenge! Great news, using an Existence Dealignment Cascade Engine can take you there! With a quick sprint, you can make some distance from the craft and avoid being pulled back to reality. Less great news, the vehicle taking you there will probably end up back in reality. They'll come back, but until then? You're on your own!

## Oddcog's Knowledge Integrating Thaumaturgy

A fantastic discovery has been made! A cloud galleon-portable Transplanar Movement Engine! With this bold heroes are needed to go to strange new planes where none have been before!

With all of these adventures I recommend the use of Oddcog's Knowledge Integrating Thaumaturgy into perhaps a figurehead, or a mechanical tusk of some kind that can guide the player characters about the best use to be made of the vehicle. Or not, it's your world! Go nuts!

# Vehicles

This chapter talks about the following topics.

## Vehicle Characteristics

- Vehicle Properties, including collision damage
- Size
- Driving Vehicles
- Vehicle Actions
- Special Features

## Taking Damage, Malfunctions, Destroyed vehicles and Salvaging

- Taking Damage, and becoming “out of action”
- Malfunctions
- Destroyed Vehicles
- Salvaging vehicles

## Repairing Vehicles

- Repairing Damage
- Maintenance
- Breaking Down
- Broken

## Gargantuan Vehicles

Vehicle characteristics discusses the key features of the objects known as vehicles, essential to reading vehicle stat blocks.

Malfunctions discusses what happens when a vehicle loses 50% of its hit points and has a revised malfunction table to allow for different probabilities of different severities of outcome.

Salvaging discusses how to extract value from vehicles that have not been totally destroyed or that have been abandoned by their crew.

Repairing Vehicles discusses under what circumstances you might need to repair vehicles, and the consequences of failing maintenance checks.

# Vehicle Characteristics

From chariot races to pirate ship attacks to airship journeys, countless adventures take place atop speeding vehicles.

## Vehicle Properties

**Terrain:** Vehicles fall into three terrain categories: land vehicles, water vehicles, and air vehicles. Vehicles travel in the terrain of their category. Proficiency with a category of vehicles allows a creature to add its proficiency bonus to any checks made regarding that type of vehicle.

**Size and Armor Class:** Just like creatures, vehicles have size categories and each has an AC that determines how difficult it is to hit with attacks. Size category also determines carrying capacity, and collision damage.

**Hit Points:** A vehicle may be destroyed when it is reduced to 0 or fewer hit points (see p. 6). In addition, when a vehicle is reduced to 50% of its total hit points, it suffers a malfunction and must roll on Table: Malfunction.

**Speed:** Vehicles are listed with their movement speed, as well as their journey speed for travelling long distances.

**Crew:** Many vehicles only require a single crewman as a driver, but larger vehicles may require dozens of people to properly operate. Drivers cannot perform actions using a vehicle until the minimum crew requirement is met.

**Immunities:** As objects, vehicles are immune to poison and psychic damage. They are also immune to the blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions, as well as any other effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Havens:** A vehicle acts as a haven if it provides accommodation and shelter from the elements. At the Narrator's discretion, the environment may not be suitable for it to act as a haven.

## Momentum

A vehicle has momentum or it does not. If it has momentum, on initiative count 20, all vehicles with momentum move half their movement speed directly forward. Momentum ends automatically after 1 minute (10 rounds) if no vehicle actions that would grant a vehicle momentum are taken.

## Saving Throws

Unlike most objects, vehicles must make Strength, Dexterity, and Constitution saving throws as if they were creatures against effects that would call for them. All vehicles have a Strength and Constitution score based on their size (see below). A driven vehicle has a Dexterity score equal to its driver's Dexterity score (a vehicle without a driver has a Dexterity of 0).

**Carrying Capacity:** This is broken down and abstracted into the amount of Supply that a vehicle can carry, and the number of bulky items that the vehicle can carry. There is also Carrying Capacity, which is the maximum in pounds that the vehicle can carry.

**Collision damage:** If a vehicle has momentum and enters the space occupied by a creature or another object, a collision occurs. In the case of collision with an object, both the vehicle and the object take damage according to the vehicle's size.

In the case of a vehicle or creature, both the vehicle and whatever it impacts take damage according to the respective sizes of the vehicle and the creature.

**Example:** A Medium vehicle collides with a Gargantuan vehicle. The Medium vehicle takes 12d6 damage and the Gargantuan vehicle takes 2d6 damage.

If both things that collide are vehicles that have momentum and experience a “head on” crash, then the Narrator may, at their discretion, treat both vehicles as a Size category larger.

## Size

The size of a vehicle determines many of its properties: Strength, Constitution, Carrying Capacity, and collision damage. It is also related to the number of crew required to operate it, and the number of additional passengers it can carry.

Tiny vehicles assume Tiny creatures. Otherwise, the table assumes Small and Medium creatures. Large creatures, such as horses, take up 4 passenger slots and may not be allowed to board a vehicle at the Narrator's discretion.

## Vehicle Sizes and Statistics

Size	Strength Score	Constitution Score	Carrying Capacity (lbs)	Supply/Bulky Items	Collision Damage	Crew/Passengers
Tiny	6	6	20	4/1	1	1
Small	10	10	500	15/5	2d6	1/3
Medium	12	12	500	15/5	2d6	2
Large	14	14	2,000	40/10	4d6	1/3
Huge	18	18	4,000	80/20	8d6	1/6
Gargantuan	22	22	40,000	800/200	12d6	Crew/Same Number of Passengers

## Driving Vehicles

All vehicles have a direction they are "facing", which determines the direction of travel for movement. This is typically the "front" of the vehicle. When the vehicle turns, draw an imaginary line perpendicular to the front of the vehicle directly from the "rear". The point on the rear of the vehicle where this imaginary line meets the end of the vehicle remains static and the front of the vehicle is moved through the desired number of degrees up to the maximum allowed.

In order to move, all vehicles require a creature to steer the vehicle by changing its facing and speed. While steering, a creature can use a bonus action to make the vehicle perform one of the following four vehicle actions:

**Ahead Full:** The vehicle moves one and a half times its movement speed directly forward, becoming more vulnerable to critical hits as it does so. The vehicle gains momentum. If the vehicle would roll for a malfunction, before it takes another vehicle action, it must make an additional roll on that table in addition to its standard roll, ignoring duplicate results.

**Brake:** The vehicle moves half of its movement speed directly forward, then it loses momentum.

**Drive:** The vehicle moves half of its movement speed directly forward, then the driver may change the vehicle's facing by up to 90 degrees (a full turn left or right) before moving up to the remaining movement speed. The vehicle gains momentum.

**Maneuver:** The vehicle moves half of its movement speed forward, and the driver may change the vehicle's facing by up to 90 degrees (a full turn left or right) up to 2 times during this movement. This action cannot be performed while the vehicle has momentum.

## Vehicle Actions

Vehicle Action	Movement	Turns	Momentum
Ahead Full*	Moves one and half times speed in direction of facing.	None	Gains
Brake	Moves half speed in direction of facing.	None	Loses
Drive	Moves at least half speed in direction of facing. Turns once then may use up to the remainder of speed.	One, up to 90°	Gains
Maneuver	Moves at least half movement speed forwards. May alter heading twice.	Two, up to 90° each	Neither

\*If the vehicle rolls for a malfunction before the start of its next turn, roll twice and ignore duplicates.

# Special Features

There are any number of fantastical possibilities when it comes to vehicles but the following features are the most common:

**Agile:** Agile vehicles may make an unlimited number of turns, but only up to a total 90 degrees whilst taking the Drive vehicle action and 180 degrees whilst taking the Maneuver Vehicle action.

**Armed:** Armed vehicles have one or more weapons in place on board as accessories. A creature can use an action to fire a siege weapon, or use an action to reload it.

**Derailed:** If a vehicle that relies on rails to move becomes derailed, it takes damage as per the collision rules if it hits the ground. If it has momentum then it moves half its movement again taking further damage as from a collision before coming to a stop. It may also take damage from collisions with obstacles as well.

**Dive:** This craft may also turn up or down when making turns so long as its whole movement takes it through water.

**Drawn:** A drawn vehicle is pulled by one or more beasts of burden and its movement and travel speeds are determined by the animal (or animals) pulling it. It may also be pulled by a sentient creature that is in the same Size category as the vehicle it is pulling.

**Drift:** This vehicle will tend to be at the mercy of the elements if not controlled carefully. If the vehicle does not have momentum and did not have a creature using a bonus action to drive it (see Driving Vehicles on p. 3) then on initiative count 20 it moves D3x10 ft in a random direction determined by rolling a D8 for horizontal movement and a D3 for up/level/down or other movement as the Narrator sees fit, e.g. high winds may catch a balloon, powerful downdrafts etc.

**Enclosed Cabin:** Pilots and passengers within an enclosed cabin have total cover from creatures that are outside the cabin, or at least three-quarters cover if the creature is within 5 feet of an entrance to the enclosed cabin.

**High-Maintenance:** This vehicle requires a standard maintenance check every long rest.

**Personal:** Personal vehicles are designed for a single occupant and usually have far less space. Vehicles with this property can only ever carry a maximum of one person, and have half as much carrying capacity as normal for a vehicle of the same size.

**Portage:** Some flat keeled sea vessels are designed to make land in shallow drafts. They only take 1/4 of the normal collision damage when they move with momentum onto a beach or other suitable landing spot. In addition they can be picked up and moved by the combined strength of the crew and the normal passenger complement for a vehicle that size. i.e. a vehicle with the "personal" property would be carryable by a single passenger.

**Ramshackle:** If a ramshackle vehicle would have to roll on the malfunction table, it instead becomes destroyed.

**Stall:** If the vehicle does not have momentum and does not travel at least 5 ft by the end of its turn then, unless something happens before the start of its next turn, the vehicle falls up to 500 ft towards the ground, and may collide with any obstacles it encounters. If it collides with the ground then it takes damage according to the normal falling rules of 1d6 per 10 ft.

**Three-Dimensional:** Usually found on airships, a three-dimensional vehicle may also turn up or down when making turns.

**Transport:** Transport vehicles are designed for cargo and crew, and have twice the carrying capacity and maximum number of passengers as normal for a vehicle of the same size.

**Two-Seater:** Vehicles with this property can carry two creatures of Medium size and halves its carrying capacity and ability to carry Supply.

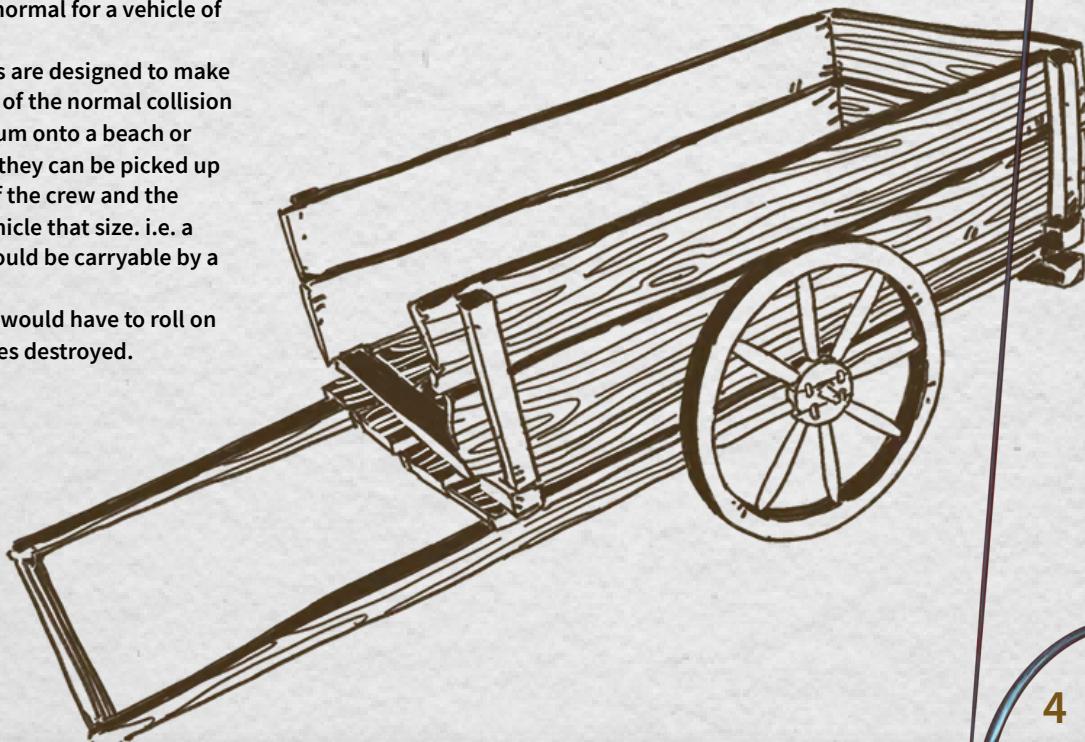
## Vehicles on Grids

In the opinion of Homebrew and Hacking, theatre of the mind is a valid and important playstyle. However, 5e and *Level Up: Advanced Fifth Edition* use a grid system. Should you wish to utilize that in your game, it is important to have an idea of how much space a vehicle would take up on a grid. You can use any vehicle in any configuration. We recommend that for ease of use that each grid square touch long edge to long edge rather than trying to have corner to corner as a joining mark.

A Medium vehicle is 1 square, which is equivalent to anything up to and including 5ft x 5ft.

A Large vehicle is anything between 2 to 8 squares in overall size. Any set of four or fewer squares is considered to be one unit (as defined on p. 4).

A Gargantuan vehicle is 16 squares (4 units) minimum. These vehicles can scale significantly larger; however, we recommend breaking them down by sections. For example, a locomotive may be Huge, and thus would be pulling Huge carriages, making an overall Gargantuan vehicle.



# Taking Damage, Malfunctions, Destroyed Vehicles and Salvaging

What happens when it all goes wrong? From receiving fusillades of cannon fire, to scraping the bottom off your vehicle on too-high rocks, this section looks at damage. It also covers catastrophes mid-battle, the total destruction of vehicles and scavenging and salvaging bits from partially destroyed and obsolete vehicles.

## Taking Damage

When a vehicle takes damage, reduce its hit points by the number of damage points taken. When a vehicle drops to half its hit points it becomes at risk of Malfunction. When a vehicle drops to zero hit points, it is out of action, may not take vehicle actions, and must make a saving throw versus being destroyed (see p. 6)

## Malfunctions

When a vehicle is reduced to half its total hit points or less, roll 1d6 on the Malfunctions table to determine what aspect of the vehicle is breaking.

### Critical Hits

At the Narrator's discretion, you may also wish to roll on the malfunction table whenever a critical hit is scored against a vehicle. This may draw attention away from the actions of the characters, so it depends on the genre conventions of your game.

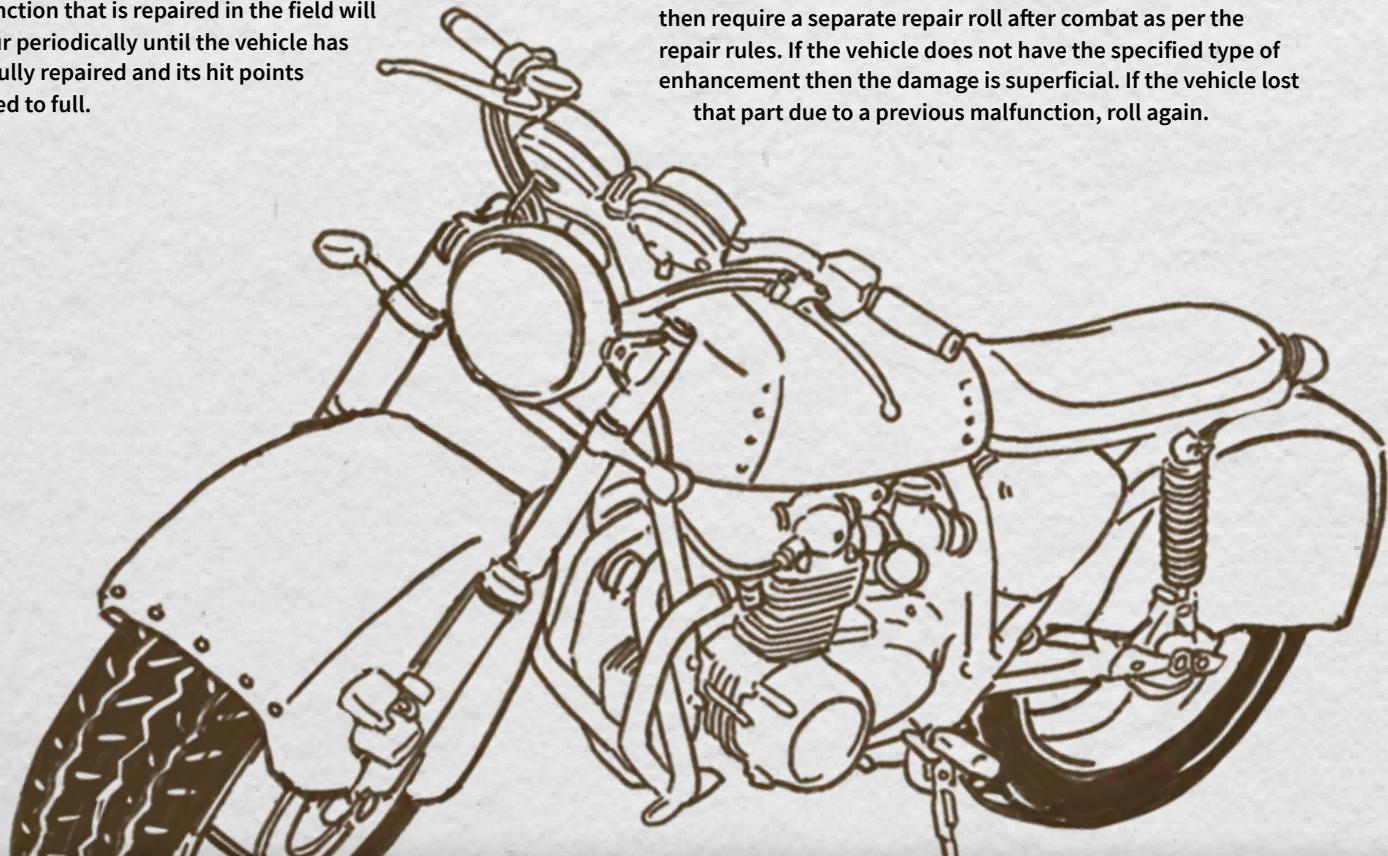
Vehicle malfunctions require extraordinary efforts to repair and may require the additional expenditure of magical resources. A malfunction that is repaired in the field will reoccur periodically until the vehicle has been fully repaired and its hit points restored to full.

## Malfunctions

### 2d6 Malfunction

- |      |  |
|------|--|
| 2    | <b>Integrity:</b> Some key component holding everything together has been lost and the vehicle immediately loses 25% of its hit point maximum.   |
| 3*   | <b>Equipment Failure!:</b> A randomly chosen magical upgrade has become disabled.  |
| 4*   | <b>Equipment Failure!:</b> A randomly chosen accessory has become disabled.  |
| 5-7  | <b>Cargo:</b> Half of any Supply currently carried by the vehicle is destroyed.  |
| 8-9* | <b>Brakes:</b> The ability to stop has been lost. The Brake action cannot be taken until repaired.   |
| 10*  | <b>Movement:</b> Movement has been compromised, such as losing the sails, losing the animal team drawing the vehicle, or destroying an engine. The Drive, Maneuver, and Ahead Full actions cannot be taken until it is repaired.                                       |
| 11*  | <b>Steering:</b> The driver's ability to fully control the vehicle has been compromised. The Drive and Maneuver actions cannot be taken until repaired. Unless brought to a halt by a collision or other means, the vehicle will have momentum for the next 10 rounds. |
| 12   | The vehicle is breaking down exactly as if it had failed a maintenance check. If it was already breaking down, the vehicle becomes broken instead.   |

\*This may be repaired on a temporary basis by using a Dexterity check as per Dramatic Vehicle Stunts (p. 9) and will then require a separate repair roll after combat as per the repair rules. If the vehicle does not have the specified type of enhancement then the damage is superficial. If the vehicle lost that part due to a previous malfunction, roll again.



## Destroyed

A vehicle is destroyed when it can no longer be repaired or salvaged. A vehicle must make a Constitution saving throw or be totally destroyed when it receives damage that would take it to or below 0 hp. The DC of the save is equal to 5 + the number of points of damage taken. If an effect would prevent a creature from making a death saving throw, i.e. *disintegrate*, then no Constitution saving shrow is permitted for the vehicle. Turns out being reduced to a fine dust leaves very little salvage behind!

**Example:** a cloud galleon has 280 hit points remaining and the PCs choose to steer it at the tarrasque in an attempt to destroy it. The tarrasque bites it and scores a critical hit dealing 140 points of damage! This takes the cloud galleon to under half its hit point maximum and thus it must roll on the malfunction table.

Later the cloud galleon has 105 hit points left, the tarrasque hits it with its radiant breath and the cloud galleon fails the save taking it to zero hp. The cloud galleon would then have to make a Constitution saving throw of DC  $5+105 = 110$ , as this is impossible it would then become destroyed and it would not be possible to salvage any parts. Clearly assaulting a tarrasque via cloud galleon is not the way forward!

## Salvaging

A vehicle that is destroyed may not be salvaged.

Salvaging damaged or broken vehicles, upgrades, and accessories requires a tool check against the DC listed for that object's material. You can make one check to salvage over a short or long rest.

On a critical success, you gain up to half of the total value of the vehicle in materials. The weight of these materials is equal to the Constitution score of the vehicles in lbs, and they constitute bulky items equal to the Constitution modifier.

On a success, you gain one quarter of the total value in materials. The weight of these materials is equal to half the Constitution score of the vehicles in lbs, and they constitute bulky items equal to half the Constitution modifier.

On a failure, you gain nothing.

On a critical failure, you gain one level of exhaustion.

In all cases, attempting to salvage the vehicle means the vehicle becomes destroyed.

## Salvaging Magical Upgrades

At the Narrator's discretion, a magical upgrade may be salvaged whole for transfer to another vehicle if that seems plausible, possible, and/or appropriate. This does not necessarily destroy the vehicle it comes from. This would require an appropriate roll, such as a relevant tool use, and the DC would be equal to the crafting DC for a magical item of that rarity level, i.e. Common = DC 10, Uncommon = DC 13, Rare = DC 15, Very Rare = DC 17, Legendary = DC 20.

Degree	Result
Critical Success	Success and gain an expertise die to fit the upgrade into a new vehicle
Success	Success, gain the upgrade.
Failure	The upgrade is destroyed.
Critical Failure	The upgrade is destroyed, and the character gains a level of exhaustion.

In all cases, the weight and bulk of the upgrade is at the discretion of the Narrator based on the upgrade's function and the size of the vehicle it is being retrieved from.

**Example:** A Wagon is on its last legs and takes 6 hp of damage. This reduces it to zero hp, and thus it must make a Constitution saving throw of  $5+6 = 11$ . The Constitution modifier of a Huge vehicle is +4 and the player handling it rolls a 10 for a total of 14. A success. The wagon is now out of action rather than destroyed, but may not take further vehicle actions.

The party decides to salvage the wagon to see if they can retrieve anything of value from its remains. The wagon is made of wood, thus the repair DC is 15. The party argues for using Intelligence, so the Narrator calls for a DC 15 Intelligence roll. The player rolls a total of 13 and thus receives no salvage from the vehicle. If they had rolled a 15 and succeeded, they would have received material worth  $\frac{1}{4}$  of the vehicles worth (8 gold 7 silver pieces, 5 copper) which would weigh 9 lbs and have a bulk of 2.

## Vehicular Homicide and Roleplaying Games

Many people have lost loved ones to careless drivers. Therefore it is recommended that you do not, as a Narrator, encourage the use of vehicles to run people down. However, if after conversation with your players you decide that your table is ok with such things in the game, then you can use the following rules to better allow such mayhem.

Vehicles gain an additional property "hardness" that is equal to their armor class. Effects that reduce armor class also reduce hardness. Only attacks that deal damage greater than the armor class of the vehicle reduce the hit points of that vehicle, and do so by the damage rolled. Siege weapons ignore hardness.

Using "hardness" can mean that many attacks are entirely ineffective, which is not fun, and thus we do not recommend using this in general in your games of *Level Up: Advanced Fifth Edition*.

# Repairing Vehicles

Repairing vehicles that have: taken damage, are malfunctioning, are breaking down, or that have become broken requires a tool check against the DC listed for the vehicle's primary material as shown in the vehicle's stat block.

During a long rest, you can make one check against the listed DC depending on the nature of the damage incurred, e.g. a vessel which has had its sails shredded will be working on DC 5 vs cloth. A vessel holed below the waterline will be minimum DC 15 vs wood.

On a critical failure, due to an oversight, a moment of carelessness, or just plain bad luck you cause a problem. Roll on the malfunctions table to determine the nature of the problem.

On a failure, you do not repair any malfunctions, but you do repair hit points equal to the result of the repair roll.

On a success, you repair hit points equal to the result of the repair roll. If this returns the vehicle to full hit points, then you repair the malfunctions as well.

On a Critical Success, you repair all malfunctions suffered even if the vehicle is not returned to full hit points and double the hit points of the result of the repair roll.

Alternatively you can hire someone to repair your vehicle for you (which is treated as automatic success repairing hit points equal to the DC of the repair; this typically costs 1/5th of the vehicle's total cost).

## Common sets of tools (and repair DCs)

- Cloth (sewing kit, DC 5)
- Bronze (smith's tools, DC 12)
- Hide/Leather (sewing kit, DC 10)
- Iron (tmith's tools, DC 15)
- Steel (smith's tools, access to a forge, DC 15)
- Wood (carpenter's tools, DC 15)

Some examples of when the Narrator may call for a maintenance check include:

- After the party traverses difficult terrain, such as mud or water in a vehicle not designed for this purpose. Driving in lakes, running aground and rough landings from the air are great examples of this.
- After the party has a particularly messy combat encounter. Mud, blood and ooze can all affect your vehicle's working condition.
- A collision, controlled or otherwise.
- After a vehicle loses 25% of its hit points in a single encounter (with one roll per 25% of its hit points lost, if applicable).
- After being swallowed by a creature.

## Vehicles that are “breaking down”

Travel pace is halved for a vehicle that is “breaking down”. It may act in combat as normal.

## Broken

If a vehicle becomes broken, it may no longer move until it is repaired using the rules for repairing vehicles. You may choose to salvage the vehicle, which will result in its destruction. At the Narrator's discretion, it may also require components or spares in order for these repairs to take place.

*Example:* A cart is involved in a wild downhill chase in a city on a slope. It has ended up flying into the air and crashing several times as the horses desperately strained. The Narrator decides to call for a maintenance check. The DC is 10 but the party has rolled a 1! A critical failure, the cart is now broken. The Narrator rules that the wheels have literally come off, and until they can take a long rest and repair it, it's going nowhere!

# Maintenance

Like all gear, vehicles wear out over time, and keeping them in good working order requires maintenance and repair. Regular day-to-day maintenance is assumed to be carried out.

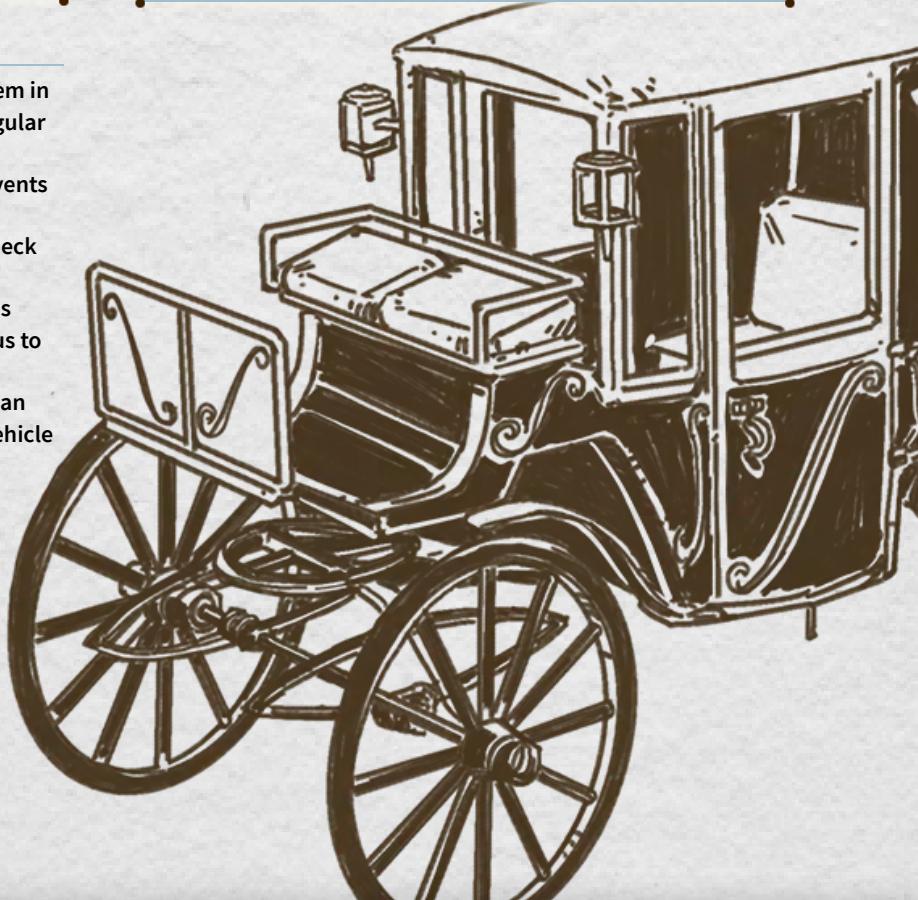
However, adventurers frequently encounter unusual events that are exceptionally hard on vehicles. In this case, the Narrator has discretion to call for a DC 10 maintenance check (or DC 15 if the stress was particularly severe). If you are proficient with the tools required to repair your vehicle, as listed on the vehicle stat block, add your proficiency bonus to the check.

On a critical success, the vehicle is restored to better than full working order and the next stunt performed on the vehicle receives an expertise die.

On a success, the vehicle continues as before.

On a failure the vehicle is breaking down. If the vehicle was already breaking down then it becomes broken instead.

On a critical failure, the vehicle becomes broken.



## Gargantuan Vehicles

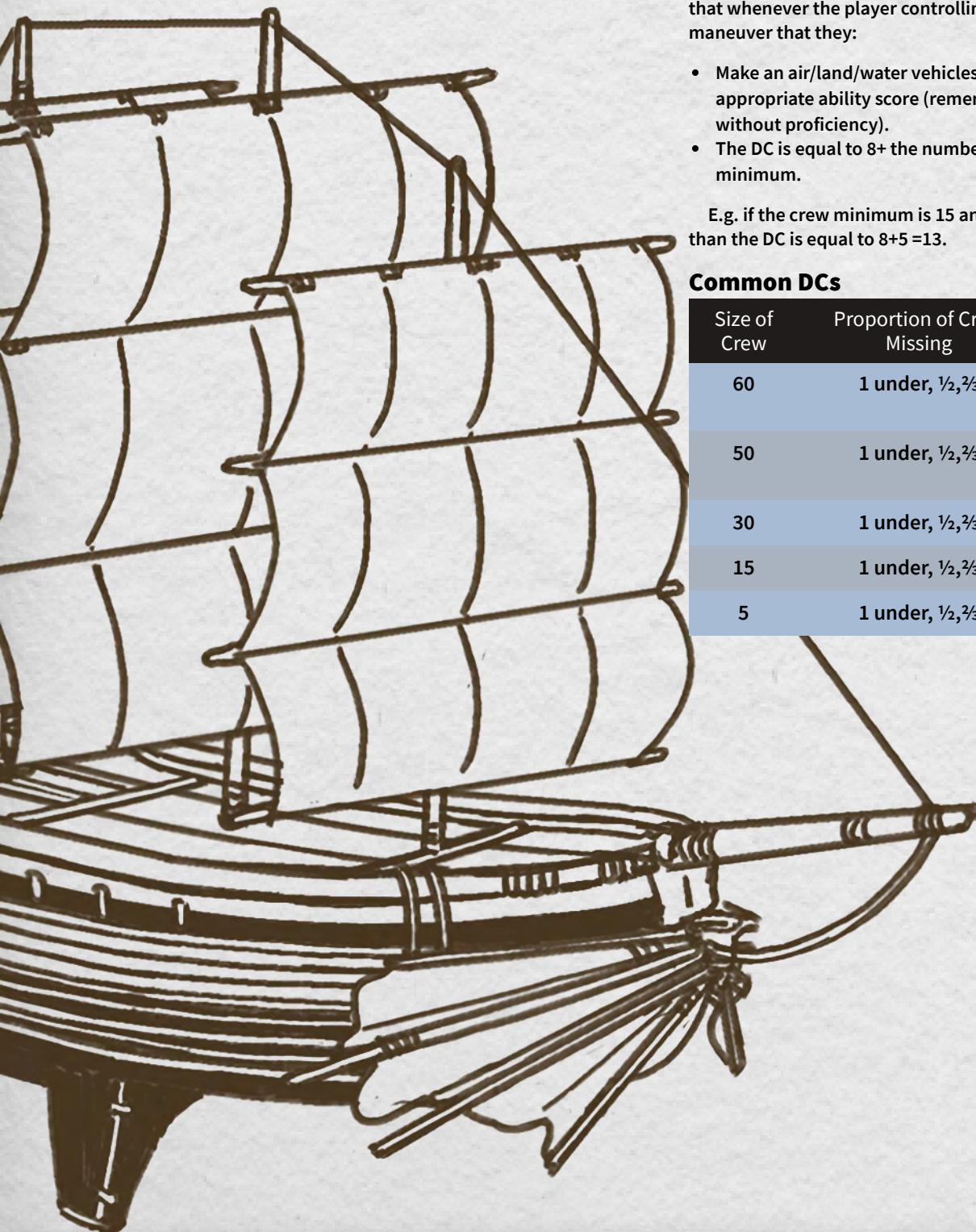
Gargantuan Vehicles have special rules that apply to them.

- 1) They have a crew rather than a dedicated driver/helm/pilot.
- 2) There is no upper limit to a Gargantuan vehicle's size.

**Mechanically:** Using vehicle rules, it is very easy and obvious to player characters that the weakest point of any vehicle to attack is the crew.

**Narratively:** It is satisfying to be able to describe explosions and alarms as spells and siege weapons wreak havoc upon a vehicle.

But what happens next? How do we represent this?



## What happens if a gargantuan vehicle loses crew?

We recommend treating crew as Squads of the appropriate humanoid (see Monstrous Menagerie pg. 466) and granting them cover as seems relevant and appropriate (see Adventurer's Guide pg. 451).

### Boarding Actions

Being onboard another vehicle means that the crew of that vehicle no longer gain cover against attacks originating from onboard that vehicle.

If a Narrator wishes to have a gargantuan vehicle be able to function when it has less crew than the minimum we suggest that whenever the player controlling the vehicle would make a maneuver that they:

- Make an air/land/water vehicles roll check using an appropriate ability score (remember that you can do this without proficiency).
- The DC is equal to 8+ the number of crew members below minimum.

E.g. if the crew minimum is 15 and you are missing 5 crew than the DC is equal to  $8+5=13$ .

### Common DCs

Size of Crew	Proportion of Crew Missing	DC
60	1 under, $\frac{1}{2}, \frac{2}{3}$	9, 38, Impossible
50	1 under, $\frac{1}{2}, \frac{2}{3}$	9, 33, Impossible
30	1 under, $\frac{1}{2}, \frac{2}{3}$	9, 23, 28
15	1 under, $\frac{1}{2}, \frac{2}{3}$	9, 15, 18
5	1 under, $\frac{1}{2}, \frac{2}{3}$	9, 10, 11

# In-Game

This chapter talks about the following topics.

## Dramatic Vehicle Stunts

- Strength
- Dexterity
- Intelligence
- Wisdom

## Chase Rules

- Starting the Chase
- Actions in a Chase
- Obstacles in Chases
- Example Scenario

The effects that can be achieved fall under the following categories:

- Strength
- Dexterity
- Intelligence
- Wisdom

The DC for this check is 8, +0 for a Medium or smaller vehicle, +2 for a Large vehicle, +4 for a Huge vehicle, and +8 for a Gargantuan vehicle.

A natural 20 or critical success allows the character to choose extra effects to help the vehicle. A natural 1 or critical failure causes the vehicle to malfunction.

## Strength

Strength based ability checks allow the character to make the vehicle:

- Make an extra 45 degree turn on top of the turning normally allowed.
- Lose or gain momentum.
- ignore the speed penalty for rough terrain.
- Move the vehicle forward by its speed again.

## Examples of typical Strength based stunts:

- Climbing next to the air intake and spitting flammable fuel inside the air intake to enrich the fuel mixture for a spectacular result.
- Grabbing a handy piece of terrain, for instance a railing and hauling on it to change the speed and/or direction of the vehicle, even bringing it to a stop.
- Throwing oneself around the vehicle, possibly whilst hauling on bits of rope to allow a faster change in heading.

## Dramatic Vehicle Stunts

*The halfling pushes a spar over the edge of the deck and grabs a trailing line. Running to the end of the spar, perilously over the water, they hook their feet under it and heave on the line with all their might causing the hull of the sloop to dip towards them! Slowly, the ship begins to turn.*

*The planetouched gazes intently at the incoming wind raiders; eyes narrowed, brow furrowed, they calculate furiously. After mere seconds they turn round and bark swift orders at the pilot, who begins to execute a complicated set of maneuvers.*

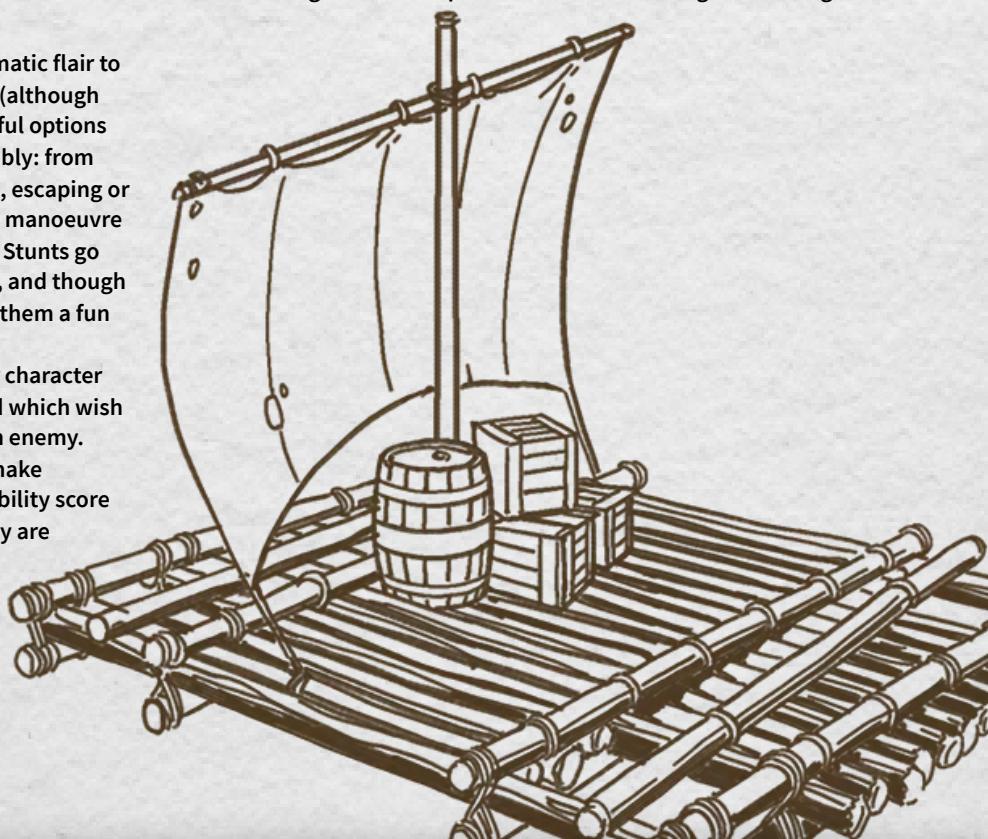
*The gnome runs back and forth in the busy engine room, steam blasts and pumping pistons to either side. Swiftly they get to the damaged control surface and swift hands begin to make good a jury rigged repair. Within seconds, the leg motor is unstuck and the walker begins to turn.*

*The orc glances in the rearview mirror at the auto chasing them. Their mind models the likely weak points, and they rise up and hurl a stone with unerring aim, cracking the windshield and sending the other vehicle into a spin.*

Dramatic Vehicle stunts are more than just cinematic flair to add into a chase or impactful scene using vehicles (although they are also for that!). They give players meaningful options that can change the dynamics of a scene considerably: from granting yourself an edge, hindering your enemies, escaping or concluding a chase, performing an extremely risky manoeuvre or any other manner of tricks and feats of piloting. Stunts go above and beyond the basic operation of a vehicle, and though not without risk, the potential payoff makes using them a fun and exciting option.

This section deals with how to adjudicate player character actions that are not covered by the main rules, and which wish to assist the passage of the vehicle, or confound an enemy.

The way to adjudicate is to allow characters to make air/land/water vehicle proficiency rolls using the ability score you think most appropriate. Please note that if they are not proficient in those skills, it is still a normal ability check.



## Dexterity

Dexterity based ability checks allow the character to make the vehicle:

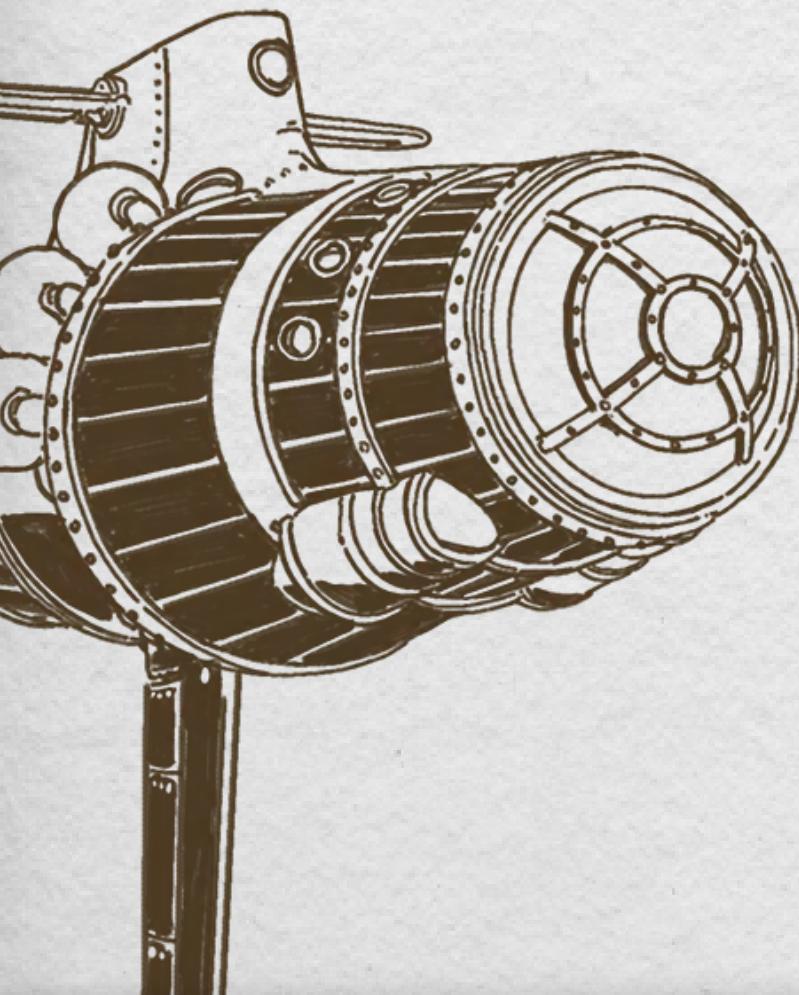
- regain hit points equal to D8 plus the Dexterity of the character attempting the check.
- jury-rig a location that has suffered a malfunction (AG pg 346) to allow it to ignore that malfunction until the end of the battle. Further malfunction or the same malfunction will require further checks to repair. Note that the vehicle can only be repaired properly with a Tool based check and the relevant facilities after the combat ends.

### Examples of typical Dexterity based stunts:

- Deftly sewing up a tattered sail.
- Replacing or “hot swapping” a broken machinery part whilst the rest of the machine is still running .
- Swiftly hammering boards into place to stop the vehicle falling apart mid manoeuvre.
- Caulking and plugging holes causing potentially catastrophic loss of supply or ingress of fluids.
- Splicing severed brake cables together whilst hanging off the underside of a fast moving vehicle.

## Intelligence

Intelligence based ability checks gain an expertise die to the AC of the vehicle until the beginning of your next turn. The normal rules for expertise dice apply. You may also gain an expertise die to rolls made to escape enemies in a chase situation by rolling versus the DC for the vehicle. A critical success may allow an additional expertise die to be gained.



## Examples of typical Intelligence based stunts:

- Plotting evasive action around a series of obstacles, be they islands, trees, or floating rocks.
- Micro adjustments to heading to take advantage of the environment by changing the profile of the vessel with respect to attackers.
- Calculation of the best angle to present to encourage attacks to slide off the vehicles armour or structure.

## Wisdom

Wisdom based ability checks allow the character to grant an expertise die to the next attack from this vehicle. This check is wasted if not used before the end of your next turn. A successful Wisdom check may also allow a negative expertise die to be applied to the chase rolls of a chosen group of pursuers by rolling versus the DC for the vehicle. A critical success may allow an additional expertise die to be gained.

### Examples of typical Wisdom based stunts:

- Seeing the motion of the wind in the fluttering of fabric and intuiting the best angle of shot.
- Attuning oneself to the patterns of maneuver of the enemy pilot and anticipating their next move.
- Reading the terrain ahead to find a place of unusual stillness that allows the vehicle to be more stable as a fighting platform.

### Using Magic as a Dramatic Vehicle Stunt

We encourage the use of magic to perform dramatic vehicle stunts. The use of *arcane hand* to provide a successful Strength check seems like an obvious and reasonable application of magic. Some Narrators may look askance at using *gust of wind* to push forward the ship one is standing on, whilst others embrace the idea.

In general we like to allow stunts that consume spell slots to be taken, e.g. “overcharge the engines by pushing spell power into them,” rather than using cantrips to try and achieve a result.

## Vehicles with NPC crew

For vehicles with a crew of NPCs, Charisma based ability checks inspire the crew to work better when they have taken casualties. Whether or not the character gains a skill proficiency is determined by their character's choice of action as adjudicated by the Narrator.

The DC for this check is: 10 + 1 for every 25% casualties or part thereof that the crew has taken.

E.g. 0-25% = +1 26-50% = +2, 51-75% = +3 76-99% = +4

On a successful check, gain an expertise die to rolls taken when maneuvers need to be rolled for. On a critical success, the next maneuver is an automatic success.

# Theatre of the Mind

## Chase Rules

*Footsteps echo through the alley. Grishnak breaks line of sight and takes the momentary advantage to duck behind a barrel. Her pursuers can be heard slowing as they approach the alley entrance and then speeding up, she is safe... for now.*

*The howls and roars of engines fills the air, the spiked automobiles vault over the dunes, and the clanking walker keeps pace with giant strides of its mechanical legs. With a belch of smoke, the automobiles race ahead disappearing over the edge of the next ridge, behind them the walker pursues relentlessly.*

Fast-paced, exciting and dramatic, chases are an excellent addition to any game session, whether on foot or using one of the multitude of new vehicles presented in this book. Adding additional options to just holding a position and fighting, chases allow for a narrative and mechanical change of pace that can add a whole new dynamic to the scene.

Chases are a different mode of running the game. Rather than restricting oneself to the tabletop grid, imaginary or otherwise, we instead break the game into **pursued** and the **pursuers**.

The goal of the pursued is to break contact with their pursuers and escape. This can, but not always, means breaking line of sight and sound.

The goal of the pursuers is to catch up with their enemy and either accept their surrender or to fight them.

## Summary

Decide if a chase is necessary/possible.

Divide into groups of pursuers and pursued groups as you feel necessary.

The chase ends when at least one of these conditions have been met:

- **Outpaced:** The pursuers have passed beyond extreme range
- **Outclassed:** The pursuers have given up (see Stalemate)
- **Caught:** The pursued have been brought to short range by the pursuers
- **At Bay:** The pursued have found a better place or chosen to fight back perhaps at a pre-arranged ambush point or other place of reinforcements
- **Safe Haven:** The pursued have found a Haven such as a fortress or tall tree to hide in
- **Stalemate:** Five rounds have passed and there's no obvious end in sight
- **Gamechanger:** It no longer makes sense for a chase to be occurring

### But won't the dwarf always get caught?

Some heritages may have a speed of 25 ft per round. You may wish to rule that such heritages can never successfully flee from creatures with a speed of 30ft per round. That's kind of boring in our opinion, but you do you. These rules are designed to allow fleeing to be a realistic and interesting possibility which means that characters can actually choose to run away from combat. The aim is to reduce the die rolls needed and to add narrative impact to a chase scene.

### How to start the chase:

- 1) One side declares their intention to flee.

This may involve breaking out of initiative order or it may occur before a fight breaks out. E.g. your villain may choose to flee instead of monologuing, your heroes may decide that discretion is the better part of valour.

- 2) The Narrator determines if a chase can happen.

The presumption is that a chase should happen, but exceptions should be applied for the sake of entertainment and/or common sense depending upon how the Narrator runs their games. Examples include:

- If one side is vastly slower than the other, e.g. one side is on horses or driving a vehicle and the other side is unmounted, or if one side moves 10ft slower than the other as a base walking speed, then pursuit/escape may not be possible.
- There is no place to hide, although remember that going over the horizon is very effective.
- One side elects not to pursue.

- 3) The Narrator determines range.

The ranges are in the following brackets: **short** (up to 30ft), **medium** (up to 60ft), **long** (up to 120 ft) and **extreme** (up to 240 ft).

The groups will typically consist of one set of pursued and one, or more, groups of pursuers.

- If a group breaks from melée combat consider them placed at short range.
- If a group flees at a longer range, determine the range bracket as appropriate to the fiction of the event.

For land vehicle chases, you may multiply the above figures by 10, e.g. short range is 300ft, extreme range is 2400ft which helps represent the different speeds.

For air and sea vehicle chases, you may multiply these figures by 100 to demonstrate the effective increase in the distance to the horizon if there is no cover, or you may keep the shorter ranges at your discretion if for example there are things to move a vehicle behind and thus break line of sight, perhaps giant pillars of rock?

## One of my players objects to the chase, as they have a character who can easily cover 240 ft in a single round and incapacitate the pursued.

Your options here are to determine that a chase is not possible or to have the rest of the party spend several rounds running to keep up. In the event of a villain running away, locking and barring a door behind them or a secret passage are classics for a reason. We do recommend remembering that the player, by choosing a character for whom speed is life, is indicating that they do not wish to be outpaced by things; so on most occasions they should be able to catch what they're after. We definitely recommend the use of vehicles for outpacing wizards with *dimension door*.

### 4) The Narrator determines groups, if necessary.

It may be that you have dramatically different speeds or capabilities and that you feel that more than one group is necessary. Remember, if a pursuer can easily catch the pursued very easily, a chase is probably not the appropriate resolution.

## By Size Category?

You can, if you wish, group participants in a chase by Size category.

- Medium and smaller participants take their roll.
- Large participants take their roll.
- Huge participants take their roll.
- Gargantuan and larger participants act last.

This can considerably increase your dice rolling, but you may feel it suits how you want the chase to run better with larger participants lumbering after smaller ones.

If you wish to represent a chase at shorter ranges using a mix of vehicles and other road users, say a mechapod chasing down mounted foes, then you can just use shorter ranges and play it more as a moving combat encounter, rather than a chase. We recommend setting the order of initiative to those on foot, then to mounted foes and finally to vehicles as a tool of Narrative convenience.

### 5) The pursued group acts first followed by the pursuers.

If the actions of the pursued lead to the pursuers being pushed to further than extreme range the chase is considered to end immediately although the signs of pursuers may still be visible depending on the local circumstances.

## Example of setting the ranges:

The Narrator puts the pursued (in the locomotive) at Close range and the pursuers at Long Range. The Narrator decides to allow the locomotive to act first. This means that, with the correct expenditure of resources, the chase could be over on the first turn!

## Spotted?

When a chase is in progress, both sides are assumed to be moving at a fast pace and incur a -5 penalty to passive perception and disadvantage on Perception and Investigation checks.

## Actions in a Chase

- **Assist:** The Assist action grants advantage on a roll, and many hands make light work.
- **Attack the enemy:** Remember it's the PCs who are the stars of the show. They can use their own weapons or the vehicle weapons as they see fit.
- **A dramatic vehicle stunt:** See page XX, which can include the use of magic items or spells e.g. casting guidance on the driver of the vehicle.
- **Cast a spell:** See the sidebar in Dramatic Vehicle Stunts (p. 9). Illusions are also popular in this category and may be very effective! Swerving to avoid a *wall of stone* and the illusion of a *wall of stone* will have similar effects.
- **Chase:** This is the core action which the driver of the vehicle or the lead member of the party must undertake. This is a relevant attribute roll as determined by the driver's description of their action to escape/pursue. A relevant proficiency may also be added; see "What's the DC?" on the opposing page for further examples.
- **Create an obstacle:** Use the Dramatic Vehicle Stunts rules (p. 9) and increase the maneuver DC for the pursuing group by one or two expertise die until the end of their next turn.
- **Lighten your load:** A member of the group can throw away necessary, but not immediately relevant, equipment to increase their vehicles speed. Discarding Supply equal to the number of crew and passengers on the vehicle allows the group to gain an expertise die on Chase rolls until the start of their next turn.
- **Ready:** Standing by to repel boarders or wait for the enemy to close the range is never unpopular.

In a foot chase, two more options are available:

- **Cover more ground:** the group nominates a character to roll a DC 12 Constitution saving throw. Success gains the group an expertise die on the chase.
- **Create a distraction:** In a similar fashion to Dramatic Vehicle Stunts, you may wish to allow your party to indulge in shenanigans such as pulling things over to impede pursuit.

## What's the DC?

Determine the highest Maneuver DC in each group. The Narrator has discretion to determine what it is depending upon the situation. The most relevant skills will usually be:

- Air/Land/Water Vehicle (for vehicle related chases)
- Engineering (for vehicles)
- Athletics (climbing, jumping, running, riding, swimming)
- Acrobatics (crossing narrow points, rope bridges, unstable or slippery ground)
- Animal Handling (for mounts and animal drawn vehicles)
- Stealth (slipping through crowds)
- Survival (dungeoneering, tracking, wayfinding)

The most relevant abilities will often be either Strength, Intelligence or Dexterity, but for larger vehicles where a crew of NPCs is being commanded Charisma might become more relevant.

## Obstacles in Chases

You may wish to add flavour and drama to a chase and/or race by adding in obstacles. Here are some examples.

### Overcoming an Obstacle Examples

DC	Land	Water	Air	Foot
10	Surprised pedestrians or deliberately expelled cargo	Flotsam, detritus or abrupt current change	A convenient cloud bank	A street blocked with carts
15	A missing bridge	Shallow waters, vessel harried by marine life	Battering headwinds	A 10 ft tall wire fence
20	A canyon which will require a speedy jump!	Freak storm, upcoming waterfall!	Weaving between giant stone pillars at low level	An alley that seems to be a dead end

## An Example Chase

*The party is fleeing in a locomotive when they hear the buzz of an engine above them - a biplane, approaching in pursuit!*

The Narrator puts the pursued (in the locomotive) at Close range and the pursuers at Long range. The Narrator decides to allow the locomotive to act first. This means that, with the correct expenditure of resources, the chase could be over on the first turn!



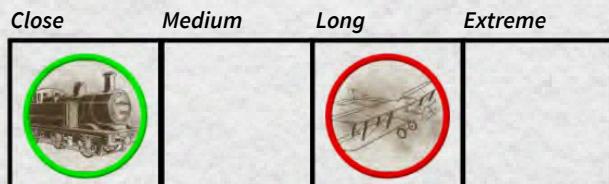
The driver will use their bonus action to push the vehicle to full ahead. They may then attempt some sort of dramatic action, possibly Intelligence to vary the speed and throw off pursuers.

On a natural 20 the group has succeeded critically and the pursuers are moved two range increments away. Because that would push the biplane beyond the extreme range, it would end the chase (see **Outpaced**).

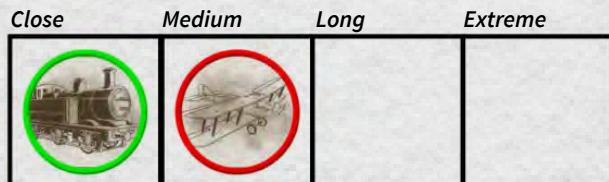
On a success, the group has succeeded and the pursuers are moved one range increment away, to the extreme range.



On a failure the group has failed and nothing happens.



On a natural 1 the pursuers are moved one range increment closer, to medium range.



The pursuers, on their turn, make an appropriate check vs the maneuver DC of the pursued, in the same fashion as the above.

On a natural 20, they are moved two range increments closer. On a success, they are moved one range increment closer. On a failure, nothing happens. On a natural 1, they are moved one range increment further away.

# Customizing Vehicles

This chapter talks about the following topics.

- Vehicle Accessories**
- Magical Upgrades**

## Vehicle Accessories

As a general rule of thumb, vehicles should have no more than three accessories per size category, e.g. a gargantuan vehicle should have no more than nine accessories, a large vehicle should have three.

Particularly skilled craftspeople may be able to include the following properties.

### Airlock

*200gp per airlock*

A set of double doors around an interior compartment that can be installed on a vehicle to keep one environment from meeting another environment. Allows the interior compartment to be purged of material and given a matching environment to the outside. An airlock assumes that any enclosed cabin that is connected is also environmentally sealed.

### Camouflaged

*5gp per unit*

The terrain type for a camouflaged vehicle is chosen when it is crafted. You gain an expertise die on Stealth checks while attempting to hide a vehicle camouflaged for the terrain you are in.

### Disguised

*300gp per size category*

This vehicle has been disguised to look like a different sort of vehicle or sometimes disguised to look like something isn't a vehicle at all! Examples include, an automobile designed to look like a cart with illusory horses, a cloud galleon designed to look like a sailing ship, or even a warship designed to look like a sailing ship.

Creatures observing the vehicle only realise what sort of vehicle it is with a DC 12 Investigation check.

A fine disguise is 500 gold pieces per size category and the DC increases by 2. A masterwork disguise is 1000 gold pieces per size category and the DC increases by 4.

### Duster

*150gp per Duster*

Mounted internally or externally these units can be operated to dispense magical dusts or oils (sold separately) loaded into them. Each dispenser can contain one use of dust or oil and must then be reloaded which takes one hour. You may activate the dispensers either single, altogether or in a combination of your choice. One dispenser will cover one unit, but you may have multiple dispensers per unit.

### Flamboyant Design

*100gp per size category*

This vehicle is eye-catching and impressive, with a range of audio and visual stimuli designed to confuse and disorientate. Examples include: flaming exhaust ports, garish paint jobs, unusual sculptures attached to the sides, a harness to allow a musician to perform whilst the vehicle is in motion.

Creatures have disadvantage on saving throws made to resist being distracted by this vehicle, and you have advantage on Intimidation or Performance checks when addressing others from onboard it. However, creatures searching for this vehicle gain advantage.

### Glass-Bottomed

*Minimum size category Huge, takes up one unit, 4,000gp*

This vehicle has been crafted with a large piece of glass providing an excellent view of what is beneath it. Such enhanced visibility comes at a price. Any creature using this gains advantage on Perception or Investigation checks and thus +5 to passive versions of those. The AC of the vehicle is lowered by 2.

### Heavily Armoured

*250gp per unit*

By adding extra iron plates and timbers to a vehicle, you may reduce the speed of the vehicle by 10ft/1mph to a minimum of 10ft/1mph and add 1 to the armour class.

Fine craftsmanship costs 1000 gold pieces per unit and adds 2 to the armour class. Master craftsmanship costs 2000 gold pieces per unit and adds 2 to the armour class. In addition, it lets the vehicle count as one size category larger when calculating collision damage inflicted and one size category smaller when calculating collision damage received (to a minimum of medium sized.).

### Mantlets

*2gp per mantlet, allow 4 per unit to achieve omnidirectional cover*

These are large wooden boards on hinges that can be propped up to provide cover from hand held weapons and block line of sight from spells. Each mantlet can be raised as an action and obscures vision to the craft and occupiers whilst often having peepholes and slits that allow those on board to attack from it.. This portable cover can range from +2 to +5 to total cover depending upon Narrator discretion. Mantlets are objects and can be raised by NPC crewman as such.

## Mirrored

250gp per unit

Only vehicles of fine or masterwork quality made of a material that can be polished, including but not limited to: adamantine, iron, mithral, steel, or other suitable metallic surface may be mirrored. This vehicle has been polished to a mirror-like finish capable of showing a reflection. When someone on your vehicle would be targeted or affected by a gaze effect originating from off the vehicle, you can use your reaction to cause the effect to instead target either the source of the effect or a creature of your choice within 30 feet of you. Creatures attempting to find the vehicle through the use of vision gain advantage on their attempts to do so.

## Portable Workshop

Occupies 1 unit of space which may be occupied by one Medium or smaller creature at a time, 300gp

This vehicle is large enough to carry the means to repair itself, including a forge. Occupying one unit of space within a vehicle, this accessory will deal with all uses of Smith's Tools, Woodcarver's Tools, Sewing Kits etc such as may be needed to attempt repairs on the vehicle.

Fine craftsmanship costs 1200 gold pieces but the vehicle gains an expertise die on repair rolls. Master craftsmanship costs 2000 gold pieces but the vehicle gains advantage on repair rolls.

## Running Boards

Large vehicles only, 50gp

This vehicle has running boards that allow up to two medium or smaller creatures, or one Large one to hang off the sides and use it as a fighting platform. These creatures do not enjoy the benefits of cover whilst in these positions

## Secret Compartment

Max one compartment per 2 units, 200gp

This vehicle contains a hidden compartment large enough to fit one Medium or two Small creatures. It can contain up to 300 lbs of the vehicle's capacity. A passive Perception of 15 is required to notice that there is something odd about the vehicle and a DC 15 Investigation check will discover the secret compartment.

## Winch

Large vehicles only, 100gp

This a drum with a rope wrapped round it. It is fixed firmly to the vehicle and together with a grappling hook or other line wound round the drum a handle can be used to pull a vehicle towards a point.

## Vehicle Weapons

Siege weapons mounted on a vehicle are considered to be accessories for the purposes of calculating critical hits and malfunctions.

## Magical Upgrades

Constructed to traverse one or more forms of terrain, vehicles may be modes of transportation at their core but they also possess the potential to expand beyond their original design. Unlike beasts of burden or mounts, vehicles can be modified to suit the needs of the user or the task at hand, offering a level of modularity and customisation that allows two initially identical vehicles to become completely distinct from one another. Whether magical or mundane, these enchantments and enhancements can augment a vehicle's original purpose and functionality. As a part of your groups inventory, vehicles can take on a personality of their own, and with upgrades can grow and become special along with the group!

Many of these effects are listed as recharging at dawn. If this does not work in your world or that occurs more frequently than once per day, then use another occurrence that happens approximately once per 24 hours or require 8 hours of downtime and maintenance that cannot be conducted whilst moving. Many of these devices are also larger than can be feasibly carried and whilst they may be salvageable, tend to be infeasible to break off from a vehicle and carry around casually.

One Unit is defined as 100 square feet. That's the same as a 2x2 square on a grid.

## Airdrop Equipment Protection Apparatus

Uncommon, vehicle size Large or smaller, 500gp

This device creates a *resilient sphere* around a vehicle for 1 minute. Originally used for land vehicles deployed from great height, which were able to move at half speed, it has also been used for very valuable Sea or Air vehicles, although they lack movement capability. It costs one action to use and may only be used once before it is permanently expended.

## Alarm Spell System Device

Common, 50gp/unit

The vehicle can have an *alarm* spell activated that takes ten minutes to set for the entire craft. An audible alarm produces a loud noise of your choosing for 10 seconds within 60 feet whenever a Tiny or greater creature attempts to board the vehicle. You can choose any number of creatures. This has one charge that resets at the dawn of every day.

## Anti-Detection Proofing Mechanism

Rare (requires attunement), 5,000gp/unit

Your vehicle has been imbued with powerful anti-divinatory magics preventing it and its contents from being perceived by scrying and scrying sensors. When on this vehicle you are considered to have the benefits of an amulet of proof of location against detection and location.

## Armour Upgrade +1 / +2 / +3

Uncommon/Rare/Very Rare, 500/unit, 5,000/unit, 50,000/unit

Magical wards have been carefully woven into the fabric of this vehicle making it resistant to damage. This increases the armour class of your vehicle.

## Ascend Assist Apparatus

*Rare, requires attunement, 750gp/unit*

With this modification, as an action you can cause your vehicle to act as though it was under the *levitate* spell. It comes with a grappling hook and 150 feet of rope wrapped around a winch and is useful for flying vehicles when they have no runway, or are landing on ships.

## Cantrip Projection Device

*Rare, 1,200gp/device*

Allows cantrips to be cast as though the user was a 5th level caster who enjoyed a +6 to hit/ DC 14 saving throw.

### Line of Sight

It may not make sense for some weapon enhancements to be able to fire in all directions on larger vehicles as the bulk of the vehicle may prevent line of sight being drawn. We suggest buying more enhancements to ensure total coverage.

## Cargo Space Enhancer Mechanism

*Uncommon, 500gp*

A bag of holding has been built into the vehicle. This cannot be used to hold food but will still accommodate other items of the correct size to fit through the mouth and inside the interior volume.

## Clean Air Enhancement Engine

*Uncommon, 200gp/unit*

All creatures within an enclosed cabin can benefit from this mechanism. When activated, a process which takes 10 minutes, it will run for 24 hours, flooding the cabin with a positive pressure of clean air. This allows for exploration of areas submerged in liquid or filled with toxic gases. Works well with the airlock accessory.

## Cloaking Aura Generator

*Very rare, 10,000gp/unit*

By dint of great power expenditure, the entire craft, crew and objects that board it become invisible for 1 minute as per the *greater invisibility* spell once per day.

## Custom Horn Apparatus

*Common, 40gp*

By activating this horn, you can cause the sound of trumpet blasts, followed by a speech announcing your name, titles, and any of your major accomplishments to emanate from your vehicle. You can alter this speech beforehand by recording a different message on the horn before using it.

## Deployable Decoys

*Uncommon, 350gp/unit*

As an action, you may cause the projection of three identical vehicles which match yours in all respects for one minute. You may use an action to dismiss these magical duplicates which weave in and around your own vehicle and each other. You may use this once per day.

There is a 25% chance that an opponent will target you or your vehicle instead of a decoy, increasing by 10% when the first decoy is destroyed and 50% when the second is destroyed. The decoys have an AC of 10 + the pilot's Dexterity modifier and can only be destroyed by a successful attack roll. Creatures that do not rely on normal sight or Darkvision to target things will be unaffected by this magical enhancement.

## Emergency Crew Member Mechanism

*Uncommon, 150gp*

In the event of an emergency you can use an action to create an *unseen servant* that will carry out tasks such as furling sails, shovelling coal and other repetitive tasks assigned on purchase of the ECM. These emergency crew members last for a mere hour and must wait 24 hours to be recharged.

## Emergency Galley Contraption

*Uncommon, 100gp*

The Emergency Galley Contraption produces bland but nourishing food and clean water up to the amount of 3 Supply per day, which spoils after 24 hours. It may do this once per day.

## Existence Dealignment Cascade Engine

*Rare, 2,500gp/unit*

Whilst not on the Ethereal plane you can use an action to activate this Engine to randomly visit there. On initiative count 20 roll a d20. On an 11+ the vehicle and all its occupants disappear and reappear on the Ethereal Plane.

As an action you may attempt to dismount the vehicle and dash away from it to prevent yourself being returned to your starting plane. On a roll of a 2 or higher you are returned to the Material plane, but this number increases for every 5 feet you move away from the vehicle on the Ethereal plane.

The EDCE has three charges which it regains at dawn.

## Feather Fall Descent Protectors

*Rare, requires attunement, 2,000gp/unit*

Crashing is for suckers. With this modification when your vehicle would face a massive drop it instead descends at a gentle 60 feet per round, loses momentum immediately, and takes no damage from collisions in this fashion.

## Fire Projection Apparatus

*Rare, 900gp each*

Allows casting of *scorching ray* with +5 to hit. This apparatus has 3 charges and recovers all charges at dawn.

## Fold Down VIP Quarters

*Very rare, 50,000gp*

An ornately carved door unfolds to a height of 5 feet and a width of 10 feet. The effects of a *magnificent mansion* spell are obtained by opening the door and cease after it is folded back.

## Force Resistant Shielding Device

*Uncommon, requires attunement, 450gp/unit*

The vehicle gains resistance to force damage and is immune to attacks from *magic missile*.

## Fully Automated Fog Cloud Generator

*Uncommon, 300gp*

Once per day you may invoke an inbuilt part of the vehicle. It creates a heavily obscured area of fog as per the *fog cloud* spell within line of sight of the vehicle. The fog spreads around corners and can be dispersed by a moderate wind (at least 10 miles per hour). You can use a bonus action to move the cloud 30 feet horizontally and 5 feet vertically.

## Gate Generator

*Legendary, 95,000gp*

The Gate Generator must be affixed to a vehicle that can be arranged to be no wider than 25 feet wide or high in the direction of travel. Once in every 24-hour period this Generator can create a 25 feet diameter portal 10 feet in front of it and a specific place or creature on another plane of existence. You must speak the name of the creature when activating the generator. Bits of the vehicle that do not fit through the portal dimensions can be shorn off when travelling through.

## Hazardous Environment Exploration Mechanism

*Rare, requires attunement, 2,000gp/unit*

Anywhere within 10 feet of your vehicle has a breathable atmosphere and you can breathe normally in any environment. In addition, you have advantage on saving throws made against harmful gases, vapours, and other inhaled effects.

## Headlamp of Revealing

*Rare, land vehicles only, 1,000gp/headlamp*

As an action, you may cause a cone of bright light to go from 60 feet of the vehicle and reveal invisible creatures and objects within that cone. The headlights send out dim light for an additional 60 feet.

They consume oil at the rate of 1 pint per 6 hours. Alternatively, you can use a continual flame or a running lights lantern to provide a light source.

## Heated Seats

*Uncommon, 150gp/seat*

Whilst seated in this vehicle you gain resistance to cold damage and ignore ambient cold conditions.

## Ice Riders

*Uncommon, requires attunement, 260gp/each*

These tires or runners enable you to traverse ice and snow as if it were solid, non-slippery ground. You ignore difficult terrain created by cold conditions.

When travelling over snow, you leave only 1/2-inch deep tracks, enabling you to drive over deep drifts without the dangers of falling in. Similarly, you can drive over a floating field of ice without fear of tipping it over.

## Instructional Message

*Uncommon, 125gp*

This enchantment allows for the recording of spoken instructions on the operation of the vehicle, or any other subject, for up to ten minutes. The trigger for the instruction may be whatever you wish, and as detailed or broad as you desire in a manner similar to the *magic mouth* spell.

## Limited Flight Capability

*Rare, 2,500gp/unit*

A very expensive option for those that require a brief level of flight is enchanting a vehicle with the capability of flying for up to ten minutes per day. The vehicle gains a flight speed of 60 feet and the Three-Dimensional property. When the spell ends the vehicle will fall. This ability recharges at dawn each day. (This can be chained with levitating vehicles to provide an airborne train effect.)

## Low Profile Tires

*Uncommon, land vehicles with tires only, 150gp/tire*

Muffles the sound of the vehicle tires to allow the vehicle to make Stealth checks vs hearing.

## Non-Interstitial Leap Drive

*Rare, Vehicles with the Personal or Two-Seater property only, 3,500gp/unit*

You teleport your vehicle to any place you can see, visualize, or describe by stating distance and direction such as 200 feet straight downward or 400 feet upward at a 30-degree angle to the southeast within 500 feet of your starting position.

You can bring along objects if their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller, provided it isn't carrying gear beyond its carrying capacity and is within 5 feet.

If you would arrive in an occupied space the spell fails, and your vehicle and any creature with you each take 4d6 force damage.

This device has 3 charges and recharges 1 charge every 24 hours.

## Night Runner's Windscreen

*Uncommon, 200gp*

This carefully crafted sheet of glass allows you to see 60 feet ahead of your vehicle as though you had darkvision. If you already have darkvision it extends it by a further 60 feet.

## Oddcog's Knowledge Integrating Thaumaturgy

Rare, 2,500gp/unit

In the forehead of a carven creature that is an integral part of the ship is a beautiful gem. What's more, it can hold a conversation with you! By dint of being awakened the vehicle has become a creature and gained Intelligence, Wisdom and Charisma of 10 and the ability to move of its own accord. It loses its special immunity to spells and also its immunities to charmed, confused, frightened and to psychic damage (p. 2). As per the *awaken* spell, it will react poorly to mistreatment. It does not sleep or eat and also has complete control over all moving parts including retrofitted enhancements. It may be transferred to another vehicle, but it must be fitted in place and the Rare variant of *awaken* (described below) must be cast upon it, consuming another 1000 GP agate, otherwise its previous memory and personality are lost.

### Rare Spell: Oddcog's Knowledge Integrating Awakening

As *awaken* but this spell targets vehicles.

## Onboard Teleportation Circle Facility

Very rare, Huge or larger vehicles only, 45,000gp

This installs, at ruinous expense, a carved 10x10 feet, 6" thick basalt slab with a permanent *teleportation circle* into a vehicle, which occupies 100 sq feet of space. The slab weighs 9,000lbs, which should be deducted from the carrying capacity of the vehicle. It can be transferred, but will require another year's casting of *teleportation circle* to anchor it in its new home.

## Password Protected Doors

Uncommon, requires an enclosed cabin, 150gp/door

Your vehicle's door has an *arcane lock* upon it. You know the password if you paid for the vehicle. This feature is lost if targeted by *dispel magic*. A successful DC 20 Arcana check whilst casting *knock* or *identify* allows you to deduce the password.

## Perfectly Personalized Paintjob

Common, 50gp/unit

You may change the vehicle's colours, add intricate designs, custom messages or make it blend into its environment. The paint causes no damage and leaves no residue, but only works on non-magical panelling made out of natural materials (such as cotton, parchment, stone, or wood).

## Portable Network Teleport Module

Very rare, Large or smaller vehicles only, 40,000gp

This magic device allows you to teleport to locations which have a known, permanent teleport circle whose location you set the dials of the module to. The teleport is always successful unless there is not a valid circle in which case the attempt fails and the action is wasted.

The module requires a 24h recharge attempt after each successful teleport.

### Teleportation

How does it work in your setting? I don't know. However, it seems to me that 9,000 lbs of rock is pretty solid. Maybe you think teleportation should be easier to achieve and want to use a lighter sheet of metal? That's fine but it's going to have knock on consequences. Maybe you subscribe to a universal coordinate system fixing places in time and space and don't feel the need to account for movement of planets. I favour a "Stargate wormhole" idea where the teleportation symbols link to known locations.

If you feel teleportation should be harder or easier, then please adjust to fit your setting!

## Quick Canoe Paddle

Common, water vehicles only, 75gp

This paddle has 2 charges and regains 1 charge each dawn. You can speak its command word as an action while using a water vehicle, doubling the vehicle's speed until the start of your next turn. If you expend the last charge, roll a d20. On a result of 5 or less, the paddle loses its magical properties and becomes a mundane item.

## Racing Sails Upgrade

Uncommon, requires attunement and a water vehicle with sails, 300gp/sail

Using your action to invoke the power of these sails means that the vehicle's base Speed is doubled for 10 minutes. This effect has one charge that recharges at dawn.

## Racing Tires Upgrade

Uncommon, requires attunement and a land vehicle with wheels, 300gp/tire

Using your action to invoke the power of these tires means that the vehicle's base Speed is doubled for 10 minutes. This effect has one charge that recharges at dawn.

## Ram Assist Apparatus

*Rare, requires attunement, 8,000gp*

As an action, you may cause a spectral ram head to fly from the front of this vehicle and slam into a creature or object you can see ahead of you within 60 feet.

Make an attack roll with a +7 bonus. On a hit, for every expended charge, the attack deals 2d10 force damage and, if your target is a creature, it is pushed 5 feet away.

If the target creature is an object, you are considered to have collided with it and it is considered to be one size smaller than normal when calculating the collision damage received by the vehicle. Your vehicle receives a +5 bonus to your collision damage it causes. The ram possesses 3 charges, which it regains at dawn.

## Razzle Dazzle Illusion Engine

*Very rare, requires attunement, 20,000gp*

This vehicle has a permanent visual illusion. As long as it moves at least 5 feet on the driver's turn, disadvantage is given to attack rolls against the vehicle and creatures on it. This property is negated until the start of initiative count 20 if the vehicle takes damage or if the attack does not rely on sight.

## Running Darklights

*Rare, 200gp/unit*

This vehicle has the option of "going dark" by using these lights. They provide 20 feet of bright light and 20 feet of dim light from each part of the vehicle, which only creatures mounted on the vehicle can see.

## Running Lights

*Common, 75gp/each*

These magical torches provide bright light within 20 feet and dim light within 20 feet. They may have adjustable coloured glass covers at no extra cost.

## Runwet Tires

*Uncommon, land vehicles with wheels only, 350gp/tire*

With these wheels you can choose to move across any liquid surface as if it were solid ground.

## Safety Dome Creation Engine

*Uncommon, Large or smaller vehicles only, 500gp*

When the ten minute process of activating the magical device is complete, an immobile magical dome impervious to magical or physical forces extends 5 feet from the vehicle in all directions. The dome matches the colour of its surroundings and is opaque in all directions, producing a dim light. The vehicle and up to four creatures may shelter inside and are granted a safe haven for eight hours. Further creatures will overload the dome, causing it to fail.

## Sailcloth of Soaring Darkness

*Rare, requires attunement and a water vehicle with sails, 5,000gp/sail*

This sail can be used in areas of dim light or darkness to grant the vehicle a flying speed of 40 feet and the Three-Dimensional property.

## Sailcloth of the Submariner

*Uncommon, water vehicles with sails only, 400gp*

This sail grants a base speed of 60 feet in water and the Dive property. It provides a bubble of breathable air matching the outline of the deck and stretching to the top of the sail.

## Searing Searchlight

*Rare, 900gp*

Mounted on a pintle mount with cunningly wrought lenses and shutters, the searchlight has three main modes. It has 50 charges before burning out.

**Ambient:** you can use a bonus action to cause the searchlight to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect lasts until you use one of the other effects.

**Spot:** as an action expends 1 charge, and choose one creature you can see within 60 feet. The creature makes a DC 15 Constitution saving throw or becomes blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Flare:** as an action, expend 5 charges, causing a flare of blinding light in a 30-foot cone centred on the vehicle. Each creature in the area makes a DC 15 Constitution saving throw or becomes blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Ship PA

*Common, 200gp*

In a similar fashion to a gossip earring, your vehicle has a PA system that allows an announcement to each compartment or specific ones that have been fitted with it, thus allowing free communication when otherwise walls or noise might prevent it.

## Smokescreen Vent

*Uncommon, 150gp*

As an action, huge gouts of thick smoke appear from vents on your vehicle causing a thick cloud to pour out and fill a 60-foot radius centered on the rear of your vehicle, making the area heavily obscured. The cloud grows by 10 feet for each minute that you allow the vents to remain open, to a maximum radius of 120 feet.

The cloud remains until the vents are closed. Closing the vents requires access to the vent controls and an action, after which the smoke disperses after 10 minutes. Moderate winds disperse the smoke after 1 minute. Strong winds disperse the smoke after 1 round.

## Stealth Remote Viewing Array

Rare, 2,000gp

As an action you create an invisible, floating magical eye that hovers in the air and sends you visual information. The eye has normal vision, darkvision to a range of 30 feet, and it can look in every direction.

You can use an action to move a mushroom-shaped piece of wood inside a universal joint and make the eye move up to 30 feet (3 mph) in any direction, as long as it remains on the same plane of existence. The eye can pass through openings as small as 1 inch across, but otherwise its movement is blocked by solid barriers.

After an hour this enhancement fades and can only be used again after 24 hours have passed.

## Stonediver Drive

Rare, Large or smaller Land vehicles with an enclosed compartment only, 4,500gp/drive

As an action, you may engage the Stonediver Drive and the vehicle and all creatures within the enclosed compartment are affected by an enhanced *meld into stone* spell for the next 8 hours so long as the compartment door remains shut. In addition the vehicle gains a burrow speed of 10 feet (1 mph).

If you are within stone and not within 10 feet of the surface, or if the compartment door is opened whilst within the stone, then the spell fails and everyone is instantly killed. It is possible to have more than one drive.

## Supergrip Wheels

Uncommon, ground vehicles only, 500gp/wheel

While your vehicle is using these tires, it can move on walls and upside down on ceilings using its base Speed.

## Three-Dimensional Anchor Apparatus

Uncommon, 400gp/unit

The immovable rods that make up this magical device can deal with a maximum 8000 lbs per rod and can be activated to hold a vehicle in position. If the vehicle possesses momentum when the rods are activated then it is considered to have rammed a vehicle of equal size to itself and makes one automatic roll on the malfunction table as it slams to a sudden and complete stop.

## Transdimensional Communication Array

Uncommon, 450gp/stone (max 12)

Each array is carved from a single stone using a powerful and precise pattern such that every stone in that pattern touches every other stone. While touching one of the stones, you can use an action to cast sending, targeting all other stones carved from this set.

## Temporary Deceptive Appearance Engine

Rare, 4500gp/unit

By using this magical device your vehicle and all aboard it are cloaked in illusion as per the *major image* spell for ten minutes. The spell save DC is 15 for the purposes of Investigation.

## Telekenetic Crane

Rare, 1,000gp/crane

This pintle mounted stave allows you to cast *telekinesis* which can assist with loading and unloading cargo or repelling boarders. After 10 minutes the Crane needs to recharge for 24 hours.

## Transplanar Movement Engine

Very rare, Huge or smaller vehicles only, 20,000gp

By inserting the correct metal rod into the device, the vehicle and everyone on board it can be moved to a destination on a corresponding plane, as per the *plane shift* spell. If you dial in the correct teleportation sequence you may also end up at a teleportation circle.

## Unfolding Armour

Rare, 2500gp/unit

By pulling the correct sequence of switches, you can use your action to cause armour plates to swing out from hidden compartments and provide an armour bonus increase for one hour. This upgrade has one charge that resets at dawn each day and sets the armour class of the vehicle to 18. Whilst this upgrade has been activated, other upgrades which require the vehicle to be seen or which enhance stealth are temporarily deactivated until an action is taken to end the effect.

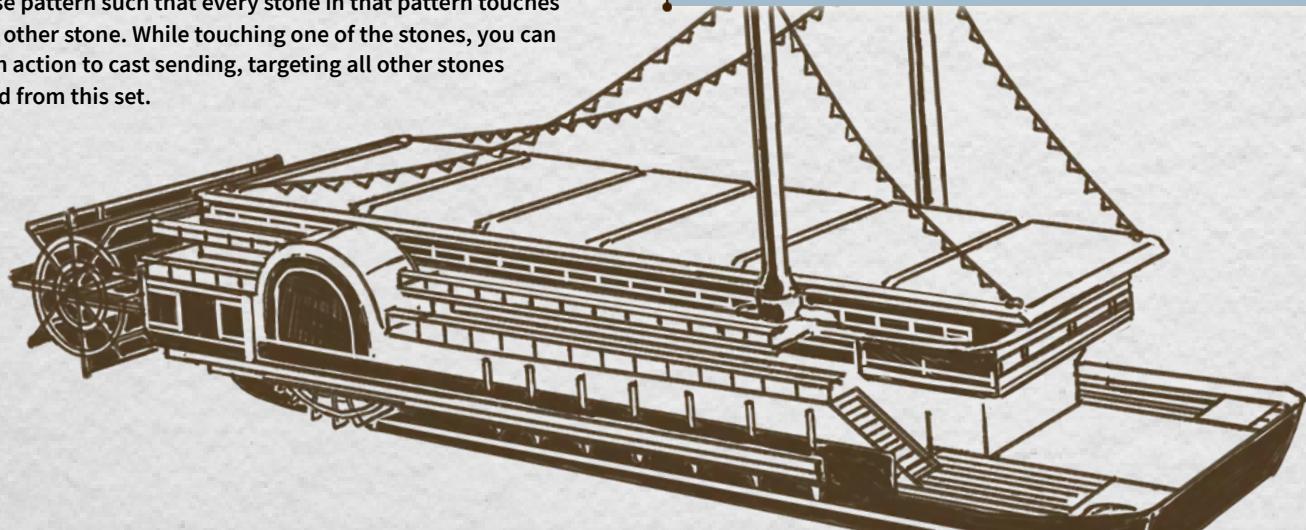
## Whirlpool Creation Apparatus

Rare, requires attunement and a sea vehicle, 300gp

This magical device allows you to use the *control water* spell for 10 minutes. The Apparatus may be activated once per day.

### Steam Power

The use of steam engines is beyond the scope of this work in its current form. However, *conjure minor elementals* in conjunction with *planar binding* seems like the most efficient way to create a steam generator suitable for powering most vehicles.



# Land Vehicles

This chapter contains statistics for the following:

## Automobile

### Carriage

### Cart

Variant: Ogre Rickshaw

### Chariot

Variant: Fighting Chariot

### Dogsled

### Locomotive

Variants: Rail Inspection Cart, Minecart, Railway Carriage

### Mechapod

Variant: Troop Transport

### Motorbike

Variants: With Sidecar, Speeder, Jet

### Sandship

### Wagon

Variant: Caravan

## Automobile

An engine-powered alternative to the horse-drawn carriage, the automobile offers several advantages over many other land-based vehicles but comes at an increased price and is generally a rarer sight outside of large cities. The automobile does away with the need for a beast of burden as well as their feed and stabling requirements. Instead, they utilise an engine that requires fuel to operate and mechanical maintenance to sustain. Controlled by a single driver, the first automobiles were used primarily for leisure and personal transportation and could often support two or more passengers comfortably as well as their belongings, depending on the vehicle's design.

With their protection from the elements, storage capacity and considerable range an automobile is only limited by the constraints of the driver, current fuel or extremely hazardous terrain. Often seen as a status symbol for the rich, an automobile nevertheless proves itself through its practicality, versatility, and stable design, even if the preparation time before driving was roughly equivalent to getting a horse ready to tow a carriage. Checking the vehicle's water and pressure levels as well as priming and igniting the fuel source are not jobs to be rushed.

## Automobile

Cost: 6500gp

Large vehicle (land)

**Drivers: 1 Passengers: 3**

**Carrying Capacity:** 2,000 lbs / 10 Bulky items / 40 Supply

**Repair:** DC 15 with smith's tools, requires forge

**Collision:** 4d6 bludgeoning damage

**HP: 80 AC: 15**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
60ft	90ft	60ft	30ft	6mph

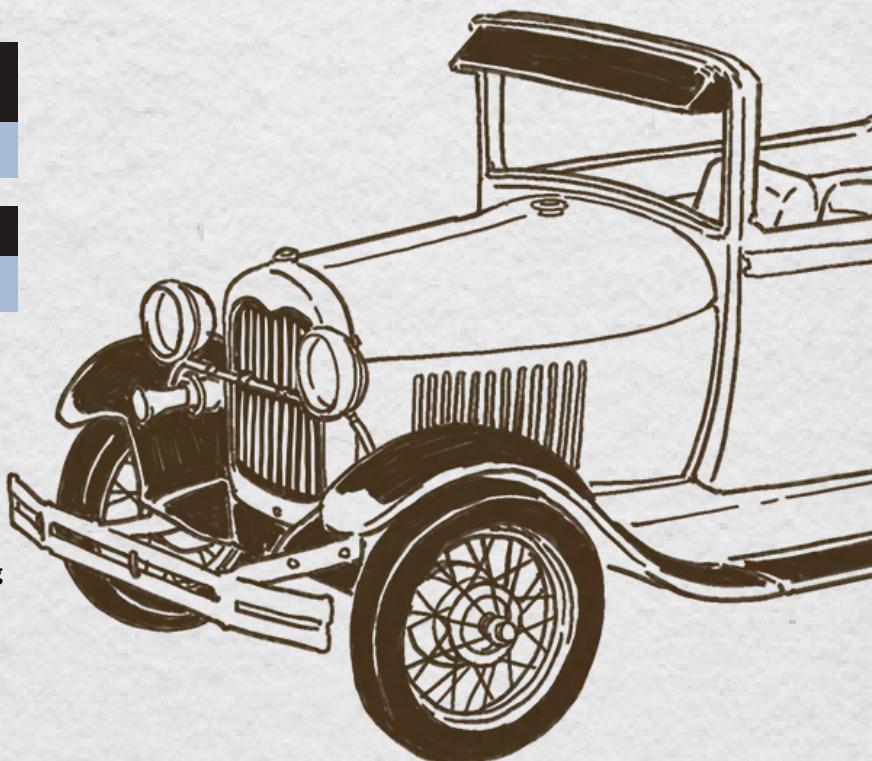
STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.



# Carriage

Most frequently drawn by horses or other beasts of burden, the carriage is a popular mode of passenger transport that employs a covered and enclosed seating area commonly referred to as the ‘body’ which is attached to an undercarriage. Four large wheels offer the carriage extra stability over the two-wheeled carts and chariots and are securely affixed to the undercarriage to support the extra weight of passengers and their belongings - as well as the driver who sits atop the perch at the front of the vehicle.

Many variants of carriages exist from basic and utilitarian to lavish and extravagant, and they can come with a multitude of different features depending on the needs of the owner. Some carriages use lamps to help light the exterior and the way ahead. A trunk for belongings affixed to the rear of the carriage is common, as is a toolbox and a running board to help passengers alight and disembark.

Carriages are primarily made of wood, but are reinforced with iron at important structural points such as wheels, door frames and hinges, the driver’s perch, and luggage storage.

## Carriage

Large vehicle (land)

**Cost: 100gp**

### Drivers: 1 Passengers: 3

Carrying Capacity: 2,000 lbs / 10 Bulky items / 40 Supply

Repair: DC 15 with carpenter's tools

Collision: 4d6 bludgeoning damage

### HP: 120 AC: 15

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
Drawn	1 1/2x	1x	1/2x	As forced march
STR	DEX	CON	INT	WIS CHA
14 (+2)	*	14 (+2)	-	- -

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Drawn

# Cart

A simple but efficient two-wheeled vehicle, a cart is used to move small to medium amounts of goods across distances and can be drawn by a biped or quadruped. When drawn by a humanoid they are often referred to as a hand-cart, but it is the same vehicle for all intents and purposes. Carts are made primarily of wood with some metal reinforcement (usually iron or steel) which keeps their manufacture and maintenance costs low. Offering little protection for carried goods by themselves, many owners will carry some sort of fabric or sack-cloth to cover the top when weather turns foul. Apart from being cheap to operate, carts are extremely versatile and can be used for a myriad of purposes. Common examples include: moving cargo, a mobile kitchen, a baggage cart, or even a plague cart. In a magic-rich environment carts might be remotely controlled by a caster without the need for a propulsive force. Perhaps they might not even use wheels but instead hover above the ground or soar through the air?

## Cart Variant: Ogre Rickshaw

An ogre rickshaw is drawn by a single Large bipedal creature and seats four.

## Cart

**Cost: 15gp**

Large vehicle (land)

**Cost: 15gp**

### Drivers: 1 Passengers: 3

Carrying Capacity: 2,000 lbs / 10 Bulky items / 40 Supply

Repair: DC 15 with carpenter's tools

Collision: 4d6 bludgeoning damage

### HP: 30 AC: 11

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
Drawn	1 1/2x	1x	1/2x	As forced march

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Drawn

# Chariot

An open-topped, fast, and light dual-wheeled vehicle, the chariot is coupled with swift-moving draft animals to make best use of its agile design. Controlled by a single rider and occasionally carrying a passenger, chariots are used in races, but are equally famous in warfare. With a waist-high protective barrier around the front and sides but a gap at the rear of the vehicle, charioteers can leap on and off as the situation demands. Though not heavily armoured, the speed and manoeuvrability the chariot brings with it to the battlefield or race-track make it infamously hard to catch and pin down.

Earlier chariots were made of wood and were reinforced with bronze or iron though newer variants employ more metal than wood, especially if used in war.

Horses are historically the most common animal to pull a chariot, but goats, boars, and dogs are also highly prized for smaller variants. In game worlds where fantastical beasts reside there are a slew of other creatures that could be used, from a Barghest to a Bulette, a Sabre-Toothed Tiger to a Stegosaurus. What of airborne or water-based varieties? Could a pair of Hippogriff carry it through the skies? Could a herd of Giant Seahorses guide it across the waves?

## Cart Variant: Fighting Chariot

A fighting chariot can carry a passenger.

## Chariot

**Cost: 250gp**

*Large vehicle (land)*

### Drivers: 1 Passengers: 0

**Carrying Capacity:** 2,000 lbs / 5 Bulky items / 20 Supply

**Repair:** DC 15 with carpenter's tools/DC 12 with smith's tools

**Collision:** 4d6 bludgeoning damage

### HP: 50 AC: 16

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
Drawn	1 1/2x	1x	1/2x	As forced march

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Drawn, Personal

# Dogsled

Though often referred to as a dog sled due to the hounds most commonly used to draw it, the sled can actually be pulled by a variety of different animals. The sled (or sledge) differentiates itself from similar drawn vehicles, such as a cart or carriage, insofar as it makes use of a smooth underside and two runners to glide across terrain such as snow, sand, or muddy surfaces. The sled itself consists of a long, flat bed which can be used to carry goods or passengers, and a space at the rear for a driver (or musher) to guide and direct the animals drawing the vehicle.

Commonly made of wood with metal reinforcements, sleds are designed for speed and manoeuvrability, although some varieties made of other materials do exist, such as sleds made of metal or bone.

Prized for their simplicity and practicality, sleds in different game worlds might adopt alternative features such as fantastical animals drawing the sled.

## Dogsled

**Cost: 20gp**

*Large vehicle (land)*

### Drivers: 1 Passengers: 0

**Carrying Capacity:** 2,000 lbs / 5 Bulky items / 20 Supply

**Repair:** DC 15 with carpenter's tools

**Collision:** 4d6 bludgeoning damage

### HP: 40 AC: 12

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
Drawn	1 1/2x	1x	1/2x	As forced march

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

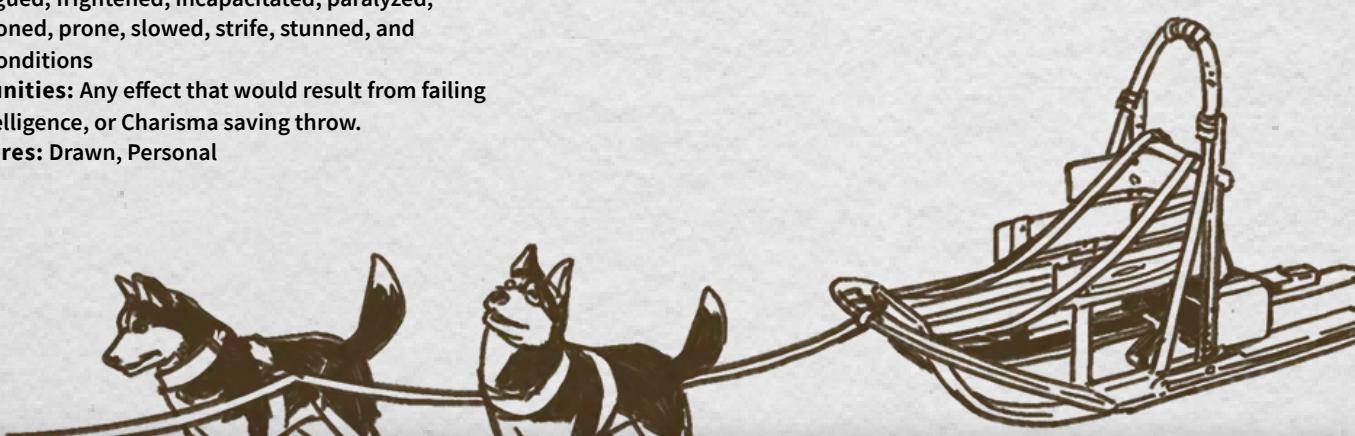
\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Drawn, Personal



# Locomotive

Often referred to as a ‘steam train’ or simply just a ‘train’, the locomotive is a large multi-sectioned vehicle that runs on rails along predetermined routes. The locomotive is the front section of the train which houses the engine, cab, and tender where the crew keeps the firebox topped up with fuel and the water at correct pressure levels. The driver also controls the train’s acceleration, braking and handling from this section.

Any number of carriages can be attached to the locomotive via a coupler located at either end of each carriage. Stringing them together gives the train an almost serpentine appearance as it snakes across the countryside from one destination to another.

The two most common uses of these carriages are to carry freight or as passenger transport. A train used to transfer freight can move massive amounts of cargo at once, all of which is protected from the elements inside locked coaches.

When used to transport passengers the various carriages will usually have seating coaches, sleepers and at least one dining car. These offer windowed views for the passengers and are similarly protected from the elements. Passenger carriages are often built around a central corridor whilst a door at either end allows access from one carriage to the next.

## Variants:

Rail Inspection Cart: gains speed = 20ft, loses enclosed cabin and changes Size to Large, Cost = 35 gold pieces

Minecart: gains speed = drawn. AC 12, Cost = 15 gold pieces

Railway Carriage: gains a speed of zero, reduces AC to 16, may only take the Brake maneuver but gains the Transport property cost = 1,000 gold pieces

## Locomotive

**Cost 15,000gp**

*Huge vehicle (land)*

### Drivers: 1 Passengers: 6

**Carrying Capacity:** 4,000 lbs / 20 Bulky items / 80 Supply

**Repair:** DC 15 with smith's tools, requires forge

**Collision:** 8d6 bludgeoning damage

**HP: 100 AC: 18**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
50ft	75ft	50ft	25ft	5mph

STR	DEX	CON	INT	WIS	CHA
18 (+4)	*	18 (+4)	-	-	-

\* Driver's or automatically fails

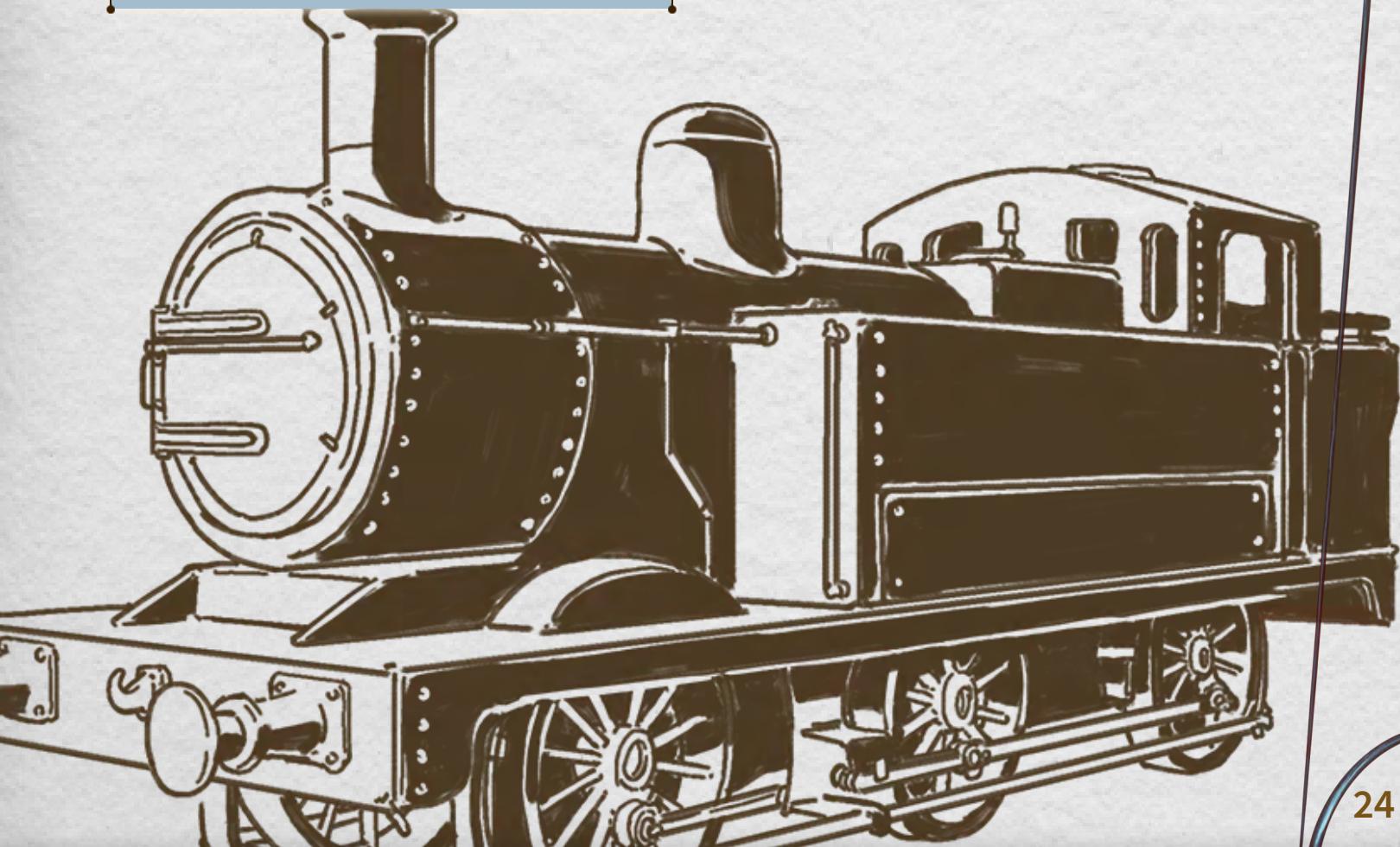
**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Derailed, Enclosed Cabin.

The locomotive may pull carriages equal to its Strength score.



# Mechapod

So expensive that typically only nation states can even consider building more than one of them, this gargantuan mechanised vehicle towers some twenty feet high, reaching the rooftops of many buildings as it travels along on its four powerful, spider-like limbs.

Designated a Mechapod Walker (or just 'Walker' for short), its core central chassis is roughly cross-shaped, and houses the vehicle's engines, locomotive subcomponents, armaments, and a modest living space for the crew adjacent to a serviceable cargo hold. The front portion acts as the Walker's cockpit: a three-seated area with command positions for the pilot, engineer, and gunner, with several reinforced glass windows offering increased protection but excellent visibility. The central chassis (or 'pod' as the crew affectionately refer to it) is attached to the four legs via an underslung hub and axle configuration that allows all four legs to act independently if needed.

## Mechapod

**Cost:** 50,000gp

Gargantuan vehicle (land)

**Crew: 16 Passengers: 16**

**Carrying Capacity:** 40,000 lbs / 400 Bulky items / 1600 Supply

**Repair:** DC 15 with smith's tools, requires forge

**Collision:** 12d6 bludgeoning damage

**HP: 400 AC: 19**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
50ft	75ft	50ft	25ft	5mph

STR	DEX	CON	INT	WIS	CHA
22 (+6)	*	22 (+6)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

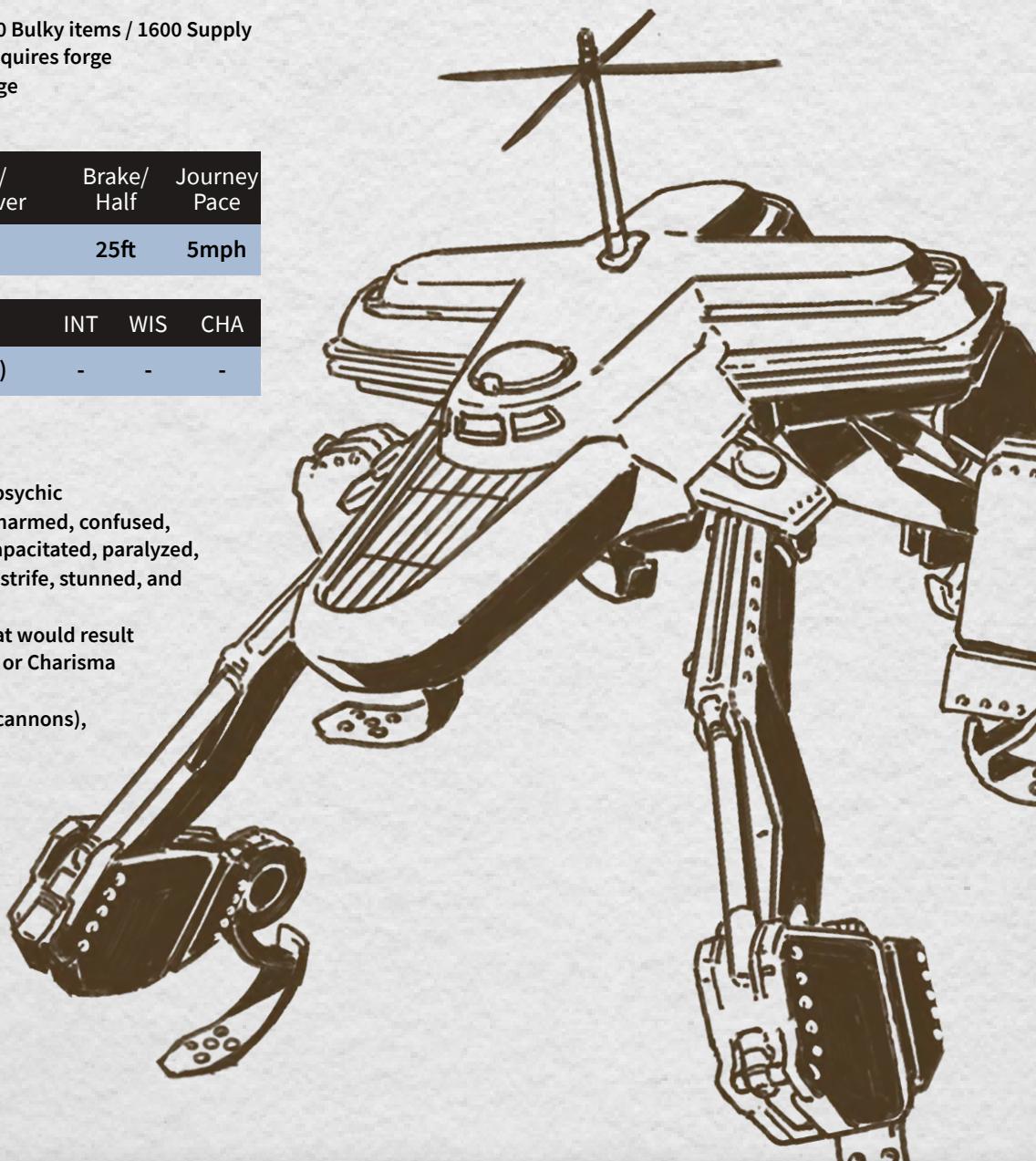
**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Agile, Armed (2 cannons), Enclosed Cabin

Though not a light vehicle by any means, the Mechapod can handle most terrain, with its powerful legs able to maintain its balance while wading through water, and its claw-like feet making climbing on any surface able to hold its weight no more difficult than traversing flat ground. The crew consists of four engineers, one controlling each leg, along with a mate, one engineer and one fireman to control the central power source, two crew for each cannon, a driver, and a captain to oversee it all.

## Variant Mechapod: Troop Transport

This version of the Mechapod loses the armed property and the cannon, but gains the transport capacity to move a small platoon instead.



# Motorbike

A motorised upgrade to the common bicycle, the motorbike represents an evolution in design development utilising technology found in other land-based combustion vehicles, such as automobiles and locomotives. Faster and more durable than a bicycle, the motorbike (or motorcycle) is predominantly a single-seat vehicle, though some models have a small passenger seat behind the rider position. Alternatively a motorbike can be affixed to a side-car: a wheeled and often enclosed seat that is attached to the side of the vehicle and allows for an extra passenger at the expense of some manoeuvrability and speed.

Though a motorbike offers no protection from the elements and only a very meagre storage capacity, its speed and manoeuvrability across a variety of terrains make it a viable alternative to the horse, bicycle, or even the automobile.

Riders of motorbikes often use the vehicle as a form of leisure or hobby activity as well as for transportation purposes, as the degree of freedom and feeling of adrenaline that accompanies it more than makes up for the expense of owning one.

## Variants:

With Sidecar: becomes Large and loses Agile property.

Speeder: Ignores difficult terrain surfaces.

Jet: Gains flying Speed = 60 ft

## Motorbike

**Cost: 2,000gp**

Medium vehicle (land)

### Drivers: 1 Passengers: 1

Carrying Capacity: 500 lbs / 2 Bulky items / 10 Supply

Repair: DC 15 with smith's tools, requires forge

Collision: 2d6 bludgeoning damage

### HP: 16 AC: 12

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace	
60ft	90ft	60ft	30ft	6mph	
STR	DEX	CON	INT	WIS	CHA
12 (+1)	*	12 (+1)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Agile, Two-Seater

# Sandship

A combination between a large kite and a sailing ship, the sandship uses a lightweight rigid wooden hull and a combination of interlocked masts and sails to catch strong winds and propel it across desert dunes. Mimicking how a sailboat moves across waves, the sandship rides atop the sand dunes rather than through them, as the density of sand is considerably higher than the ocean waves. Running on small deployable wheels until the sandship catches a strong enough wind with its extensive sails, the masts can be rotated to utilise an updraft once the vehicle is up to speed and then the wheels can be retracted so that the sandship can glide across the tops of dunes for extended periods of time. Though the fine manipulation of the masts and sails is a difficult skill to master, travelling by sandship is easily the fastest way to traverse desert terrain.

## Sandship

**Cost: 2,000gp**

Huge vehicle (land)

### Drivers: 1 Passengers: 6

Carrying Capacity: 4,000 lbs / 20 Bulky items / 80 Supply

Repair: DC 15 with carpenter's tools, DC 5 with a sewing kit

Collision: 8d6 bludgeoning damage

### HP: 80 AC: 18

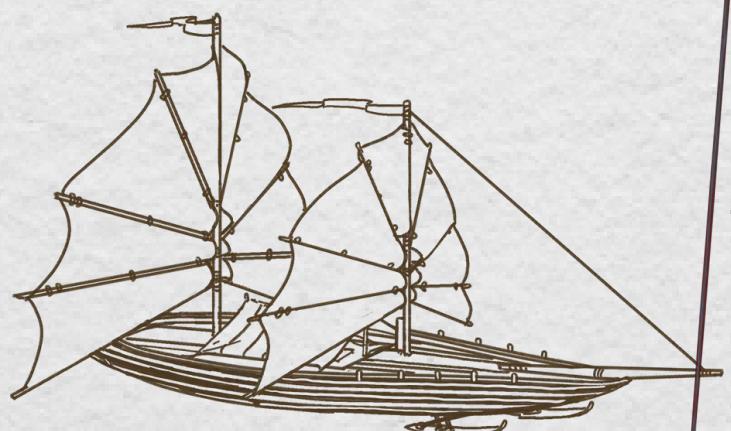
Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace	
50ft	75ft	50ft	25ft	5mph	
STR	DEX	CON	INT	WIS	CHA
18 (+4)	*	18 (+4)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.



# Wagon

In many ways a direct upgrade to the cart, the wagon uses the same basic principle in design and function, but allows for larger cargo capacity by increasing in size and using four wheels instead of the two by way of stabilisation. Unlike the cart, the wagon is too large to be pulled by most humanoids and is often coupled with one or two beasts of burden. A common design includes an arched framework that is covered in canvas, designed to give transported goods protection from the environment. In a similar fashion to a carriage, the wagon has space up front for a driver to sit and operate the vehicle. Primarily fashioned from wood, some wagons use iron reinforcements to strengthen the frame or wheels.

While a wagon can transport both goods and individuals it is not custom-built for the latter as a carriage is, and lacks many of the comforts and amenities provided by that vehicle.

## Variant: Caravan

This variant of the wagon has solid wooden sides and shutters rather than cloth. It gains the Enclosed Cabin property, AC 15, and can be treated as a Haven dependent on the situation, but it has half the carrying capacity and is considerably more expensive. Cost: 350 gold pieces

# Wagon

**Cost: 35gp**

*Huge vehicle (land)*

**Drivers: 1 Passengers: 5**

**Carrying Capacity:** 4,000 lbs / 20 Bulky items / 80 Supply

**Repair:** DC 15 with carpenter's tools, DC 5 with a sewing kit

**Collision:** 8d6 bludgeoning damage

**HP: 80 AC: 18**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
Drawn	1 1/2x	1x	1/2x	As forced march

STR	DEX	CON	INT	WIS	CHA
18 (+4)	*	18 (+4)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Drawn



# Water Vehicles

This chapter contains statistics for the following:

## Canoe

Variant: Kayak

## Galley

Variant: Flying Galley

## Longship

## Raft

## Rowboat

## Sailing Ship

Variant: Aether Clippers or Sky Schooners

## Sloop

## Steamboat

Variant: Ironclad

## Submarine

Variant: Deep Sea Explorer

## Warship

## Canoe

A small and narrow water vessel, the canoe is a self-propelled vehicle designed for an individual who sits or kneels within the boat and uses a single paddle in both hands to alternate a rowing motion. Recognisable by its pointed ends and open top, a canoe is often made of wood, and the earliest examples were fashioned from tree trunks. Unlike a rowboat, where the person doing the rowing is often sitting facing the boat's stern and pulling the ship backward (from their perspective), the paddler of a canoe faces the direction they are travelling and pushes the vessel through the water.

A canoe has a small amount of cargo space for the single user but is designed primarily as a mode of transport. Like the longship it can be inverted and lifted to offer protection while on land, unlike the longship this is a viable option for a single user.

Though simple in design the canoe is an excellent choice for modification. In a magical game setting for example, it could be made of an unusual material, and might have the capacity to turn invisible or submerge and offer the user a bubble of air to protect themselves.

## Canoe

**Cost: 25gp**

*Large vehicle (water)*

**Drivers: 1 Passengers: 0**

**Carrying Capacity:** 2,000 lbs / 10 Bulky items / 40 Supply

**Repair:** DC 15 with carpenter's tools

**Collision:** 4d6 bludgeoning damage

**HP: 30 AC: 12**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
30ft	45ft	30ft	15ft	3mph

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

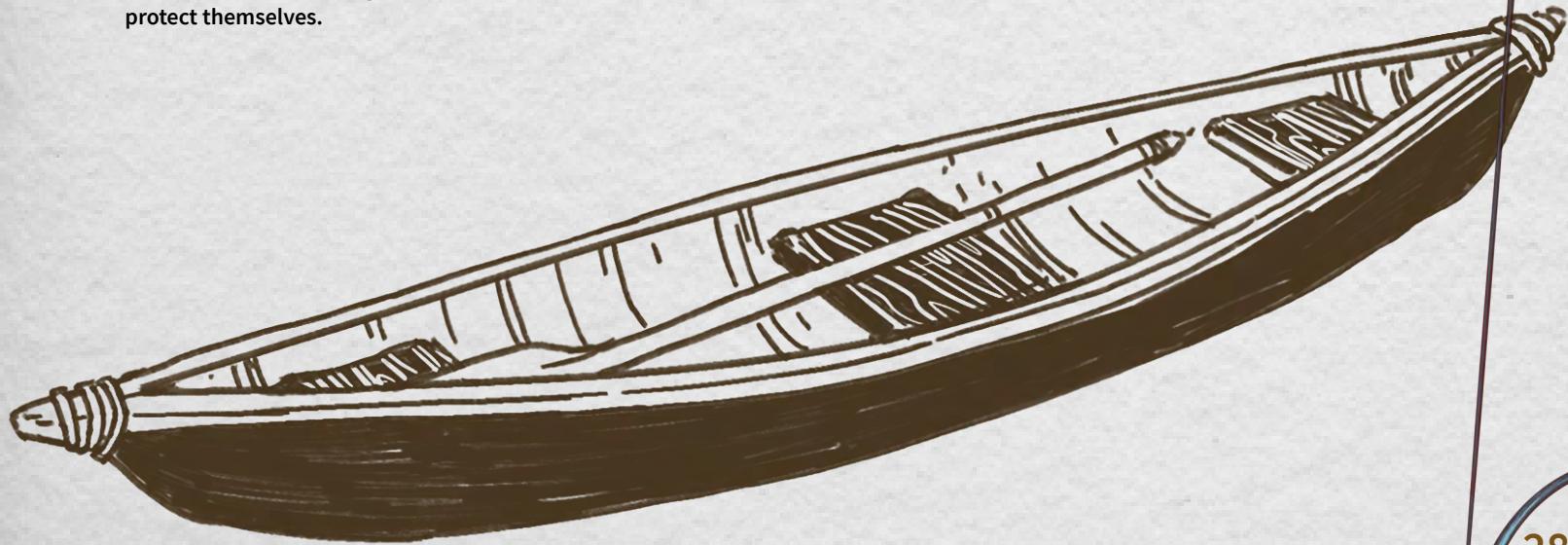
**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Personal, Portage

### Variant: Kayak

The kayak gains the Two-Seater property and loses the Personal property.



# Galley

A precursor to the sailing ship, the galley is a type of seafaring vessel that uses multiple oars for propulsion supported by sails for increased speed. They vary in size, but all share the same design of a long slender hull with an extended row of oars staggered on the port and starboard sides. The galley is frequently employed for trade and warfare.

Made primarily of wood reinforced with bronze, these ships can be fitted with an impressive array of armaments that, when combined with the ship's robust design and well-trained crew, can make them a terror of the seas.

The galley's elegant design allows for a large amount of customisation. A magic-rich setting might see such a ship adorned with mystical warding or arcane weaponry, the hold of the ship might appear much larger on the inside, or perhaps an imprisoned entity or eldritch mechanism might grant the vessel increased speed, invisibility, or even flight?

## Variant: Flying Galley

Gains flight speed 40 ft. Cost increases by 10,000 gold pieces.

## Galley

**Cost:** 30,000gp

*Garguantuan vehicle (water)*

**Crew: 60 Passengers: 120**

**Carrying Capacity:** 80,000 lbs / 400 Bulky items / 1600 Supply

**Repair:** DC 15 with carpenter's tools or smith's tools

**Collision:** 12d6 bludgeoning damage

**HP: 500 AC: 15**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
40ft	60ft	40ft	20ft	4mph

STR	DEX	CON	INT	WIS	CHA
22 (+6)	*	22 (+6)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Armed (2 ballistas), Transport (already included)

# Longship

A combined sail and oar vessel, the longship is a multi-crew ship that is commonly built to be around fifty to sixty feet length, with a shallow hull to allow for increased speed and to assist in beach landings. Designed to cater not only to long voyages at sea, but also to navigate shallow waters, the longship is popular for its versatility on the open sea. With a variable crew size it is able to operate as a scout or exploratory vessel, a merchant or skirmish raiding ship and can take to each role with the same proficiency afforded to more specialised hulls. Light enough to be lifted and inverted by the crew while on land, the longship can be used for protection against bad weather, detection, or even incoming missile fire. If engaged in melee combat or boarding actions, the shields that line the port and starboard sides can be detached and used in defence.

Relatively inexpensive to build and maintain, the longship is a favourite among small to medium crews who need to undertake a variety of different voyages while relying on the ship's utilitarian nature to adapt to their needs.

## Longship

**Cost:** 8,000gp

*Huge vehicle (water)*

**Driver: 1 Passengers: 12**

**Carrying Capacity:** 8,000 lbs / 40 Bulky items / 160 Supply

**Repair:** DC 15 with carpenter's tools, DC 5 with sewing kit

**Collision:** 8d6 bludgeoning damage

**HP: 500 AC: 12**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
60ft	90ft	60ft	30ft	6mph

STR	DEX	CON	INT	WIS	CHA
18 (+4)	*	18 (+4)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Portage, Transport (already included)

# Raft

In its most basic form, the raft is simply a buoyant platform with an oar used for propulsion and manoeuvring while on open water. Using only the most basic of resources to construct, a raft can be put together using wood and rope alone, though it is not uncommon for a mast and sail to be added, especially if traversing open sea rather than just rivers and lakes. It is able to hold more weight than most might realise; while the stereotypical image of a raft sees a lone individual using it to get from place to place, a raft can accommodate groups, livestock and even cargo if the main surface area of the raft is increased to offset and redistribute the weight accordingly.

In a setting that makes use of many canals and rivers, rafts might represent a first choice for ferrying individuals and goods along the waterways or they could come into their own as improvised sea-faring vessels in more nautical-themed campaigns.

## Raft

**Cost:** 0gp

*Large vehicle (water)*

### **Driver: 1 Passengers: 3**

**Carrying Capacity:** 2,000 lbs / 10 Bulky items / 40 Supply

**Repair:** DC 5, rope

**Collision:** 4d6 bludgeoning damage

### **HP: 20 AC: 6**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace	
10ft	15ft	10ft	5ft	1mph	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Ramshackle, Drift

# Rowboat

The rowboat is a small waterborne transport vehicle for one or more individuals that has a pair of rowing oars affixed to the hull, which act as its main form of propulsion. A simple design that has been used across many cultures and civilisations; the rowboat allows a single user to row the boat by pulling the oars through the water, which in turn pushes the vessel forward. Due to the fact the rower is most commonly looking in the opposite direction to the way they are travelling, a second individual will often sit opposite them and give directional advice. As a vessel the rowboat is commonly used as a separate vehicle, but many are also attached to larger ships to be used as landing craft or lifeboats.

Made almost entirely of wood, the rowboat is shaped in such a manner that allows for easy traversal through water, with the same curved and pointed bow common to most boats.

Of all water-based vehicles the rowboat is perhaps the most common, surpassing even the raft due to its utilitarian nature. Cheap to build and maintain, they are a favourite among fisherfolk, travellers, traders, and explorers.

## Rowboat

**Cost:** 50gp

*Large vehicle (water)*

### **Driver: 1 Passengers: 3**

**Carrying Capacity:** 2,000 lbs / 10 Bulky items / 40 Supply

**Repair:** DC 15 with carpenter's tools

**Collision:** 4d6 bludgeoning damage

### **HP: 50 AC: 11**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace	
20ft	30ft	20ft	10ft	2mph	
STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Portage

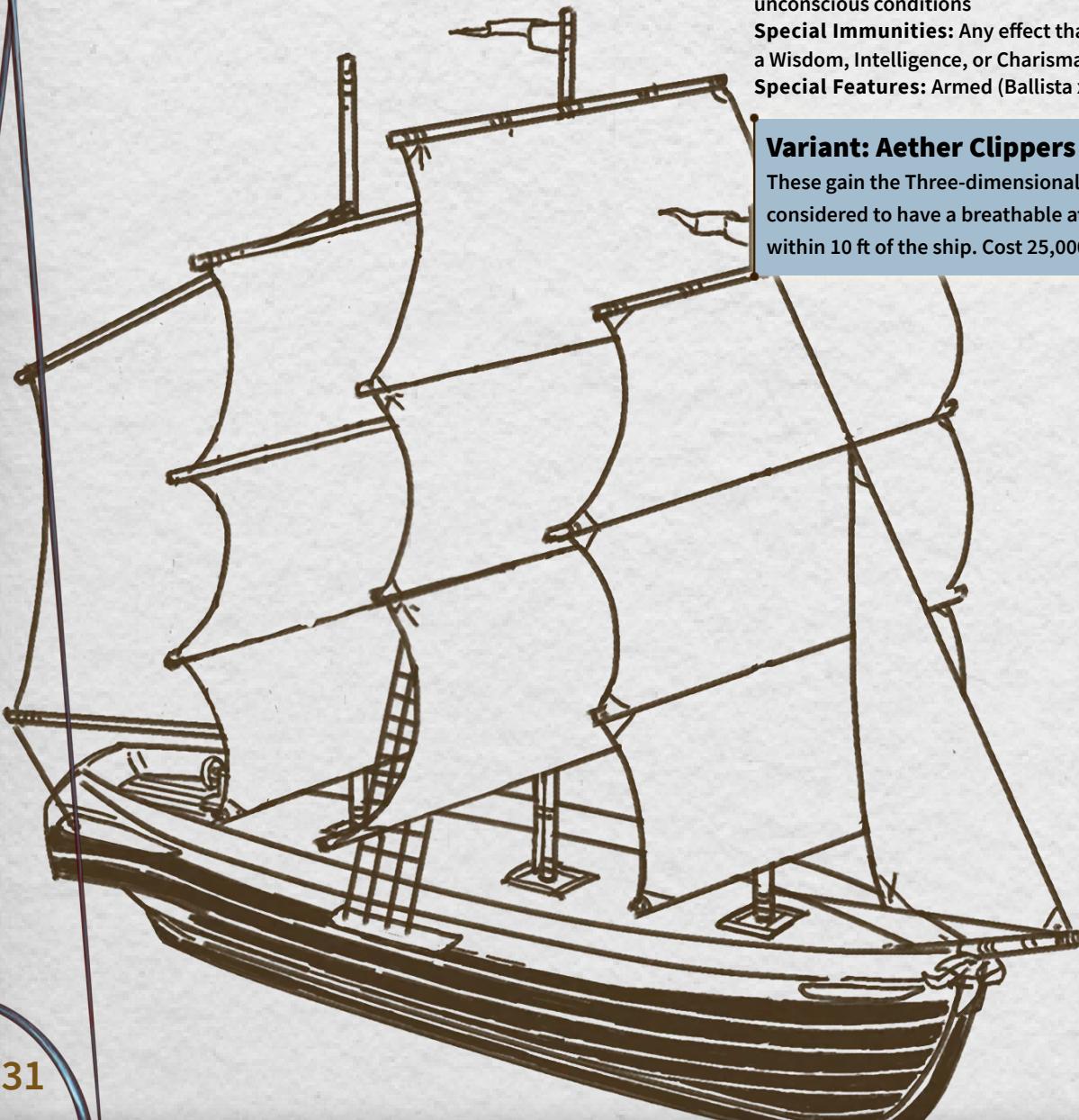
# Sailing Ship

Brigantines, Clippers, Galleons, Schooners, and Tall Ships: just their names alone conjure impressive images of these large, multi-sailed vessels cutting swathes across vast oceans, engaging in fierce naval battles, or immortalizing their exploits through time-honoured sea-shanties.

As their name suggests, these ships are propelled by multiple sails spread across two or more masts which often house a ‘crow’s nest’ to allow lookouts to make use of the elevation to see approaching threats. Popular among military forces, traders, private captains, and pirates alike, these ships are so beloved that the term “age of sail” is often enough to encourage glory hounds and explorers to sign up as crew and take their chances across the next horizon.

The durable sailing ship is primarily made of wood like many ships, but it is becoming more common for many to use copper sheathing to resist barnacles and shipworm, and some have even begun using iron or steel reinforcements.

Most frequently the gargantuan sailing ship comes armed with ballista to engage in combat, but these weapons can be swapped out for a multitude of large and devastating weapons from harpoons to cannons. In fact, much about these ships can be modified to the captain and crew’s needs, adding to their appeal.



## Sailing Ship

**Cost: 10,000 gp**

*Gargantuan vehicle (water)*

**Crew: 30 Passengers: 30**

**Carrying Capacity:** 2,000 lbs / 200 Bulky items / 800 Supply

**Repair:** DC 15 with carpenter's tools or DC 10 with a sewing kit

**Collision:** 12d6 bludgeoning damage

**HP: 300 AC: 15**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
50ft	75ft	50ft	25ft	5mph

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Armed (Ballista x2)

### Variant: Aether Clippers or Sky Schooners

These gain the Three-dimensional property and are considered to have a breathable atmosphere at all points within 10 ft of the ship. Cost 25,000 gp.

# Sloop

Valued for its high speed and manoeuvrability, the sloop is a single-mast sailing ship designed for a small crew and able to fit a multitude of roles. Despite its smaller size, it is a sturdy ship that can be outfitted with an array of broadside weapons to defend itself or take the fight to ships its own size or potentially larger. Covering a variety of roles from merchant vessel to privateer, smuggler, or even the humble fishing vessel, the sloop is sought after for its versatility.

Larger than a canoe, raft, or rowing boat but smaller than the average sailing ship, the sloop fills a niche role favoured by small crews who look for a capable vessel that is not prohibitively expensive to acquire. The sloop can fit seamlessly into pretty much any campaign setting, representing a small, agile, and fast ship which can be personalised to fit the game world. Entire pirate factions might favour the sloop for its versatility, speed, and penchant for hit-and-run tactics, or maybe smugglers and traders alike make use of the sloop's capabilities to move cargo as quickly as possible from one port to another.

## Sloop

**Cost: 8,500gp**

Huge vehicle (water)

### Driver: 1 Passengers: 12

**Carrying Capacity:** 8,000 lbs / 40 Bulky items /160 Supply  
**Repair:** DC 15 with carpenter's tools or DC 5 with a sewing kit  
**Collision:** 8d6 bludgeoning damage

### HP: 80 AC: 12

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
60ft	90ft	60ft	30ft	6mph

STR	DEX	CON	INT	WIS	CHA
18 (+4)	*	18 (+4)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Agile, Armed, (single cannon), Transport (already included)

# Steamboat

Often referred to as a paddle steamer, the steamboat is a gargantuan steam-powered vessel propelled by the turning of a sizable paddlewheel that is connected to the ship's engine via crankshafts and pistons. Not the fastest nor most agile of ships, the steamboat is nevertheless a relatively common sight on larger rivers and canals due to its ability to haul a large number of passengers. Though sometimes employed as a cargo freighter of sorts, the majority of steamboats are used as mass passenger transport ships or luxury cruise vessels. Akin to floating inns, passenger-servicing steamboats come with fully-stocked kitchens and living areas as standard as well as an ample crew who cater to the passengers needs while on their journey.

The steamboat is ill-prepared for combat and will look to avoid it where at all possible. Being as slow and cumbersome as the ship is, it cannot hope to outrun smaller and more nimble ships determined to separate a steamboat from its valuables. For this reason many steamboat captains will hire guards to hide among the crew or passengers in case of a boarding action taken against the ship.

### Variant: Ironclad

Set AC to 19, gains armed (4 x cannon) property. Costs 65,000 gold pieces.

## Steamboat

**Cost: 40,000gp**

Gargantuan vehicle (water)

### Crew: 45 Passengers: 90

**Carrying Capacity:** 8,000 lbs / 400 Bulky items /1600 Supply  
**Repair:** DC 15 with carpenter's tools or smith's tools and forge  
**Collision:** 12d6 bludgeoning damage

### HP: 500 AC: 17

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
40ft	60ft	40ft	20ft	4mph

STR	DEX	CON	INT	WIS	CHA
22 (+6)	*	22 (+6)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Enclosed Cabin, Transport (already included)

# Submersible

An underwater vessel, the submersible is a watercraft designed to reach depths up to 800 feet beneath the waves for short periods of time. Submersibles are not designed for long-term operations, but rather to get to areas most vessels are unable to and conduct research, exploration, or clandestine affairs. A submersible either has a limited air supply for its passengers or, more commonly, is attached to a tender vessel on the surface via a tether which supplies its crew with breathable air. Quick and nimble, a submersible can move through the water with ease using propellers or pump-jets and rarely cause more of a disturbance to their surroundings than a passing dolphin or shark might. Using ballast tanks to control the vessel's buoyancy, the submersible has six degrees of movement underwater but is considerably less agile above the surface.

## Variant: Deep Sea Explorer

Comes with a glass bottom section, airlock and two clean air enhancers. Sets AC to 16. Costs 14,600 gold pieces.

## Submersible

**Cost: 10,000gp**

Huge vehicle (water)

### Driver: 1 Passengers: 6

Carrying Capacity: 4,000 lbs / 20 Bulky items /80 Supply

Repair: DC 15 with carpenter's tools or DC 12 with smith's tools

Collision: 8d6 bludgeoning damage

### HP: 60 AC: 18

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
20ft	30ft	20ft	10ft	2mph

STR	DEX	CON	INT	WIS	CHA
18 (+4)	*	18 (+4)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Dive, Enclosed Cabin

# Warship

Few sea-faring vessels are as rightly feared as the dreaded warship. With multiple decks, a strong hull and armed with cannons, there is no mistaking the intended purpose for this ship. Sometimes going by other names such as battleship, destroyer or frigate, the Warship is purpose-built for war; a function it excels at.

About the same size as a galley or a sailing ship, the warship is usually far heavier and marginally less manoeuvrable due to its improved defences, which often consist of metal-reinforced or plated hulls. The cannons can be loaded with various types of ammunition to aid in naval warfare: from cannon balls to chain-shot designed to shred sails, to shrapnel-like grape-shot for anti-crew engagements

The warship's feared reputation is tempered only by their relative scarcity: being primarily military vessels, very few are owned privately or by pirate factions unless somehow commandeered, with very few factions outside of military forces having the continued resources to maintain, repair and arm these mighty ships.

## Warship

**Cost: 25,000gp**

Gargantuan vehicle (water)

### Crew: 50 Passengers: 50

Carrying Capacity: 40,000 lbs / 200 Bulky items /800 Supply

Repair: DC 15 with carpenter's tools or DC5 with a sewing kit

Collision: 12d6 bludgeoning damage

### HP: 600 AC: 16

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
40ft	60ft	40ft	20ft	4mph

STR	DEX	CON	INT	WIS	CHA
22 (+6)	*	22 (+6)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Armed (cannon x4)

# Air Vehicles

This chapter contains statistics for the following:

## Airspeeder

### Biplane

Variant: Cloud Galleon Carrier

### Hot Air Balloon

Variant: Blimp

### Glider

Variant: Transport Glider

### Jetpack

Variant: Rocket Pack

### Ornithopter

Variant: Condor

### Sky Skiff

### Wind Raider

### Wingsuit

## Airspeeder

**Cost: 17,000gp**

*Large vehicle (air)*

**Driver: 1 Passengers: 3**

**Carrying Capacity:** 2,000 lbs / 10 Bulky items / 40 Supply

**Repair:** DC 15 with carpenter's tools or smith's tools and forge

**Collision:** 4d6 bludgeoning damage

**HP: 40 AC: 12**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
80ft	120ft	80ft	40ft	8mph

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

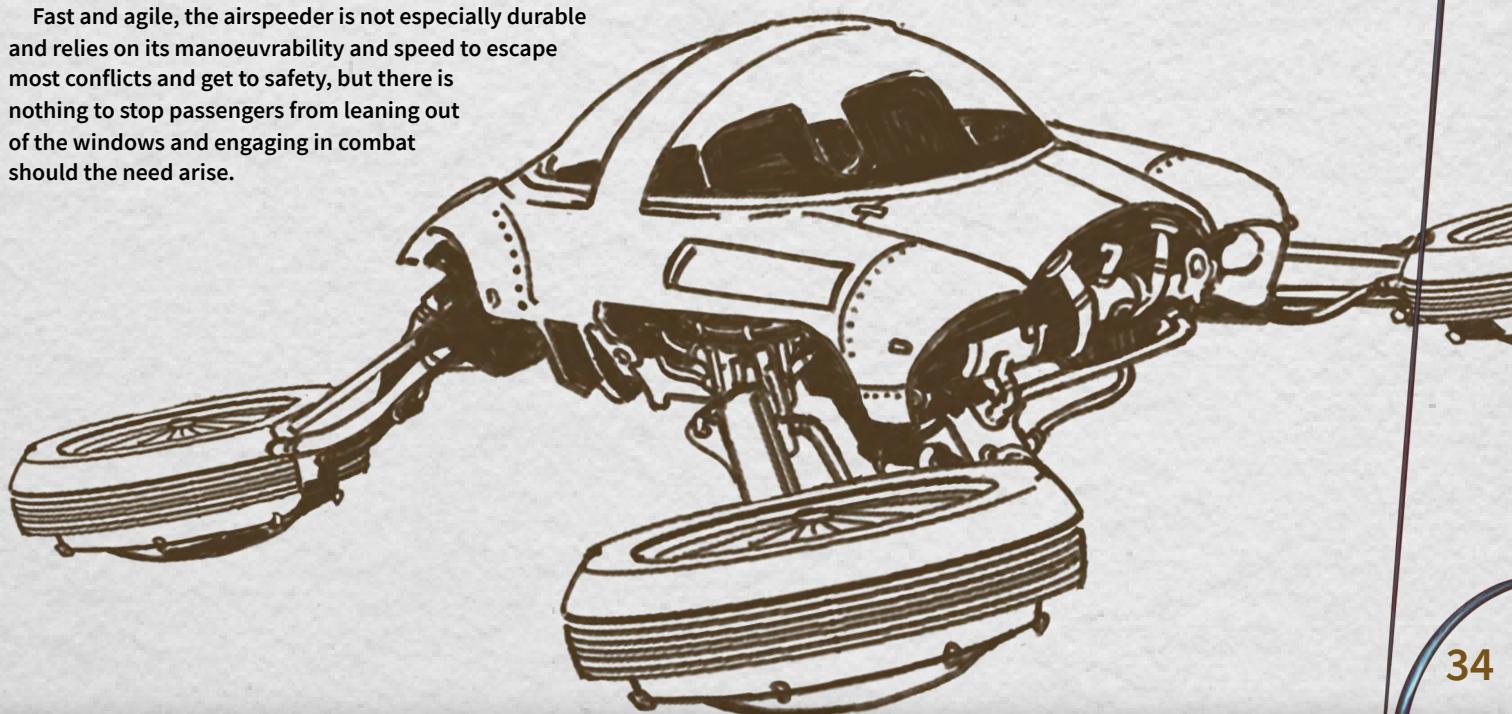
**Special Features:** Agile, Enclosed Cabin, Three-Dimensional

## Airspeeder

Propelled through the skies by magic, technology or some arcane combination of them both, the airspeeder is essentially an airborne automobile. Apart from its four extended and rotatable thrusters, it is functionally very similar to its land-based counterpart. Controlled by a single pilot or driver, the airspeeder can comfortably hold four passengers, and has enough space for ample luggage and maintenance spares.

On magic-rich worlds airspeeders are almost as common as automobiles, offering a cheaper alternative to the likes of cloud galleons and wind raiders, while simultaneously offering environmental protection over vehicles like ornithopters or wing suits. Designed primarily as a leisure craft, the airspeeder is not built for combat and does not come with any armaments as standard, but much like the automobile whose chassis it was built around, it can be heavily customised to the needs of the owner.

Fast and agile, the airspeeder is not especially durable and relies on its manoeuvrability and speed to escape most conflicts and get to safety, but there is nothing to stop passengers from leaning out of the windows and engaging in combat should the need arise.



## Biplane

The latest innovation in technological air travel, the biplane represents an evolution of the glider and ornithopter, building on their fixed-wing design by adding an additional set above the original connected by interplane struts. Powered by a rotary engine with an instantly recognisable propeller attached to the front of the fuselage in a tractor configuration, the aircraft is pulled through the air with precise handling controlled by the pilot.

Nimble and extremely fast, the biplane is rapidly gaining popularity and fame due in part to the feats of aerial acrobatics performed by emerging talented pilots; many of whom are proving the aircraft's air superiority when outfitted for war.

Though the biplane can be flown by a single pilot, most come fitted with a second seat designed for a co-pilot or navigator, though this additional crew complement is often replaced with a gunner if the biplane is fitted with weaponry. With no real cargo space to speak of, a rigid but lightweight frame with ample space for mounted weapons and increased agility in the air, most biplanes are configured for airborne combat though some do exist designed purely for touring purposes.

### Biplane

**Cost: 15,000gp**

*Large vehicle (air)*

#### **Driver: 1 Passengers: 1**

**Carrying Capacity:** 1,000 lbs / 5 Bulky items / 20 Supply

**Repair:** DC 15 with carpenter's tools or smith's tools and forge

**Collision:** 4d6 bludgeoning damage

#### **HP: 40 AC: 13**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
100ft	150ft	100ft	50ft	10mph

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** High-Maintenance, Stall, Three-Dimensional, Two-seater.

## Cloud Galleon

Along with the sky skiff, the cloud galleon requires a magic-rich setting to exist due to the simple fact it is a modified sailing ship which soars through the clouds – something that would require mystical manipulation to accomplish. Though magic is employed in its design the cloud galleon also uses many mundane engineering techniques as part of its manufacture, such as a lightweight hull and the use of sails to help in propulsion. The obvious advantage of having the ability to soar through the air means this vessel does have some compromises over its water-based counterpart: a lighter hull brings with it lighter armour, and the number of weapons it can carry is limited as well.

Extremely expensive to own and maintain, these elegant ships of the skies are a rare but awe-inspiring sight to behold, and many owners see the expense outweighed by the convenience and safety of using airborne transportation over sailing the seas or traversing roads. In addition, many of the hands needed to operate the ship are automated or assisted by magical means, with the crew of a cloud galleon being roughly half the souls needed to pilot a sailing ship.

### **Variant: Cloud Galleon Carrier**

This cloud galleon acts as a mobile base for other flying vehicles and can carry up to six smaller ones or two huge ones or some combination of the two with facilities to allow them to "latch on" and "drop off". Costs 50,000 gold pieces.

### Cloud Galleon

**Cost: 40,000gp**

*Gargantuan vehicle (air)*

#### **Crew: 15 Passengers: 30**

**Carrying Capacity:** 40,000 lbs / 400 Bulky items / 1600 Supply

**Repair:** DC 15 with carpenter's tools or DC 5 with a sewing kit

**Collision:** 12d6 bludgeoning damage

#### **HP: 300 AC: 14**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
40ft	60ft	40ft	20ft	4mph

STR	DEX	CON	INT	WIS	CHA
22 (+6)	*	22 (+6)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Three-Dimensional, Transport



## Hot Air Balloon

One of the earliest forms of air travel, the hot air balloon represents a leisure activity as much as it does a form of transport, with few vehicles offering the same relaxed experience in such intimately close quarters. It consists of a large balloon (or ‘Envelope’) inflated with hydrogen gas, often referred to as “lifting gas”, and a basket attached beneath where the balloon operator and any passenger stand. The hot air balloon is perhaps the most common form of air transport alongside the glider and often is used in racing, short-ranged transportation, and leisure pursuits.

Not particularly durable, fast, or able to carry much cargo, the hot air balloon is designed for touring above all other uses, and in this role it excels; offering a panoramic view of the countryside as it drifts gently through the clouds.

Controlling the hot air balloon requires a good understanding of how air currents and updrafts work, but releasing more lifting gas into the envelope or reducing its output allows the vehicle to rise or sink accordingly all while drifting gently and giving the operator plenty of opportunity to react to complications.

### Variant: Blimp

The blimp's size increases to Gargantuan with 250 hit points, gains the Transport property, has capacity to carry up to six Large or two Huge aircraft and catch and release them. Costs 40,000 gold pieces.

## Hot Air Balloon

**Cost:** 7,500gp

*Large vehicle (air)*

**Driver: 1 Passengers: 3**

**Carrying Capacity:** 2,000 lbs / 10 Bulky items / 40 Supply

**Repair:** DC 5 with a sewing kit

**Collision:** 4d6 bludgeoning damage

**HP: 40 AC: 10**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
20ft	30ft	20ft	10ft	2mph

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Drift, Three-Dimensional

# Glider

The most inexpensive and simplest form of air travel, the glider uses a wooden and fabric frame to catch updrafts and soar on wind currents in a fashion similar to a kite. With a pilot holding on to or strapped into the frame, the glider can be controlled in flight by repositioning its rear fins near the feet of the operator. Unlike other forms of air travel, the glider has no propulsion of its own and relies entirely on the wind to keep it aloft. Coming in two forms but working in essentially the same manner, a glider either has an operator hanging underneath in a horizontal position close to the frame, or a small seat positioned underneath the wings which the operator sits in.

Taking inspiration from many animals in nature who also glide on air currents, the glider has a fixed wing-span and cannot generate its own powered flight. Instead it is in a continuous, controlled descent and, as such, gliders are launched from the highest point possible such as mountain tops, the roofs of tall buildings or even other airborne vehicles that are already in flight. All but the largest of gliders are light enough to be carried, with most having foldable or detachable wings for storage or transport on another vehicle.

Due to their silent approach and low cost, gliders are favoured by sky pirates and marauders for sneak attacks hoping to seize key points whilst waiting for reinforcements to arrive.

## Variant: Transport Glider

Designed to help carry large numbers of people from an air vehicle to land. Loses Personal property, gains Transport, increases to Size Huge. Costs an additional 2,500 gp.

# Glider

**Cost: 5,000gp**

*Large vehicle (air)*

**Driver: 1 Passengers: 0**

**Carrying Capacity:** 2,000 lbs / 20 Bulky items / 80 Supply

**Repair:** DC 15 with carpenter's tools or DC 5 with a sewing kit

**Collision:** 4d6 bludgeoning damage

**HP: 60 AC: 10**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
40ft	60ft	40ft	20ft	- mph

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

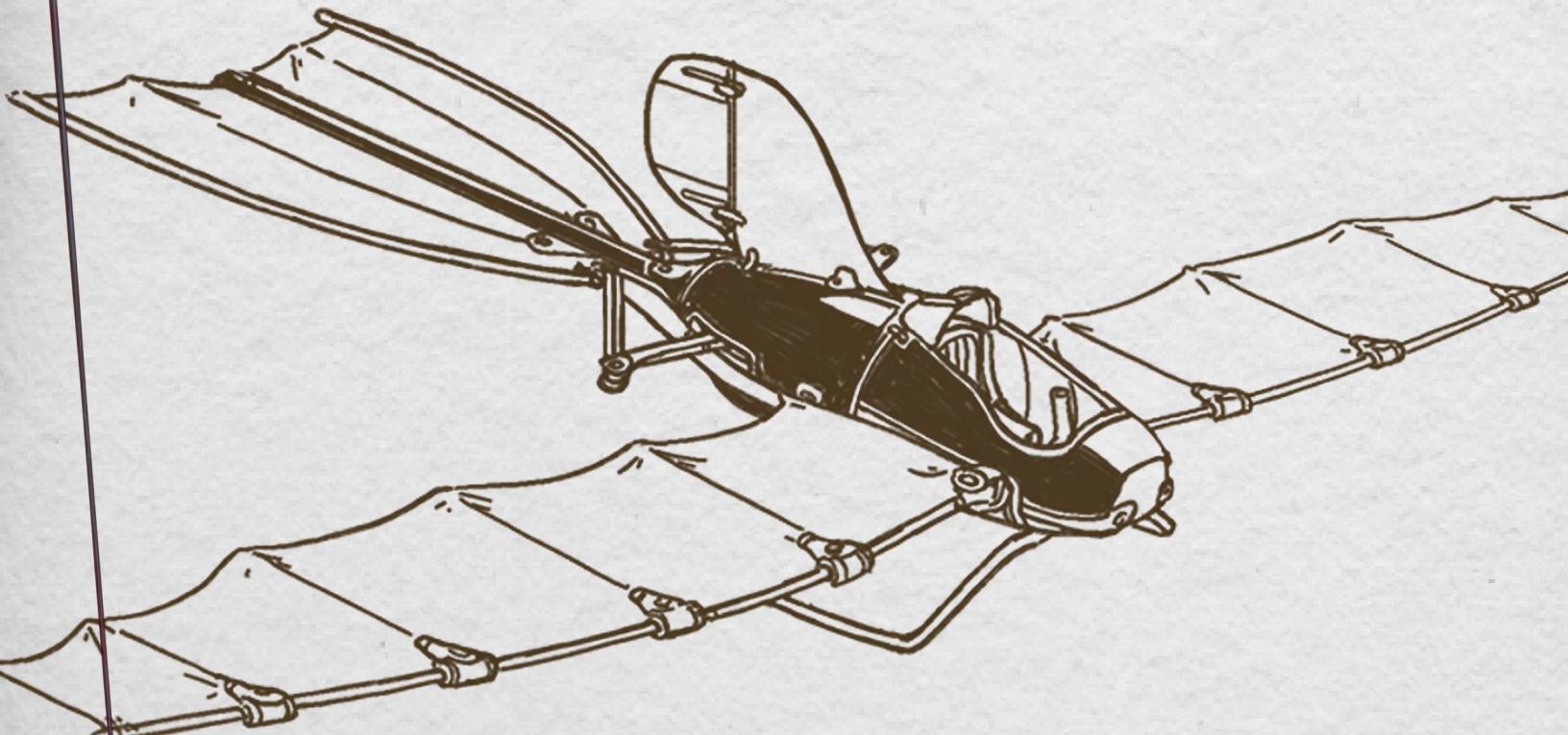
\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Drift, Personal, Portage, Stall, Three-Dimensional



# Jetpack

Experimental and considered by many to be far too dangerous to use, the jetpack is a short-ranged but extremely fast and manoeuvrable form of air travel. Strictly solo for the operator, the jetpack consists of a bulky backpack containing a pair of fuel tanks with engines and thrusters sticking out of the bottom. When ignited, these thrusters propel the jetpack and operator into the air, and the variation in output from these as well as coordination and positioning from the operator give the jetpack nimble flight in the air. Due to the small size of the tanks connected to the jetpack, it burns through this fuel fairly quickly, and an extended burn would likely drain the fuel in a matter of moments. Instead, jetpack operators learn to use short, controlled bursts to keep the vehicle aloft in the air for extended periods of time as well as to assist in manoeuvring.

Also referred to as rocket packs, these vehicles are not the easiest to learn to operate, let alone master, and some rocketeers will wear other specialist equipment such as reinforced boots, armoured jackets or chest pieces and some sort of mask or eye protection.

## Variant: Rocket Pack

AC 10, Speed 90 ft, loses Agile, gains Stall. Costs 10,000 gold pieces.

## Jetpack

Large vehicle (air)

### Driver: 1 Passengers: 0

Carrying Capacity: 2,000 lbs / 5 Bulky items / 20 Supply

Repair: DC 15 with smith's tools and a forge

Collision: 4d6 bludgeoning damage

### HP: 20 AC: 12

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
40ft	60ft	40ft	20ft	4 mph

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Agile, High-Maintenance, Personal, Three-Dimensional. The jetpack is not suitable for long journeys.

# Ornithopter

Though some incorrectly consider it a variation on the glider, the ornithopter is distinguishable by its namesake feature: wings that can be flapped to mimic that of a bird in flight. Usually designed for a single operator, the ornithopter is not propelled by an engine but rather by the spring-assisted manpower of the pilot. Using the wings to create updraft propulsion, the ornithopter is lightweight and minimalist in its construction, making it easier for its pilot to move through the air but more susceptible to being buffeted around in strong winds. The wings themselves are attached to arm-stirrups, poles, or alternatively, to a foot pedal depending on the specific design, but regardless of construction the outcome is the same: the wings move rhythmically up and down to create the air currents the ornithopter travels upon.

favoured by those who appreciate elegance and near-silent flight, the Ornithopter is quickly becoming a common sight in the skies as it grows in popularity and proves its worth as an alternative form of air travel.

## Variant: Condor

The "Condor" ornithopter uses cloth and muscle power rather than mechanical assistance and is speed 30 and Size Large with 30 hp and AC 10. Uses cloth rather than bronze and is thus mendable with a DC 5 check with a sewing kit. Costs 9,000 gold pieces.

## Ornithopter

Cost: 14,000gp

Huge vehicle (air)

### Driver: 1 Passengers: 0

Carrying Capacity: 2,000 lbs / 5 Bulky items / 20 Supply

Repair: DC 12 with smith's tools

Collision: 8d6 bludgeoning damage

### HP: 80 AC: 14

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
60ft	90ft	60ft	30ft	6mph

STR	DEX	CON	INT	WIS	CHA
18 (+4)	*	18 (+4)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Agile, High-Maintenance, Personal, Three-Dimensional

# Sky Skiff

Drawing upon the power of magic to propel it through the air, the sky skiff is roughly equivalent in size to a sand ship or small sailing ship and shares the same basic hull design of its land and water-based counterparts. Drawing parallels with the cloud galleon, the sky skiff also employs sails to help in its navigation and a lightweight hull to assist in mobility, but is smaller, faster, and considerably nimbler. Designed for a pilot and navigator, the sky skiff enjoys its increased manoeuvrability at the expense of durability and cargo-capacity, which is roughly equivalent to that of a wagon.

Due to the magical components required and unusual design of its manufacture, the Sky Skiff is an expensive vehicle to purchase and a far rarer sight than the cheaper, and some might argue far more adaptable, sailing ship. Despite its cost and fragility, the Sky Skiff is prized by many who wish to get airborne goods delivered safely and quickly, relying on the ships' speed and agility in the air to avoid or disengage from most aerial conflicts.

## Sky Skiff Cost: 20,000gp

Huge vehicle (air)

### Driver: 1 Passengers: 6

Carrying Capacity: 4,000 lbs / 20 Bulky items / 80 Supply

Repair: DC 15 with carpenter's tools

Collision: 8d6 bludgeoning damage

### HP: 60 AC: 12

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
50ft	75ft	50ft	25ft	5mph

STR	DEX	CON	INT	WIS	CHA
18 (+4)	*	18 (+4)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Three-Dimensional

# Wind Raider

As fast as a sky skiff but designed with combat in mind, the wind raider sacrifices some of its agility for a more durable hull, reinforced armour, and a large cargo hold. Coming equipped with a pair of ballista mounted on the deck as standard, this mystically-propelled airship is favoured by those who actively engage in aerial combat and its small crew size makes doing so extremely effective at that role. Used almost exclusively by pirates, the wind raider is a terror of the skies that represents a real danger for others who travel the clouds. Adorned with all manner of garish designs, imposing figureheads, or signs of battle, the wind raider presents a fearsome image worthy of its infamous reputation, especially when travelling in small packs.

Though some wind raider captains swap out the ballista for other weapons or customise their vessels in other ways, the wind raider is perhaps most feared for its ability to engage in airborne boarding actions: Their speed and durability give the airship the time needed to pull up broadside with another vessel as raiders leap across and begin the carnage.

## Wind Raider

## Cost: 20,000gp

Gargantuan vehicle (air)

### Crew: 5 Passengers: 5

Carrying Capacity: 40,000 lbs / 200 Bulky items / 800 Supply

Repair: DC 15 with carpenter's tools

Collision: 12d6 bludgeoning damage

### HP: 40 AC: 15

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
50ft	75ft	50ft	25ft	5mph

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Armed (2 ballista), Three-Dimensional. The wingsuit is not suitable for long journeys unless the world has consistent wind to support it.

# Wingsuit

A specialised type of glider, the wingsuit is purpose-built to be launched from a great height and allows the user to soar through the air as part of a controlled descent down to the ground. Though they vary in design, the majority of wingsuits consist of a brace or harness that wraps around the torso with extendable webbing or wings made of fabric.

The wingsuit has no propulsion of its own, relying exclusively on air currents to keep it aloft and the pilot to control it while in the air. In an effort to remain as light and agile as possible, it is not armoured, and allows the carrying of only minimal cargo. In many ways the wingsuit is more similar to an outfit than a vehicle and has the added advantage of being completely silent in its operation.

With its wings extended the wingsuit projects a silhouette not unlike a flying squirrel or a bat and it can be folded down for easy transportation when not in use.

# Wingsuit

**Cost: 10,000gp**

*Large vehicle (air)*

**Driver: 1 Passengers: 0**

**Carrying Capacity:** 1000 lbs / 5 Bulky items / 20 Supply

**Repair:** DC 5 with a sewing kit

**Collision** 4d6 bludgeoning damage

**HP: 25 AC: 13**

Base Speed	Ahead Full	Drive/Maneuver	Brake/Half	Journey Pace
60ft	90ft	60ft	30ft	- mph

STR	DEX	CON	INT	WIS	CHA
14 (+2)	*	14 (+2)	-	-	-

\* Driver's or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions

**Special Immunities:** Any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

**Special Features:** Drift, Personal, Portage, Stall, Three-dimensional. The wingsuit is not suitable for long journeys unless the world has consistent wind to support it.



# Vehicle Character Sheet

## Vehicle Type

Air   
Land   
Water

/  
Driver(s)/ Passengers

Cost

Collision

## Vehicle Size

AC     HP

Base Speed \_\_\_\_\_  
Ahead Full (1.5x) \_\_\_\_\_  
Drive/ Maneuver (1x) \_\_\_\_\_  
Brake/ Half (0.5x) \_\_\_\_\_  
Journey (mph) \_\_\_\_\_

STR	DEX	CON	INT	WIS	CHA
*	_____	-	-	-	-

\* -Driver or automatically fails

**Damage Immunities:** poison and psychic

**Condition Immunities:** blinded, charmed, confused, deafened, fatigued, frightened, incapacitated, paralyzed, petrified, poisoned, prone, slowed, strife, stunned, and unconscious conditions.

**Special Immunities:** any effect that would result from failing a Wisdom, Intelligence, or Charisma saving throw.

## Special Features:

## Carrying Capacity:

## Other Notes:

## Modifications

Repair Cost: 1/5 base cost+mods

## Vehicle Portrait

# Appendix: Vehicle Index

## Land Vehicles

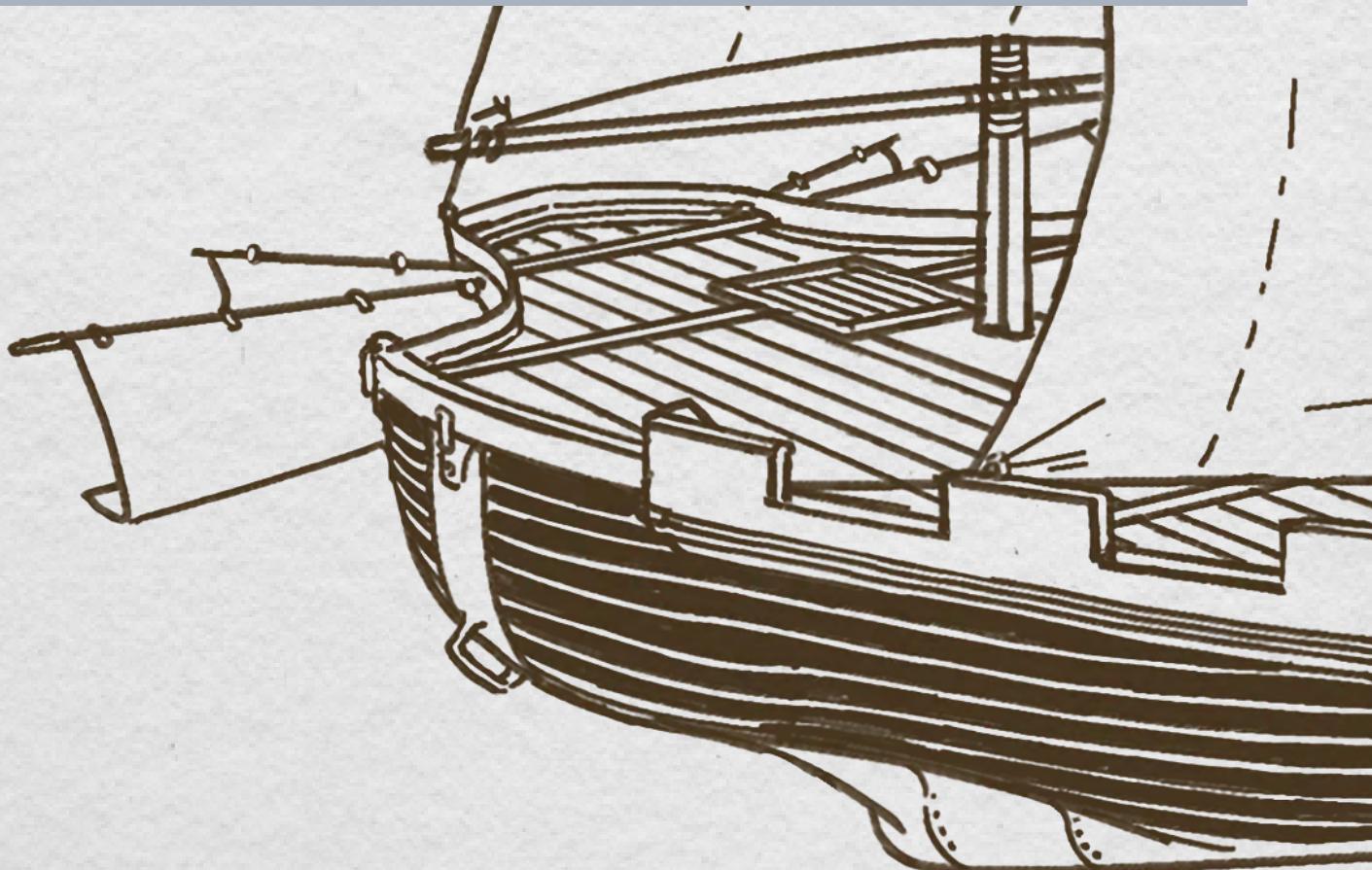
Vehicle	Size	Str/ Con	AC	HP	Speed	Crew/ Passengers	Cost	Supply/ Bulky	Special
Automobile	Large	+2	15	80	60/6mph	1/3	6,500gp	40/10	
Carriage	Large	+2	15	120	Drawn	1/3	100gp	40/10	Drawn
Cart	Large	+2	11	30	Drawn	1/3	15gp	40/10	Drawn
Chariot	Large	+2	16	50	Drawn	1	250gp	20/5	Drawn, Personal
Dog Sled	Large	+2	12	40	Drawn	1	20gp	20/5	Drawn, Personal
Locomotive	Huge	+4	18	100	50/5mph	1/6	15,000gp	80/20	Derailed, Enclosed Cabin
Mechapod	Gargantuan	+6	19	400	50/5mph	16/16	50,000gp	800/200	Agile, Armed (2 cannons), Enclosed Cabin
Motorbike	Medium	+1	12	16	60/6mph	1/1	2,000gp	10/2	Agile, Two-Seater
Sandship	Huge	+4	18	80	50/5	1/6	2,000gp	80/20	
Wagon	Huge	+4	18	80	Drawn	1/6	35gp	80/20	Drawn

## Water Vehicles

Vehicle	Size	Str/ Con	AC	HP	Speed	Crew/ Passengers	Cost	Supply/ Bulky	Special
Canoe	Large	+2	12	30	30/3mph	1	25gp	20/5	Personal, Portage
Galley	Gargantuan	+6	15	500	40/4mph	60/120	30,000gp	1600/400	Armed (2 ballistae), Transport
Longship	Huge	+4	12	60	60/6mph	1/12	8,000gp	160/40	Portage, Transport
Raft	Large	+2	6	20	10/1mph	1/3	0gp	40/10	Drift, Ramshackle
Rowboat	Large	+2	11	50	20/2mph	1/3	50	40/10	Portage
Sailing Ship	Gargantuan	+6	15	300	50/5mph	30/30	10,000gp	800/200	Armed (2 ballistae)
Sloop	Huge	+4	13	80	60/6mph	1/12	8,500gp	160/40	Agile, Armed (1 cannon) Transport
Steamboat	Gargantuan	+6	17	500	40/4mph	45/90	40,000gp	1600/400	Enclosed Cabin, Transport
Submersible	Huge	+4	18	60	20/2mph	1/6	10,000gp	80/20	Dive, Enclosed Cabin
Warship	Gargantuan	+6	16	600	40/4mph	50/50	25,000	800/200	Armed (4 cannons)

## Air Vehicles

Vehicle	Size	Str/ Con	AC	HP	Speed	Crew/ Passengers	Cost	Supply/ Bulky	Special
Airspeeder	Large	+2	12	40	80/8mph	1/3	17,000gp	40/10	Agile, Enclosed Cabin, Three-Dimensional
Biplane	Large	+2	13	40	100/10mph	1/1	15,000gp	20/5	High-Maintenance, Stall, Three-Dimensional, Two-Seater
Cloud Galleon	Gargantuan	+6	14	300	40/4mph	15/30	40,000gp	1600/400	Three-Dimensional, Transport
Glider	Huge	+4	10	60	40/4mph	1/6	5,000gp	80/20	Drift, Personal, Portage, Stall, Three-Dimensional
Hot Air Balloon	Large	+2	10	40	20/2mph	1/3	7500	40/10	Drift, Three-Dimensional
Jetpack	Large	+2	12	20	40/4mph	1	12,000gp	20/5	Agile, High-Maintenance, Personal, Portage, Three-Dimensional
Ornithopter	Huge	+4	14	80	60/6mph	1	14,000gp	20/5	Agile, High-Maintenance, Personal, Three-Dimensional
Sky Skiff	Huge	+4	12	60	50/5mph	1/6	20,000gp	80/20	Three-Dimensional
Wind Raider	Gargantuan	+6	15	180	50/5mph	5/5	20,000gp	800/200	Three-Dimensional, Armed (2 ballistae)
Wingsuit	Large	+2	13	25	60/6mph	1	10,000gp	20/5	Drift, Personal, Portage, Stall, Three-Dimensional





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