

## Spelljammer Speeds

Spelljammers move at one of three speeds: full-speed (100-million miles per 24 hours); wildspace combat speed (see below); atmospheric speed (the speed listed in feet or miles per hour in a ship's entry). Any ship whose air envelope overlaps with the air envelope or atmosphere of another celestial body is forced to move in atmospheric speed. During spelljammer combat, a ship's speed is determined by its position at the start of its turn.

## Shipscale Combat Rules

Shipscale combat occurs in 50-foot squares. A ship takes up a square fighting space whose sides are equal to its longest dimension, rounded up to the nearest 50-foot increment. If ship is capable of moving in wildspace combat speed, a ship may move a number of squares equal to the miles it may move per hour in atmospheric speed rounded down. The ranges for all attacks and effects measured in feet are rounded up to the nearest 50-foot increment. If a ship moves more than half its movement in wildspace combat speed before its siege crews make their attack rolls, the attack rolls are made at disadvantage. For the purpose of targeting, a ship that is actively being piloted by a spelljammer is considered to be a "creature" (though it is immune to many of the effects that can harm creatures, as per the ship's stat block). Ships are immune to critical hits while they are being operated by a spelljammer or crew and are capable of moving at wildspace combat speed. However, if a critical hit is rolled against a ship under those conditions, the attack damages one of the shiphands on deck (chosen by the captain of the ship being attacked or randomly determined if no captain is present). Siege weapons may not be used to target creatures smaller than gargantuan size or other siege weapons while the ship they are on is capable of moving faster than atmospheric speed.

Creatures in wildspace combat capable of flight may also move at wildspace combat speed. In such situations, they move a number of squares equal to their normal paced movement in miles per hour (or their movement in feet divided by 10, rounded down). Unlike ships, however, creatures may take the dash action and they do not suffer disadvantage to attacks made after moving more than half their movement. Any ship or creature that starts its turn inside the area of another celestial body's air envelope is forced to move at atmospheric speed. When this occurs during an encounter being measured in 50-foot squares, its speed in feet is rounded up to the nearest 50-foot increment.

During encounters measured in 50-foot squares, melee attacks require that a creature or ship move into another creature or ship's space with one row of 1-square overlap. Ships may not be placed on the grid with more than one row of 1-square of overlap. Creatures may occupy the same space as other creatures in such encounters (and most creatures only take up a single square, regardless of their size). Creatures of smaller than gargantuan size that wish to target a creature or ship whose space they are occupying must first take the "engage" action to enter melee range, otherwise they are still considered to be at range even if they are occupying the same square as another creature. This also applies to gargantuan creatures trying to engage with smaller creatures for the purpose of attacking them.

## Spelljammer Initiative

Combat between spelljammers uses the optional Side Initiative rules from *The Dungeon Master's Guide* modified by the Crew Moral rules as found in *Ghosts of Saltmarsh*. A captain may make an appropriate Vehicle tool check, adding their Charisma modifier, DC 15 as a reaction when their ship is rolling initiative. If the captain succeeds, their ship rolls initiative with advantage.

## Ship Roles

While operating a ship, every character must take a role. A ship may have only one spelljammer, captain, first mate, and bosun each at a time. A captain or first mate cannot usually be changed during an encounter. Ideally, the first mate is subservient to the orders of the captain. If the captain and first mate openly engage in conflict during an encounter, the two must make opposing Charisma (Persuasion or Intimidation) checks. The captain has advantage on this check. The winner takes the role of captain and the loser no longer has a role beyond shipmate for the remainder of the encounter. A spelljammer may transfer their attunement with an action during an encounter to grant a different character the role of spelljammer. During their turn, the captain, first mate, and bosun may act as either their role or shipmates, as the spelljamming ship requires.

### The Spelljammer/Helmsman (Actions Must be Taken from the Helm)

The spelljammer is a spellcaster who uses their magic to propel and steer the spelljamming vessel. Without a spelljammer attuned to the helm of the spelljamming ship, it cannot move. Therefore, the spelljammer role is among the most important roles on a spelljamming ship, and they are to be protected at all costs. The spelljammer role is a good fit for characters with a high Intelligence or Wisdom and high-level spell slots. During their turn and while seated in an attuned spelljammer helm, they have access to the following special options in addition to their normal options:

#### *Boarding Maneuver*

During a shipscale encounter, if a spelljammer can move their ship adjacent to another ship, they may try and maneuver their ship so that it is effectively within 5 feet of the other ship insofar as regular combat encounter distances are measured. To do so, a spelljammer must make an opposed check against the spelljammer of the ship they are trying to perform a boarding maneuver against using their respective Spellcasting Ability scores. If the spelljammer performing the boarding maneuver succeeds, their shipmates may take the boarding or grapple action. If the spelljammer attempting this maneuver rolls a natural 1 on their skill check and the other spelljammer rolls lower than 10 on their skill check, the two ships accidentally collide (suffering damage as per normal using the collision rules).

#### *Escape*

If a spelljamming ship starts its turn in the air envelope of another celestial body, its movement in wildspace combat speed would extend out of the air envelope of that celestial body, and its atmospheric speed (before rounding up to the nearest 50-foot increment) is faster than that of the celestial body in question, as a bonus action, the spelljammer may make an opposed Intelligence (Arcana) or Wisdom (Survival) check against the creature controlling the celestial body whose air envelope they are trying to escape. If the check succeeds, their ship may use its wildspace combat speed instead of its atmospheric speed to move away from the celestial body whose air envelope would otherwise hinder their movement.

### *Evasive Action*

As a bonus action, a spelljammer may make a Spellcasting Ability check after moving. If they beat a DC equal to 10 + the total number of squares their ship has moved on its turn, the shiphands operating siege weapons may make an attack without suffering disadvantage even if the ship has moved more than half its movement rate. If, however, this check fails by 5 or more, all attacks made from the spelljamming ship suffer disadvantage until the end of the spelljammer's next turn.

### *Leap to Spelljamming Speed*

If their ship is more than one mile away from any other object weighing 1 ton or more, a spelljammer may accelerate their ship to spelljamming speed with a DC 15 Spellcasting Ability check. This action may be taken even if a ship is inside the air envelope of a large celestial body, as long as the body itself has no solid mass within 1 mile of the spellcaster's ship.

### *Move*

The spelljammer may use their action to move the ship. Additionally, if their ship is moving at wildspace combat speed, the spelljammer may expend a spell slot as part of that move to cause the ship to move an extra number of squares equal to the level of the spell slot expended.

### *Ram*

If the spelljammer tries to move their ship so that it overlaps with an enemy ship or creature, they also make a ram attack as part of that move. See "Crashing" from "Chapter 2: Astral Adventuring" of the *Astral Adventurer's Guide* for more information.

### *Shields*

As a reaction, a spelljammer may expend magical energy to protect their ship. They must spend a spell slot when doing so. Until the start of their next turn, their ship gains a bonus to its AC equal to 3 + 1 per spell level spent above first.

### *Take the Helm*

A character may take the helm using their action. They must be attuned to the helm to do so. Note that a spelljammer can touch another spellcaster and use their action to transfer attunement (as per the rules in "Chapter 2: Astral Adventuring" of the *Astral Adventurers Guide*). Maintaining a hold of the helm requires them to use their concentration (as if concentrating on a spell). Any time a ship takes more damage than double its damage threshold from a single attack, the spelljammer must make a DC 10 Constitution save or lose their concentration on the helm. If their concentration is broken, they must take this action again in order to regain control of the ship.

## **Captain or First Mate (Actions Must be Taken on Deck)**

The captain and first mate take on the duties of motivating and leading the crew. An officer's role is usually a good fit for someone with high Charisma and quick decision-making skills. During their turn and while on the deck of a friendly spelljammer, they have access to the following special options in addition to their normal options:

### *Appoint Bosun (Captain Only)*

As an action, a captain can appoint a character they can see and who can hear the captain as the ship's bosun. A ship may have only one bosun at a time. This action cannot be taken if the acting bosun has

already performed an action during their ship's turn. Upon appointing a new character as bosun, the previously appointed bosun loses the role.

#### *Full Speed Ahead*

A captain or first mate can use their charisma to convince the crew to put their back into giving the ship everything it has. If at least half the maximum crew of a ship (not counting the captain or the spelljammer) can use their action to tend to the ship, the ship may increase its speed by an amount equal to the officer's Charisma modifier until the end of its next turn.

#### *Take Aim*

A captain or first mate can command the team of one of the spelljammer's siege weapons to aim at a specific target (either a gargantuan creature, a ship, or one of its weapons). The officer then makes a DC 15 Charisma (persuasion or intimidation) check. If they made a persuasion check and the crew chooses to attack the target that the officer called out, they may add the officer's Charisma modifier to their attack roll. If officer used an intimidation check, they gain advantage if they choose to attack the target that the officer called out, but disadvantage if they attack any other target.

## **Bosun**

A Bosun (or Boatswain) takes on the duties of maintaining and operating the ship and its weaponry. The Bosun role is usually a good fit for someone with high Strength or Intelligence and proficiency in Artisan's tools related to the maintenance of their ship. During their turn and while aboard a friendly spelljammer, they have access to the following special options in addition to their normal options:

#### *Emergency Repairs*

As an action, a bosun can quickly make repairs to the ship using whatever materials are available. The repairs may not hold long term, but they'll do for now. The bosun makes an appropriate Artisan's tools check using either a Strength or Intelligence modifier. The ship gains temporary hit points equal to 1d10 per the result of the bosun's check divided by 10, rounded up. (For example, a check of 13 yields 2d10 temporary hit points.)

#### *Brace for impact*

As a reaction, a bosun can physically brace a key location of the ship in their immediate vicinity for an impending impact. Until the start of their next turn, any damage that their ship takes from crashing or ramming is reduced by 2d10 + their Strength modifier.

#### *Calculate Trajectory*

A bosun within 10 feet of a spelljammer's siege weapon can help that team aim at a specific target (either a gargantuan creature, a ship, or one of its weapons). The bosun makes an appropriate Vehicle check using their Intelligence modifier. If their check is higher than the attack roll made by the shipmate tending to the weapon, the siege crew may treat the bosun's check as the result of their attack roll instead.

## **Shipmate**

The shipmates handle the day-to-day activities that a spelljamming ship requires to stay in operation. A shipmate's role is usually a good fit for someone with a high Strength and Dexterity, but Intelligence is of benefit when aiming siege weapons. During their turn and while aboard a friendly spelljammer, they have access to the following special options in addition to their normal options:

#### *Board (Action Must be Taken on Deck)*

If a spelljammer successfully performs the boarding maneuver, any shipmate adjacent to the railing at the edge of their ship can board the targeted ship as a reaction. After boarding an enemy's ship, everyone on the enemy's ship (including the boarders) should roll initiative checks. These are tracked separately from the shipscale initiative scores. When the enemy ship's turn comes up in the shipscale encounter order, the characters on that ship act in the order of their character-based initiative rolls.

**Alternative Boarding Options:** the boarding reaction is usually the safest and easiest way to board a ship, but it is not the only way. So long as two ships are overlapping (as a result of a recent ramming attack), they are considered to be in contact. On a character's turn, the character can simply move from one ship to the other. Additionally, characters can move from one ship to another using any flight or teleportation abilities available to them. If two ships are adjacent to each other on a shipscale encounter map, then a character can also use an action to try to leap from one ship to another with a DC 15 Athletics or Acrobatics check. On a failure, the character finds themselves floating in the dangerous overlapping gravity planes between the two ships. Characters continue to act on the initiative score of the ship they leapt off of when this situation occurs, but at the start of their turn, they take 3d6 bludgeoning damage as they are jostled and squeezed between the two ships (often bouncing back and forth between them).

#### *Grapple (Action Must be Taken on Deck)*

If a spelljammer successfully performs the boarding maneuver, any shipmate possessed of a rope and grappling hook may grapple the targeted ship as a reaction. They do so with Strength (Athletics) checks opposed by the Strength (Athletics) or Dexterity (Acrobatics) checks made by shipmates who are tending to the opposing ship (see Opposed Checks below). If the shipmates who are trying to grapple succeed on this check, the two ships are temporarily bound together, and neither ship can move away from the other until the bindings are cut. For each crewman who took the grapple action, one rope binds the two ships together. A rope has an AC of 11 and 10 hp.

#### *Tend to the Crew*

When a nonplayer character crewmember is dropped to 0 hp, as a reaction, any player character crewmember who has taken the Tend to the Ship action may Tend to the Crew. As a result of this action, the nonplayer character crewmember does not die. Instead, they begin making death saves as if they were a player character.

#### *Tend to the Ship*

Any character who uses their action to tend to the ship is available to make forced skill checks in the case of complications. When such skill checks are called for as a result of complications, at least 1/4 of a ship's normal crew size rounded up must succeed on the called for checks for the ship to pass the check. For example, 4 crewmen must pass a check for a hammerhead to pass the check as a ship. Characters tending to the ship may also make an active skill check on the ship's turn if one is required for some reason or another. (For example, the crew may try and break a ship free of an asteroid spider's web

strand.) When doing so, 1/4 of a ship's normal crew size rounded up must succeed on the same check that a single character would normally have to make in the same circumstance as the ship is under. As many characters as are tending the ship may make such a skill check once on the ship's turn until the ship is considered to have either passed the check or failed (because all available crewmembers have made the check and the required number of crew have not passed it).

**Opposed Checks:** when a ship makes an opposed check versus a creature, the creature need only make a single check. For the ship to succeed, a certain number of crew members as per the rules above must all roll higher than the creature's check. When two ships make opposed checks, have all available crew make skill checks. The checks are then compared to each other starting with the highest checks on both sides. Any crewmember who makes a check with no check to oppose them earns an automatic success. The ship with more successes wins.

**Skeleton Crews:** when fewer than 1/4 of a ship's normal crew size rounded up are tending to the ship, it becomes less maneuverable than it is supposed to be. At the end of any ship's turn when this is the case, the spelljammer suffers disadvantage to any skill checks they make in their capacity as a helmsman until the end of their next turn, and if the ship does anything other than move in a straight line during that next turn, its movement is reduced by 1-mile-per-hour for each crewman short of the previously mentioned number.

### *Tend to the Weapons*

A shiphand may use their action to load (Strength 10 requirement), aim (Intelligence 10 requirement), or fire (Dexterity 10 requirement) a siege weapon. If half of a weapon crew (rounded up) has 15 or over in the required statistics for their jobs, the weapon's attack roll may be made with advantage. If even one of the weapon crew does not meet the required statistic of the job they are performing, the weapon's attack is made at disadvantage.

## Mishaps Happen

Sometimes things just go wrong, even with spelljammers. The following rules for mishaps and repairs are a similar to the same rules for infernal war machines from Baldur's Gate: Descent into Avernus. If a spelljammer ship takes damage from a single source equal to or greater than the sum of its Damage Threshold plus its Armor Class, it must roll on the Mishaps table. If a mishap has a repair DC, the mishap can be ended by making repairs to the ship (see "Repairs" below).

**Mishaps Table**

d6	Mishap	Role and Repair Check
1	<b>Locked Steering.</b> The ship can move in a straight line only. It's crew automatically fail any Dexterity checks and saving throws made on its behalf until this mishap ends.	Shipmate, DC 15 Dexterity (Vehicle/Acrobatics)
2	<b>Helm Disconnection.</b> The ship's spelljammer loses their ability to take spelljammer actions. The ship's crew automatically fail any Dexterity checks and saving throws made on its behalf until this mishap ends.	Spelljammer, DC 15 Intelligence (Space Vehicles/Arcana)
3	<b>Weapon Malfunction.</b> One of the ship's weapons (DM's choice) can't be used until this mishap ends. If the ship has no functioning weapons, no mishap occurs.	Bosun, DC 20 Strength (Artisan's tools/Athletics)

4	<b>Hull Breach.</b> The ship's damage threshold is reduced by 10 until this mishap ends.	Bosun, DC 15 Strength (Artisan's tools/Athletics)
5	<b>Misaligned Boom.</b> The ship shakes uncontrollably. Until the mishap ends, all ability checks and attack rolls made by creatures on or inside the vehicle have disadvantage.	Shipmate, DC 20 Dexterity (Vehicle/Acrobatics)
6	<b>Gravity Plane Disturbance.</b> Any unsecured creature on the deck must succeed on a DC 20 Strength or Dexterity saving throw or be thrown overboard. Creatures inside the ship fall prone and must succeed on a DC 15 Strength or Dexterity saving throw or take 10 (3d6) falling damage.	None

## Repairs

When a spelljammer ship suffers a mishap, a crewmember of the appropriate role can attempt to make repairs to it as long as they have the appropriate tools for the job as noted in the Mishaps table.

"Artisan's tools" can include any specific tool that is appropriate to the nature of mishap, but carpenter's tools, smith's tools, and tinker's tools are the most common appropriate tools. "Vehicles" usually means Space Vehicles, but some spelljamming ships may allow you to make a Water Vehicles or Air Vehicles check instead.

A creature can use its action to make an ability check based on the nature of the mishap (see the Mishaps table). The creature adds its proficiency bonus to the check if it's proficient with the tools or skill used to make the repairs and can make the roll with advantage if it is proficient with both. A successful check ends the mishap.

## Spelljammer Repair

**Manual.** Repairing 5 hit point of damage to a berthed ship takes 1 hour and costs 10 gp for materials and labor. Damage to shipboard weapons can be repaired just as quickly and at the same cost.

**Magic.** Casting mending on a damaged ship or shipboard weapon restores hit points equal to 1d8 + the caster's spellcasting modifier to the target. The target cannot benefit from this spell more than once per hour. Additionally, a spellcaster can only repair a spelljammer or shipboard weapon with the mending cantrip a total number of times per day equal to their proficiency modifier.

## Using Fire Magic or Firearms in an Air Envelope

Any time fire magic or firearms are used in an air envelope, they deplete its fresh air supply and bring the envelope closer to being fouled. Firearms and fire magic deplete an envelope by a number of days of fresh air equal to half the damage dice that the weapon or spell rolls (whether it hits or misses) rounded down. If the weapon or spell has an area of effect, that number is multiplied by the number of targets the weapon would hit according to the following table:

**Area of Effect Multiplier Table**

Area	Number of Targets
Cone	Size ÷ 10 (round up)
Cube or Square	Size ÷ 5 (round up)

<b>Cylinder</b>	Radius ÷ 5 (round up)
<b>Line</b>	Length ÷ 30 (round up)
<b>Sphere or Circle</b>	Radius ÷ 5 (round up)

For example, a fireball cast using a 3<sup>rd</sup> level spellslot would reduce an air envelope by 16 [(8÷2, rounded down) × (20 ÷ 5, rounded up)] days.