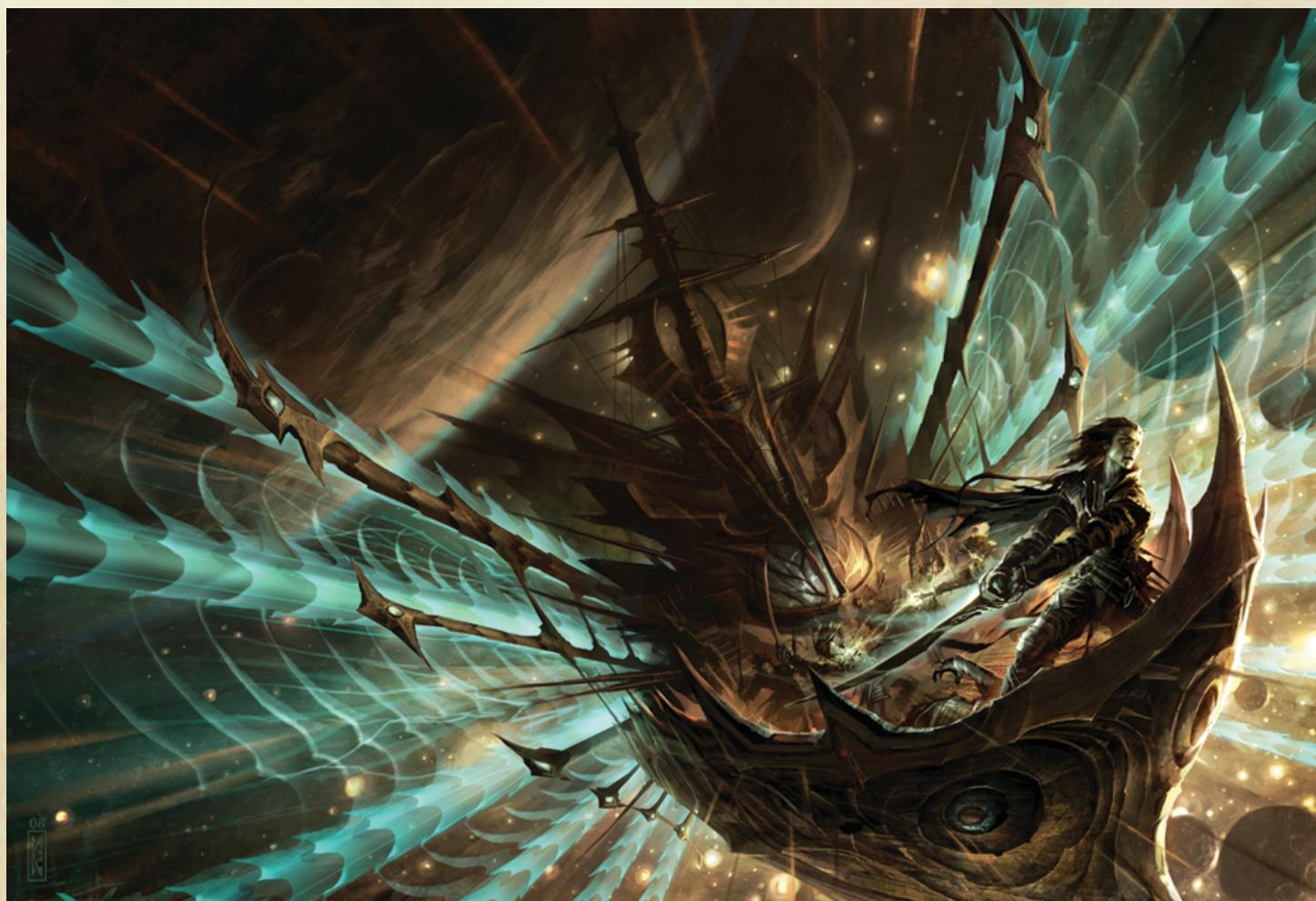




## SPELLJAMMER: MORE ADVENTURES IN SPACE

A FANTASY-IN-SPACE SUPPLEMENT FOR BRINGING YOUR D&D GAME TO THE STARS!

Designed for use with Dungeons and Dragons 5th Edition



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# INTRODUCTION

## WHAT IS SPELLJAMMER?

Imagine for a moment that you're standing on your favorite D&D world. All around you, you might be seeing forests, mountains, swamps, bogs, ruins, cities, or towns. Beneath your feet, you might find a labyrinthine cavern system that descends into the Underdark, or perhaps the ruins of some long buried civilization. It isn't out of normal bounds to go to any of these places and see what's going on over there.

What about if you look up? You might see a flying city, a storm cloud, or a dragon flying overhead, but I'm talking about farther than that. What if you look up to the stars and you wonder what's up there? You can't just walk there. You might try flying, but flying does have its limits. Is this some insuperable barrier to our exploration of fantasy worlds?

### Spelljammer says no.

Spelljammer is a D&D setting that was first published in 1989 by Jeff Grubb. The setting gives us a framework for the universe that exists high above the heads of our normal D&D characters. Since each D&D setting is to varying degrees unique, Spelljammer goes out of its way to make itself as unobtrusive as possible so that way it can be added to just about any setting with ease. Do you want your character from Toril (Forgotten Realms) to visit Oerth (Greyhawk)? It's possible!

That said, there is a danger. Whenever we go to the stars, there's a certain seductive quality about space that makes us want to use science fiction. While science fiction is great, it doesn't necessarily blend well with your classic D&D adventurers. If a character makes it up to the stars only to find that their skills don't translate to being effective in space, it can create problems for the character.

## FANTASY-IN-SPACE

To deal with this issue, Spelljammer presents us with a setting that I call **fantasy-in-space**. This isn't the same as sci-fi. In sci-fi, you generally travel through space in a fully airtight ships with environmental controls, life support, and computers. We project modern day technology into the future to imagine what we would have at that point. There are energy weapons, blasters, explosive decompression, warp drive, and the endless void of space.

Spelljammer doesn't go this route. You know all those laws of physics that we have in the real world and sci-fi generally tries to listen to? Yeah, throw all of that away. Spelljammer's presents a universe that is basically a magical construct, following an entirely different set of rules from the real world. The goal of these changes is to make space travel less of a sci-fi feeling and more of a Pirates of the Caribbean, Treasure Island, or Treasure Planet kind of feel. Instead of sailing across oceans blue, fighting off sea monsters, pirates, and finding islands with buried treasure, you're sailing through space, fighting off space monsters, spelljammer pirates, and finding planets and asteroids with buried treasure.

## WHY ANOTHER SUPPLEMENT?

If you've ever been interested in Spelljammer and have looked around, you'll find more than a couple adaptations of Spelljammer to D&D 5e. One might ask, why make another? Why not use one of those that already exist? The answer for me rests in how adaptations can be done. When someone looks at an old setting like Spelljammer and decides to bring it up to D&D 5e, that person has to decide how they are looking to port it. Many of these supplements look to be a faithful adaptation of the D&D 2e Spelljammer rules in D&D 5e.

**This supplement is not that.** I am not presenting a faithful D&D 2e adaptation of Spelljammer. My goal here is to slim down the rules heavy approach from 2e to make something more streamlined and easy to use for both you and your players. I have borrowed heavily from conversations on the spelljammer subreddit, from articles on spelljammer.org, from other spelljammer supplements, and from the D&D 5e compatible book Dark Matter, by Mage Hand Press. While much of the information in this supplement is consistent with the lore from 2e, I did introduce some homebrew information when I felt it adds to the setting or answers an important question. In addition, I've entirely thrown out the D&D 2e and 5e vehicular combat system. I find it to be grossly insufficient for making an engaging and intuitive experience. For this supplement, I'm using an adaptation of the ship combat system from Dark Matter, which makes space combat mirror the ground combat D&D 5e players are already familiar with.

## USING THIS SUPPLEMENT

This supplement is going to begin with a chapter going over the universe of Spelljammer. I've described a bit already, but this chapter is going to dig in deeper. The goal is that by the end you will have a working idea of how the universe works.

Chapter 2 is going to focus entirely on spelljammers themselves, the ships that carry people through space. In any Spelljammer game, the spelljammer is almost like a party member. It's a combination of their home, their transportation, and their defense against beasts in space. This section will go over the different parts of a spelljammer, some customization you can do, example spelljammer stat blocks, and finally the rules for ship combat.

Chapter 3 will go briefly over divinity across the planes. Since spelljammer unifies many settings, it puts in some rules to nullify conflict between gods of different settings.

Chapters 4, 5, & 6 offer a variety of options for building characters that fit in the Spelljammer universe.

Finally, chapter 7 is an optional chapter where I'll provide information that can be useful for DMs or players that want to dig deeper into the aesthetic of being sailors in space.

# CHAPTER 1: THE SETTING

## THE UNIVERSE

Spelljammer isn't a projection into the future, but instead a love letter to the aesthetic of the Age of Sail. The Age of Sail was a time from roughly the late-1500s to the mid-1800s that is defined by the exploration of the world, the dominance of naval warfare, gunpowder weapons, piracy, trading companies, and privateers. We didn't know as much about the universe as we do today, which means we had a number of neat ideas that were ultimately debunked, but were nonetheless kind of interesting. Since Spelljammer is all about this aesthetic, it makes these beliefs into truth. The goal is to create a universe where traveling through space is similar to people setting sail to the new world.

As I go through this section explaining how the universe works, I'm going to be comparing things against the locations a ship would be concerned with during the Age of Sail. Hopefully this will help you see how the aesthetic of Spelljammer is constantly referencing this age in human history.

Now, that said, I figure there are two ways one can explain the universe in an organized fashion. Either we start big and get small, or start small and get big. I'm going to be going for the second approach here, starting with what a D&D character would be familiar with, and then zooming out until we've captured the whole universe.

I'll again emphasize this point: Real world physics don't apply here. The universe is more of a magical construct that follows different rules than we know of in real life!

## CELESTIAL BODIES

Lets say you're living on Toril, the planet of Forgotten Realms. One night, you leave the walls of Waterdeep and look up to the stars. You'd already likely be aware of a few major things that exist high above. You'd know of the sun that warms and lights the day. You'd be aware of Selune, the moon of Toril. You'd also be aware of the glittering asteroids around Selune called Selune's Tears. Lastly, you'd know there are sparkling stars.

There's far more than this out there, such as the planet beneath your feet, other planets, ring worlds, floating cities on chunks of rock, and just about anything you can imagine. All of these count as being celestial bodies. An important thing to remember is that these celestial bodies are crafted and sculpted, rather than a byproduct of natural forces.

I bring up this distinction because it means that celestial bodies are not bound to the normal laws of physics in how they are shaped. You can have ringworlds that aren't just futuristic technology, but made of natural materials like any other planet. You can have a ribbon of water flowing in and between asteroids in an asteroid belt. You can have a planet that is completely hollow and people live on the inside surface of the sphere. You can have square worlds. Triangular worlds. Disc worlds. You are not bound to how physics shaped celestial bodies in the real world, they were crafted by gods long since forgotten, which means what resides in space is limited only by your imagination.

Comparing this against the experiences of a ship during the Age of Sail, a celestial body is like a port or an island. You can go there to resupply if it is a port, you can make landfall if you need to bury some treasure, or anything like that.

## WILDSPACE

Now let's say you decide you want to leave your planet. You decide you want to go 'up there' and see what's going on. You want to go to the moon, to the sun, to the asteroids you can see, or potentially any other thing your DM has placed in that system. After you travel up for long enough away from your planet, you'll eventually reach a threshold where air and gravity stop. This is the boundary between a planet and what we call **Wildspace**.

Wildspace is probably easiest just to define as space. It's what we automatically envision when we think about space. It's the empty black void up there that stuff moves around in. It is the place that celestial bodies reside, the inky sea through which the spelljammers sail, and the lair of numerous beasts.

In my ongoing comparison, think of Wildspace as the sea with the island chains and archipelagos (celestial bodies). It isn't quite the ocean, it's not vast open emptiness, there's usually a lot of activity going on here. So think of the Caribbean Sea that hosts a wide variety of islands and port cities. The Wildspace of Forgotten Realms is like that, with all the celestial bodies that make up that region of space.

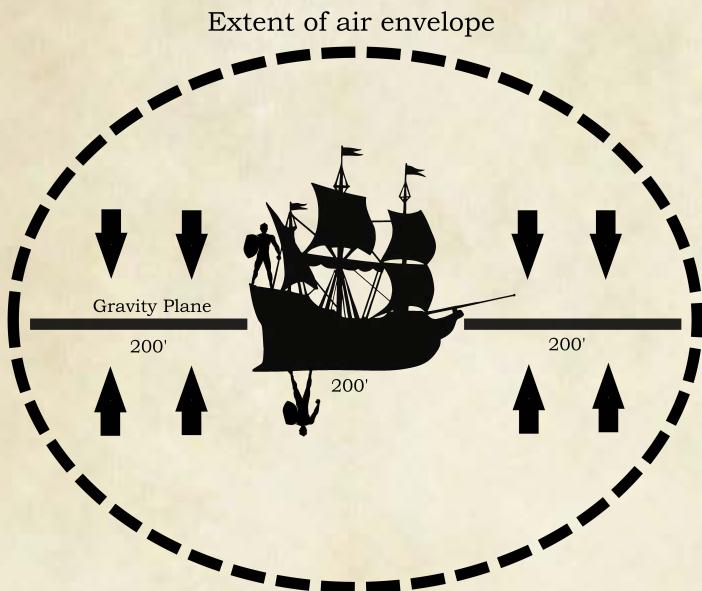
Now lets say you want to leave your planet and go sailing around Wildspace. What do you need to deal with to *get off your island* as it were?

## GRAVITY

The first challenge is gravity. Unlike in real life, gravity is an all-or-nothing force. It's either on or it's off. When gravity is on, it pulls like earth-normal gravity. When it is off, it doesn't pull at all. Gravity doesn't normally get stronger or weaker, it only reaches out further based on a larger source. Gravity is given off by most things that are at least gargantuan in size, but when gravity fields overlap, the larger source's field disables the other. For example, if a gargantuan creature from Wildspace goes to a planet, their gravity would cease to function because the planet's gravity wins.

An odd feature about gravity is that it always pulls in the direction that is *most convenient to the source*. Generally this results in a single gravity plane that pulls all things toward it. As a result, if you're a giant in space, your gravity field is usually going to be under your feet. This allows you to walk through Wildspace as if you had sidewalk beneath your feet. So long as you don't trip and fall into the gravity of a larger object, you'll be fine. But if you do happen to step too close to a planet, you would find yourself in freefall until you crash into the ground below.

This leads to some fun complications worth a moment of consideration. First, when we imagine a spelljammer being a classic Age of Sail style ship, we envision an open top deck with multiple layers, stairs, and masts. The thing is, the gravity field exists horizontally along the main deck.



This means that everything above the plane is pulled down and everything beneath it is pulled up to the plane. If you're standing on the deck of your spelljammer and need to climb up a mast, you still need to climb! It also means if you go below deck, the first floor is the underside of the deck. Gravity is now pulling you the opposite direction that it was.

Another neat image of this is if you were to fall off the side of a spelljammer, you'd fall down until you cross the gravity plane, but then your momentum would be flinging you up against gravity. You'd be pulled back up to the field and flung up a bit, before being pulled back down. So you'd bobble up and down at the gravity plane. This also means that when you go below deck, you need to fall forward and up, so the first floor you're on is the underside of the deck of the ship. To go deeper into the ship, you have to climb stairs or ladders to go further away from the deck.

Groundlings never have to deal with this because a planet is so large that its gravity field nullifies anything else that could ever create one short of magical means.

## AIR

The second challenge is air. How are you supposed to breath when you get up there? Won't we just suffocate? Luckily not! In the Spelljammer universe, all creatures and objects have an air bubble around them proportional to their size. This is a lot like the gravity field (and conveniently, they are always the same size), but everything has an air bubble. Only gargantuan creatures or larger have a gravity field. This means that as soon as you escape from a planet's gravity bubble, you are also no longer inside of the planet's air bubble.

While in Wildspace, you only have the air that you bring with you. Since Spelljammers are so large, they carry a sizable air bubble with them wherever they go. Similarly, massive creatures like dragons that fly through space carry their own air bubble that can sometimes be enough to sustain them for trips. However, you do run the risk of using up all your air! Every spelljammer has a number of days it can sustain people. When this period expires, the air becomes foul and gives all creatures that breath disadvantage on all checks. The second time it expires, the air becomes lethal and all creatures that breath gain a point of exhaustion each minute they breath the lethal air.

Luckily, getting new air isn't too difficult! Whenever two air bubbles come into contact, the air distributes itself evenly between the overlapping bubbles. If two equal sized air bubbles overlap, and one of them is completely fresh and the other just hit lethal, they both split the difference and become foul. Still, not the best method for getting new air.

The most common way to get new air is to bring the spelljammer close to a planet, close enough that the air bubbles overlap but the gravity field of the planet doesn't override the gravity field on the spelljammer itself. The planet will take all the fouled air and the spelljammer will get a fresh new air bubble to travel with. It's also possible to pick up a bit of air from asteroids, though it is far less plentiful than a planet.

## ETHER CURRENTS

Alright, so we know planets have an air bubble and gravity, that we're going to have to deal with both. We know that the larger field overrides the smaller... So how do we escape the gravity of the planet?

Before I answer that, consider how monumental spelljamming technology would be to a groundling civilization. If you are looking to be a trading superpower, why wouldn't you seek out spelljammers? You could leap into space, move really quick, and land anywhere you need. Why ever sail the seas? We know that this doesn't happen and groundling civilizations are still mostly blissfully unaware of spelljamming society, so why?

The answer lies in ether currents. Ether currents are invisible currents of magical energy that a spelljammer's Helmsman can see and sail upon while they are attuned to a Helm. In continuing my ongoing comparison, these currents are like the rivers, bays, or inlets that allow a ship to sail up to a port or into an island's river system. These ether currents allow a spelljammer to sail down to or up from a planet safely.

Ether currents can be found all across a celestial body, over both land and sea. They appear to a Helmsman as faint blue energy that looks like a stream of water. They extend from the outer edge of a gravity field all the way down to the ocean below, or to just above the surface if over land. Much like large rivers, bays, and inlets during the Age of Sail, these ether currents can often be closely guarded by factions that want to protect trade routes and limit who can go to and from a given island or port.

Like natural rivers, bays, and harbors, it is also possible for catastrophe to strike and for them to dry up and no longer provide access to a sailing ship. In much the same way, ether currents can dry up due to magical influence on the planet. They can also spontaneously appear. As you can imagine, for a highly guarded planet, the shifting of currents is a tumultuous and unpredictable event!

## CRYSTAL SPHERES

So lets say you've gone all around Wildspace, seen all manner of odd and cool stuff... But you wonder what lies beyond this solar system? To translate this to my ongoing comparison, you've seen the Caribbean, you now want to see what lies in store out across the ocean. Here's where things get super weird!

You pick a star and you set sail. You travel at your top speed, sailing through the black and much like Harry Truman in The Truman Show, your ship crashes into a supermassive wall. That black sky with twinkling stars? No more real than the blue sky Truman was looking at. You walk up to the front of your spelljammer and reach out and you feel a solid wall. What you're feeling is the interior side of the **crystal sphere**.

The crystal spheres are based on celestial spheres theory given to us by Plato, Aristotle, Ptolemy, Eudoxus, and Copernicus. This theory holds that wrapped around our solar system is a big ball made out of quintessence that has the stars we see affixed to it. It's like everything we see is from the inside of a big ball. This is a reality in the universe of Spelljammer.

Though the spheres are unbreakable by all conventional means, passing through these crystal spheres can be a bit of a chore at first. Portals that lead out of the crystal sphere tend to appear and disappear from the interior of the sphere seemingly at random. Low level spells can usually detect these, but it does mean more days of travel. With higher level spells or with a Passage Device installed on your spelljammer, you can create a portal to get your spelljammer through the crystal sphere without any trouble.

## THE PHLOGISTON

Now finally, lets say your spelljammer has access to magic to let you pass through this sphere safely. In the same way a sailor would leave the waters of the Caribbean behind them to sail into the open ocean, your spelljammer sets sail from Wildspace and into **The Phlogiston**.

Also called the Flow, the phlogiston is a highly flammable substance that fills up every part of the Material Plane except for that limited off by the crystal spheres. Envision a fish tank full of highly flammable material with tiny crystal balls floating inside. That's what the universe looks like.

The Flow has some odd properties to it. In addition to its highly flammable nature (so be careful with your gunpowder!), the phlogiston also causes any dimensional, planar, or conjuration magic to simply fail. You might have wondered why people would ever stock up on food when they can just cast a spell to conjure food and water. This is why. When making long voyages in the Flow, magic won't get you the food you need to survive. Even bags of holding fail to work while in the Flow (though they do continue to work once back in wildspace). Simply put, while you're in the Flow you are blocked off from all of the planes, even other parts of the Material Plane.

Even gods and planar powers have no ability to influence what goes on in the Flow. So while a cleric, warlock, paladin, or anyone else who draws their power from an external source can cast spells in the Flow, they can't get that power back. Luckily, the threats faced in the Flow are few and far between. The ocean is big and chance encounters are rare.

Finally, put it all together: Picture a fish tank, infinite in size and full of rainbow liquid. Inside of that liquid are floating golf balls that drift ever so slowly around, and each which contains an entire solar system of celestial bodies. That's it, that's the model. Each sphere is a different D&D setting, and the fish tank at large is the Spelljammer campaign setting that unifies them.

## THE SERPENT FLOW

Some legends say that in the dawn of time, the gods were as numerous as mortals are now. Within the Flow, they forged a great Golden City from where they would construct the original spheres. Within each, they crafted planets and planted the seeds of life to grow and flourish with time.

Yet, the gods were not in agreement on all things... And in due time, great strife emerged. This strife became tension. This tension became conflict. And in due time, a great Godswar began. As countless gods were slain, those that survived found refuge in collectives, pantheons of other gods that they could survive with. The Golden City was ruined and abandoned, left adrift in the ever changing landscape of the Flow.

As gods died, yet more gods spontaneously appeared to fill their role. Though an individual god's existence was ended, the power remained in the universe, just with a new life behind it. And in many cases, this life was quickly snuffed out.

One particularly paranoid group of gods were nearing extinction at the hands of one of the great factions. In a last ditch effort for survival, they opened a gateway to that which lies beyond the boundary of the universe and the Planes themselves. They sought to hide with distance, but they found only death as their gateway allowed a gargantuan serpentine beast to slither through. It devoured the gods which opened the gateway, and as it did, it grew larger and more powerful from digesting their eternally rejuvenating forms.

Thus began the Final War, the war for the gods to try and save what they could of this universe. Yet, the gods were doomed from the start. The Serpent was beyond their ability to harm, even the considerable power of the gods could not damage this creature from the beyond. There was but one option for the gods: To sever the portal itself so the Serpent couldn't bring any more of itself through.

The greatest of the factions unified and fought, many being devoured and becoming fuel for the great serpentine goateater. Those that made it to the portal were successful in shutting it down, but not without a cost... As the gateway closed, it sent a shudder through the Flow, forever changing the nature of the Phlogiston. From this time onward, planar magic and conjuration magic would become faulty and fail within it.

The few gods that remained fled into the crystal spheres where they were hidden from the Serpent... There the gods still hide to this day, ever fearful that the Serpent will sniff out where they are and come for them. For this reason, the gods no longer grant magic to their followers who go into the Flow, for if the Serpent were ever to sniff out where they are hiding, they would join those digesting in its belly for eternity.

# CHAPTER 2: SPELLJAMMERS

In this chapter, we're going to take a much closer look at the ships the setting is named for: spelljammers! Spelljammers come in a variety of shapes and sizes, but they all have some major components in common. The Helm, spelljammer mounted weaponry, modules & upgrades, and the hull itself.

The helm is the device that makes space travel possible. The most common type of helm is the **Spelljammer Helm**. Through the use of a Spelljammer Helm, a spellcaster can attune and use their magic to move the ship. There are other kinds of helms, but the Spelljammer Helm is the most popular.

Spelljammer mounted weapons are exactly as you expect: weapons mounted on your spelljammer. These weapons are specifically built for dealing damage substantial damage against other ships and the massive creatures in space. The weapons of Spelljammer are primarily medieval and renaissance era flavored siege weaponry and cannons.

Modules & upgrades are addons to a spelljammer that grant your spelljammer unique traits. This can be as hull reinforcement or a workshop for your blacksmith, up to a device that lets you warp your spelljammer to a different plane. Most modules take up space on your spelljammer, while most upgrades simply add perks.

Lastly, the hull is the general shape and structure of the ship itself. A hull defines its general shape and structure, offering the space in which everything else is installed.

## HELMS

Helms are powerful magic devices that are capable of transferring some form of energy into a ship to create propulsion. The most common type of Helm a spacefarer is likely to run into is the **Spelljammer Helm**. A Spelljammer Helm is a throne that can be installed into a ship that will allow an attuned spellcaster to create propulsion from their spell slots.

There are other types of Helms as well, though they are harder to get a hold of and to use. There is the **Pool Helm**, a device attached to the brine pool in which mind flayers keep their slugs ready for ceremorphosis and pulls residual psionic energy to propel their ship. There's the **Orbus**, a weakened and enslaved Beholder that is only capable of generating propulsion for one of their Tyrant Ships. Dwarves

### THE WORD "SPELLJAMMER"

You may have noticed that the word Spelljammer is used to refer to both the **Campaign Setting** and a **spacefaring ship**. Technically speaking, a spelljammer is a spacefaring ship that uses a **Spelljammer Helm**, but since they are the most common type, most people casually refer to any ship as a spelljammer.

favor a Helm called the **Forge Helm**, which can be used as a blacksmith's forge and which takes creative energy from the act of blacksmithing and crafting and converts it into enough propulsion to move mountains. The spider-kin species known as the Neogi favor a **Lifejammer Helm**, a device that they can put slaves into and it will drain their life from them to create propulsion.

Even this is only the tip of the iceberg. While the Spelljammer Helm is the most popular and widely accessible model of Helm, there are many out there. There are even unique and legendary quality Helms that exist that can make for interesting PC rewards!

## ACQUIRING A HELM

As of present day, it is only the **Arcane** who have control over the marketing and distribution of Spelljammer Helms. It isn't known whether they can create them or if they have them in stockpile, but what is sure is that they closely guard the supply of Spelljammer Helms and limit the ability of resale with ruthless efficiency.

Other helms beside the Spelljammer Helms are both less common but also less monopolized by the Arcane, though generally they are designed with a specific ship or purpose in mind by a species designing it for themselves.

### THE ARCANE'S MONOPOLY

A species of highly mercantilistic and secretive blue-skinned giants, the Arcane are the only known distributors of Spelljammer Helms. Anyone who is aware of spelljammers and wants to buy a Spelljammer Helm need only circulate around the rumormill of a large city that they are looking for "The Arcane". In a short time, rarely more than a week, one of the Arcane will find the customer in question to strike a deal.

As eager as the Arcane are to make deals, they are just as protective of their status as the sole proprietors of Spelljammer Helms. Just about everyone who sails through Wildspace and the Flow for a time will hear a story of some captain that tried to sell a looted Spelljammer Helm second-hand. The stories always end with a gruesome death at the hands of Arcane enforcers. The Arcane also seem to have some type of ability to always know where their Spelljammer Helms are. Thanks to the combination of the seemingly omnipotent knowledge of every Spelljammer Helm and the severity of their enforcement, no black market or second-hand market for Spelljammer Helms currently exists.

If you do acquire a Spelljammer Helm from a wrecked spelljammer, the Arcane are always glad to pay you 10% of the Spelljammer Helm's value in exchange for recovery. Alternatively, if you wish to keep the Spelljammer Helm as a backup should something go wrong, the Arcane will gladly transfer it to your spelljammer in exchange for a modest 10% processing fee.

## USING A HELM

All Helms require a Helmsman have proficiency with Vehicles (Water) to operate a spelljammer. Which type of Helm you are using may have additional costs associated with it. Refer to the description of the Helm being used for more detail.

While attuned, a Helmsman can project their senses to any point on the spelljammer and move it as they would their body. However, crew is still needed to manage the sails and do precise movements! While in this state, the Helmsman is considered helpless and vulnerable to attack. Due to this, most Helms are installed in defensible positions to guard against boarding parties and stray cannon shot.

If the spelljammer must make a saving throw, the Helmsman uses their saving throws instead. In addition, if attempting a complex maneuver and the DM feels an ability check is necessary, the Helmsman adds their proficiency since they are proficient with Vehicles (Water).

A Helmsman in danger can quickly break attunement, but they may suffer a backlash effect. This backlash effect, if any, is included on the description of the Helm.

## SPEEDS

There are two major types of speeds in Spelljammer: **tactical** and **spelljamming**. Tactical speed is the speed at which a spelljammer can sail and still maneuver. Spelljamming speed is the speed that a spelljammer can reach if they are sailing at full speed ahead without the ability to maneuver.

### TACTICAL SPEED

When moving at tactical speed, a Helmsman has a good deal of control over the propulsion of the spelljammer. They could, for example, bring the spelljammer up to dock, close to some space anomaly, or engage in combat with another spelljammer.

Tactical speed is a function of the design of your spelljammer, including factors such as tonnage, sail design, and Helm type. Particularly heavy spelljammers have lower tactical speeds on account of having to move so much more, though better quality Helms are capable of transferring greater power to make up for this speed reduction.

### THE RULE OF 100: "SPELLJAMMER SCALE"

This supplement uses Dark Matter's "Rule of 100" to differentiate between two different kinds of scale: ground and vehicular. Ground scale is what we are all familiar with from D&D 5e. Vehicles like spelljammers operate on a different scale, which I will call **spelljammer scale** in the rest of this supplement. When translating mechanics from ground scale to spelljammer scale, scale it up by 100. Instead of traveling 30 feet across a 5x5 foot square grid, you move 3,000 feet across a 500x500 foot square grid. For ship size scaling, see table "Spelljammer Scale Sizes" on page 14.

Damage and sizes will be denoted as **mega** when they refer to values in spelljammer scale.

### GRID PLAY & HEX CRAWL

If you like to play with maps, here are a few tips:

- For tactical speed, set your grid to 500 feet by 500 feet squares to match spelljammer scale. Spelljammer combat plays out almost exactly like ground combat.
- For spelljamming speed, set your grid/hexes to 6 million miles per square or hex. With this, a ship travels 1 square or hex every 24 hours per spell slot put into the Helm.

### SPELLJAMMING SPEED

When a spelljammer has a far off destination in mind, the Helmsman can send the spelljammer into spelljamming speed by charging the Helm for 1 minute. Spelljamming speed is determined by the spell slot used when attuning. While traveling at this speed, the spelljammer can travel incredibly fast to make voyages across space.

A spelljammer isn't hampered by small debris at this speed, but it will drop to tactical speed if it comes into close proximity to something that is Small or larger in spelljamming scale.

The Helmsmen is not required to stay attuned to the Helm once set on its path. Many choose to stay at the Helm when possible, as you never know when your spelljammer will drop out of spelljamming speed from contact with another spelljammer, monster, or space anomaly.

See the chart below for speeds of a Spelljammer Helm based on the spell slot used. Other Helms that don't use spell slots progress in speed in the same way as the Spelljammer Helm, but the energy type changes.

### SPELLJAMMING SPEED TABLE

Spell Slot	Minor Helm	Major Helm
1st	250k miles/hour	250k miles/hour
2nd	500k miles/hour	500k miles/hour
3rd	750k miles/hour	750k miles/hour
4th	1.00m miles/hour	1.00m miles/hour
5th	1.25m miles/hour	1.25m miles/hour
6th	Same as 5th	1.50m miles/hour
7th	Same as 5th	1.75m miles/hour
8th	Same as 5th	2.00m miles/hour
9th	Same as 5th	2.25m miles/hour

### SAILING AT SEA OR OVER LAND

Normally, sailing ships travel at 100 miles per day in the open ocean. Spelljammers can sail this way when on a planet and often do so to avoid putting a target on them. Spelljammers can also *hover sail*. Hover sailing involves the spelljammer behaving like an airship. It can't travel all the way out of the gravity well, but it can skim the surface of land and water. When hover sailing, your spelljammer travels at 100 miles per day for each spell slot used to charge the Helm.

## MANEUVERABILITY

Most of the spelljammer mechanics I've spoken about so far snap in nicely with D&D 5e. There is one mechanic that needs to be added, as it is unique to being in a vehicle. That is maneuverability.

Maneuverability is simply the degree to which a spelljammer can turn as it moves. Highly maneuverable spelljammers can turn on the spot, though most can only start a turn. Envision a ship sailing on the sea, if they want to turn they need to adjust sails and come around for a long turn.

In mechanical terms, maneuverability is the cone in which a spelljammer can move and then the amount it can turn each time the Helmsman has it move. In this system, we have 6 levels of maneuverability: 360°, 180°, 135°, 90°, 45°, and 0°.

For ease of adapting this to a grid without getting out protactors, you can use the following guidelines:

### GRID MOVEMENT

#### Cone of Movement How to Move

360°	Move in any direction up to your movement speed.
180°	You forward, left, or right up to your movement speed.
135°	For every 1 square you move forward, you can move left or right 2 squares.
90°	For every 1 square you move forward, you can move left or right 1 squares.
45°	For every 2 squares you move forward, you can move left or right 1 square.
0°	You effectively can't turn during combat. You can still turn over distance out of combat.

The maneuverability of a spelljammer is included directly after its speed score. For example, 3,000 (90) means 3,000 feet in a 90 degree cone.

It's also worth noting that while a spelljammer is sailing at spelljammer speed, the crew do not need to actively work the sails because a spelljammer can't turn while at that speed. Crew still need to be standing by at the ready in case they get pulled out of spelljamming speed by something!

### INTERACTION WITH THE CREW

Although the propulsion of a spelljammer is primarily the result of the Helmsman, it is the crew working the sails that give the spelljammer its maneuverability. Every spelljammer has a minimum number of crew required, and a major part of that requirement is having enough people to work the sails. When your spelljammer has fewer than the minimum, your spelljammer suffers from a reduction in maneuverability. See the chart below.

### CREW DEFICIT

% Under Minimum	360°	180°	135°	90°	45°
-1% to -25%	180°	135°	90°	45°	0°
-26 to -50%	135°	90°	45°	45°	0°
-51% to -75%	90°	45°	45°	0°	0°
-76% to -99%	45°	45°	0°	0°	0°



## LIST OF HELMS

Helms are presented in alphabetical order. A Helm's description gives the Helm's name, value, and properties. Helms can only be installed in Sloop (Mega-Medium) size or larger spelljammers unless the description says otherwise.

### ARTIFURNACE

*Wondrous item, Artifact, Attunement  
Priceless*

This Helm is a modernized version of the Furnace Helm. Like the Furnace Helm, the Artifurnace is designed to burn magical items to draw their magic into the Helm and create propulsion. However, the Artifurnace is designed specifically to draw power off of an Artifact magic item which is indestructible. This makes the Artifurnace an endless source of propulsion.

While using this Helm, a spelljammer is counted as always having a 6th level spell slot for its speed (see Spelljamming Speed Table, page 6).

### DEATH HELM

*Wondrous item, legendary (requires attunement by a creature with spellcasting or pact magic)  
50,000gp*

This Helm functions and appears identical to a **Spelljammer Helm (Major)**.

**Cursed Item.** Whenever attuned to by a spellcaster, the spellcaster must make a DC 20 Wisdom saving throw or be charmed by the Helm. While charmed this way, the attuned spellcaster finds themselves intensely enjoying the feeling of using the Helm, even as it drains their life away. The attuned spellcaster resists all attempts to remove them from the Helm. Each day of use, the attuned spellcaster gains one point of exhaustion and must start making a special series of Death Saving Throws. These saving throws don't reset on a long rest and they are not cleared when they reach 3 successes. These Death Saving Throws are made until attunement is broken or the attuned spellcaster has 3 failures and dies.

An attuned spellcaster that succeeds on their save immediately realizes that something is wrong with the Helm and can choose to break attunement before it settles in.

**Unattunement Backlash.** If a Helmsman unattunes to the Helm as an action instead of over a short rest, the Helmsman suffers a point of Exhaustion and must make a special Death Saving Throw that accumulates with the Cursed Item effect.

### FURNACE HELM

*Wondrous item, legendary  
20,000gp or 50,000gp*

This Helm takes the form of a furnace that is situated at the center of a ship. Magic items can be burned in the Furnace to create propulsion. For every 1,000gp of value burned this way, the Furnace generates one week's worth of propulsion as if a 2nd-level spell slot were expended. Since the Furnace Helms work off of fire, they are never used in the Phlogiston.

The Minor variant of this Helm can only be used on Cutters (Mega-Tiny) or Schooner (Mega-Small) size ships.

The Major variant of this Helm can be situated on a ship from Cutter (Mega-Tiny) to Frigate (Mega-Large) size. Additional magic items can be added to the Furnace to increase the spell slot value by 1 level per item, though each additional item has a 25% chance of causing an explosion that deals 10d10 mega fire damage to your spelljammer.

### SERIES HELM

*Wondrous item, legendary (requires attunement by a creature with spellcasting or pact magic)  
Per Link: 75,000gp*

This rare Helm is a series of specialized Spelljammer Helms. Each link can be attuned to by a different creature and contribute spell slots to the speed of the spelljammer. Unlike a normal Spelljammer Helm, creatures with natural spell-like abilities can also contribute by expending a use of their spell-like ability to provide 1 spell slot of power.

Only one creature attuned to one of the links can be the Helmsman, but the Helmsman can trade position with another attuned creature as an action.

Each creature can contribute up to 3 spell slots worth of power. The speed of the spelljammer is based on the total number of spell slots contributed by each attuned creature as if it were a Major Helm on the Spelljamming Speed Table (see page 6).

**Quick Attunement.** Functions identically to a minor Spelljammer Helm.

**Unattunement Backlash.** Functions identically to a minor Spelljammer Helm.

### SPELLJAMMER HELM

*Wondrous item, legendary (requires attunement by a creature with spellcasting or pact magic)  
Minor: 100,000gp | Major: 250,000gp*

This ornamental throne covered in Arcane runes can be installed into any ship from schooner to ship of the line size. When a spellcaster attempts to attune to this helm while it is installed on an eligible ship, the spellcaster must expend a spell slot at the end of the attunement process to determine the speed the spelljammer will function at for the next 12 hours or until attunement is broken (see Spelljamming Speed Table, page 6).

The minor variant of this helm can still use 6th-level or higher spell slots, but they only count as 5th-level for calculating speed. The major variant can use any spell slot.

The Minor variant of this helm can't power heavy frigates or ships of the line. The Major variant of this Helm can power any sized ship unless otherwise noted.

**Quick Attunement.** A spellcaster can immediately attune to this Helm instead of spending a short rest by expending a 2nd-level spell slot (Minor) or 5th-level spell slot (Major). An additional spell slot must still be expended to determine spelljammer speed.

**Unattunement Backlash.** If a Helmsman unattunes to the Helm as an action instead of over a short rest, the Helmsman is unable to cast spells for 1d4 rounds (Minor) or 2d4 rounds (Major) after breaking attunement.

## SPELLJAMMER MOUNTED WEAPONS

Weapon Type	Size	Cost	Damage	Properties
<i>Ballistae</i>				
Light Ballista	Small	1,000gp	2d4 M. piercing	Ammunition (2.5k/7.5k), crew 1
Medium Ballista	Medium	2,000gp	2d6 M. piercing	Ammunition (3k/9k), crew 2
Heavy Ballista	Large	4,000gp	2d8 M. piercing	Ammunition (3.5k/10.5k), crew 4
<i>Catapults</i>				
Light Catapult	Small	1,000gp	3d4 M. bludgeoning	Ammunition (3.5k/10.5k), fixed, crew 1
Medium Catapult	Medium	2,000gp	3d6 M. bludgeoning	Ammunition (4k/12k), fixed, crew 3
Heavy Catapult	Large	4,000gp	3d8 M. bludgeoning	Ammunition (4.5k/13.5k), fixed, crew 5
<i>Cannons</i>				
Caronade	Small	2,000gp	3d6 M. bludgeoning	Ammunition (2.5k/7.5k), fixed, loading, backfire 2, crew 2
12lb. Long Gun	Medium	4,000gp	3d8 M. blugeoning	Ammunition (5k/15k), fixed, loading, backfire 3, crew 4
24lb. Long Gun	Large	6,000gp	3d10 M. blugeoning	Ammunition (6k/18,000), fixed, loading, backfire 3, crew 6
36lb. Long Gun	Large	10,000gp	3d20 M. blugeoning	Ammunition (6k/18k), fixed, overheat, backfire 4, crew 8

## SPELLJAMMER WEAPONS

Spelljammer mounted weaponry generally consists of siege weapons, the same kind one might find mounted on a castle wall. These weapons are quite powerful and generally capable of taking out any person that is unfortunate enough to be hit by one. Due to this destructive power, they make for efficient weapons against the thick hulls of other spelljammers or creatures found in wildspace and the Flow.

All spelljammer mounted weapons deal mega-damage and can only be used when affixed to a spelljammer hardpoint.

The range on weapons are given in thousands of feet. Remember that the grid in spelljammer scale is 500 x 500, so if a weapon has a range of 2,500 ft., it means it can fire up to 5 squares without disadvantage, and then up to 15 squares with disadvantage.

Spelljammer mounted weapons are used by members of the party and select NPCs (on DM permission) who are occupying the Gunner role. Being proficient in martial weapons is all one needs to be able to operate these weapons more or less safely. See more in the Spelljammer Combat section later in this chapter.

## WEAPON DESCRIPTIONS

These are the most common weapons you will find available.

**Ballista.** These top loaded siege weapons look much like a large crossbow. Unlike some models of ballista which are anchored to the ground at two points, the spelljammer variants have a central reinforced beam on a pivot. The Heavy Ballista makes use of a two-point anchor, but it rests on manually rotating platform that supporting crew can turn to help aim.

**Catapult.** A classic siege weapon that uses stored up tension in a single limb to release some projectile at high speeds toward a target. Many traditional catapults have lockable wheels so they can be moved and fired, but the spelljammer variant is built into the hardpoint itself.

**Caronade.** These short barreled cannons were among the first gunpowder based cannons to be built for spelljammer

use. The interior of the gun barrel is smooth rather than rifled, resulting in shorter range than other comparable weapons. Nevertheless, it remains a popular choice for how efficient it is at short ranges.

**12 & 24-Pounder Long Gun.** These cannons are the most common type found in space. With long barrels with rifling, their range and power is a force to be reckoned with. Nevertheless, gunpowder carries danger to those sailing in the Phlogiston and always has a chance to backfire.

**36-Pounder Long Gun.** This ridiculously oversized cannon is a favorite of the gunpowder obsessed Giff. The large amount of gunpowder used per shot results in the weapon overheating each time it is fired.

## WEAPON PROPERTIES

These are the properties found on Spelljammer Weapons.

**Ammunition.** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you make an attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from where it is stored is a part of the attack.

**Fixed.** When mounted, this weapon is affixed to face a certain direction. It can only make attacks against targets within a 90-degree cone in the direction it is facing.

**Loading.** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

**Overheat.** Once you make an attack with this weapon, it can't be used again to make an attack until the end of your next turn.

**Backfire.** When you make an attack with this weapon, if the unmodified die roll is equal or less than the backfire value, the weapon breaks after the attack. The weapon remains broken until the Gunner uses their action to repair it.

**Crew.** For this weapon to operate, the spelljammer crew must have X additional crew in excess of its minimum crew to operate, where X is the crew value of the weapon.

## AMMUNITION

Weapons that have the Ammunition property generally require you to get a hold of ammunition that it can use in the attack. Most commonly, adventurers will be familiar with buying arrows for their bow or bolts for their crossbow. Just as an archer character is going to regularly restock on arrows or bolts when they get to town, so too should a spelljammer be replenishing their supply of ammunition.

A single spelljammer mounted weapon can carry 20 of its ammunition without requiring spelljammer cargo space. Any amount over this requires cargo space.

### AMMUNITION COSTS

Weapon	Cost (per 1/per 20)	Weight
Ballista Bolts	5gp / 100gp	0.1 tons
Catapult Stones	10gp / 200gp	0.5 tons
Cannonballs	20gp / 400gp	0.5 tons

## CREW

What kind of sailing adventure is it if you don't have a crew? Not only is a crew necessary for your spelljammer to be able to maneuver itself, they also are needed to operate weapons or defend your spelljammer against boarding parties.

Dealing with crew in a game can be a fun and rewarding experience, but also tedious and dull. It's important to speak with your group to decide how hands on they want to be with crew management. Do you want to be doing The Sims: Spelljammer, or just have vague guidelines?

I've always favored light guidelines myself, so for this supplement, I am adding in a quick and easy method for dealing with crew management that also has some fun mechanical impact.

There are currently four kinds of mercenaries: Green crew, veterna crew, giff mercenaries, and hurwaeti mercenaries.

### GREEN CREW

Green crew refers to any new sailor that is still getting their footing. Green crew are not combat tested or ready, they pretty much can do their job and that's about it. If they are directly attacked, they will act to defend themselves, but most of the time they simply flee away from combat.

Their fee is 1.5gp per day. This includes 1gp profit to be paid to them and 0.5gp to cover their daily food & water costs. Use the **Bandit** (CR 1/8) template from the Monster Manual (pg. 343).

### VETERAN CREW

Veteran crew refer to those who have been sailing the flow for at least a year. By this point, they have seen every side of a spelljammer, understand the ins and outs of daily activity, and have even picked up some combat prowess. They will actively defend their spelljammer from boarding parties, though they themselves are not mercenaries and so won't join in on an offensive boarding attack.

Their fee is 3.5gp per day. This includes 3gp profit to be paid to them and 0.5gp to cover their daily food & water costs. Use the **Thug** (CR 1/2) template from the Monster Manual (pg. 350).

## GIFF MERCENARIES

Lacking any magical ability of their own, the giff are a species that make their way through space as mercenaries.

Mercenary work fits them well, as it allows them to indulge their greatest passion: Gunpowder! Giff are never shy about using gunpowder. Giff will actively defend against a boarding party and will join the party on offensive boarding attacks.

**Special Feature: Gunpowder Experts.** When a weapon is crewed by a majority of giff, that weapon's backfire chance, if any, is reduced by 1. When a weapon is entirely crewed by giff, that weapon's backfire chance, if any, is reduced by 2. This reduction can bring the backfire chance down to 0.

Their fee is 6gp per day in gunpowder. They cover the cost of their own food. Use the **Giff** (CR 3) template from Mordenkainen's Tome of Foes (pg. 204).

### HURWAETI MERCENARIES

The Hurwaeti are a race of ancient humanoids that seem to be distantly related to lizardfolk. It is said their once great empire was a benevolent expansionist society that brought peace and prosperity wherever it went, but the days of that empire ended following a war with aberrations. The Hurwaeti are now a scattered species, working their way through space and finding vengeance on aberrations when they can.

Hurwaeti mercenaries are not easy to find as they are highly sought after. On the work side, they have incredible jumping abilities and a strong work ethic which makes them a joy to work with. They stand out most to spelljammer captains for their natural ability to purify air around them.

**Special Feature: Air Replenishing.** When calculating the amount of air available in a spelljammer's air bubble, for each Hurwaeti aboard the ship, reduce the crew count by 2. For example, lets say your spelljammer has 40 crew, 5 of which are Hurwaeti. Normally you'd divide by air of the ship by 40, but because you have 5 hurwaeti onboard, you would divide by 30, giving your spelljammer longer lasting air.

The fee is 8.5gp per day. This includes 8gp profit to be paid to them and 0.5gp to cover their daily food & water costs. Use the **Lizardfolk Render** (CR 3) from Ghosts of Saltmarsh, but treat them as Medium creatures.

### CREW COSTS

Crew Type	Total Fee per Crew (Day/Month)
Green Crew	1.5gp / 45gp
Veteran Crew	3.5gp / 105gp
Giff Mercenaries	6gp / 180gp
Hurwaeti Mercenaries	8.5gp / 255gp

# MODULES

In addition to weaponry, you may want to customize your spelljammer by adding modules to it. These modules give your spelljammer unique benefits that can drastically change how your spelljammer functions.

Each of these modules have 10 hull points. If an attack is done against one of these modules and reduces its hull points to 0, it is disabled and doesn't function until repaired by the spelljammer's Boatswain.

Installing a module on a spelljammer takes up space. In addition to the gold cost to get the module installed, your spelljammer must have enough cargo storage to fit it. Once the module is installed, the available cargo storage is reduced until that module is removed.

## MODULES TABLE

Name	Cargo Usage	Cost
Altar	4 tons	4,000gp
Anchor	1 ton	1,000gp
Arcane Cannon	0 tons	10,000gp
Brig	4 tons	4,000gp
Fighter Bay	8 tons	5,000gp
Lifeboats	1 ton	1,000gp
Passage Device	3 tons 6 tons	10,000gp 20,000gp
Planetary Locator	1 ton	2,000gp
Plane Shift Drive	10 tons	40,000gp
Portal Locator	1 ton	5,000gp
Sickbay	2 tons	5,000gp
Workshop	4 tons	4,000gp

## ALTAR

An altar is an area of a spelljammer designed for worship of a particular deity or power. The design changes from god to god, but the effect remains the same: When a paladin or cleric uses the altar during their daily prayers, they can regain spell slots as if their god had presence in the sphere.

## ANCHOR

Shaped exactly like its seafaring counterpart, this anchor can be lowered down to land to allow a spelljammer to float without a Helmsman at the helm.

## ARCANE CANNON

The arcane cannon is unique as far as spelljammer modules go, in that it must be installed in a medium or large hardpoint and take up that weapon spot on your spelljammer. In exchange for this loss of firepower, spellcasters are able to use the arcane cannon to cast spells and have them amplified up to spelljammer scale.

To use an arcane cannon, a spellcaster must first be in the Gunner role. The spellcaster must use their action to charge the cannon for one round. Charging the cannon doesn't expend a spell slot, but if the cannon is not used on the next round, it discharges harmlessly and must be charged again.

If you use your action to cast an evocation spell into the charged arcane cannon, you can choose a spelljammer instead of just a creature. The spell must have a duration of Instantaneous and a range of 5 feet or greater. The DM can decide if a spell is inappropriate for use.

The arcane cannon transforms the spell into a mega spell, scaling it up into spelljammer scale. Its range and the dimensions of its spell effects are multiplied by 100, to a maximum range of 10,000 feet. Also, the spell deals mega damage instead of normal damage.

If a spell cast through the arcane cannon targeting a spelljammer calls for a saving throw, the Helmsman makes that saving throw on behalf of the spelljammer itself. Abilities like Evasion don't affect this type of saving throw.

## BRIG

Captains who have to deal with the transportation of creatures might look to invest in a dedicated brig. This room allows for the containment of up to 5 medium creatures with reasonable assurance. The details of this room, and how secure it is, is decided at construction.

## FIGHTER BAY

By sectioning off a portion of the cargo hold, you can place a schooner class (mega-small) or smaller spelljammer to be deployed in combat.

A character in the Fighter Helmsman role can deploy this spelljammer as an action.

## LIFEBOATS

These hard-shelled vessels are designed to fall toward the largest nearby gravity field. This is intended to land occupants on nearby planets, but be wary of using lifeboats close to suns and gas giants. The lifeboats prevent most damage from outside sources, but they cannot handle the stress of a Spelljammer Helm or traveling at spelljamming speed. Once they land, lifeboats cease to be a reasonable way to travel back to the stars.

Each lifeboat takes up 1 ton of cargo space and can carry 5 medium creatures to safety.

## PASSAGE DEVICE

This device was created by the Arcane to make it easier on spelljammers to pass in and out of crystal spheres. It functions the same as casting the *Create Portal* spell but does not require a spellcaster.

Passage Devices come in two sizes. The smaller one is enough for any class of spelljammer up to and including Frigates. Heavy frigates and ships of the line need to pay more due to the size of their spelljammers.

## PLANETARY LOCATOR

Created and sold only by Arcane purchased spelljammers, the Planetary Locator tracks all but the smallest of celestial bodies in an illusory three-dimensional display that includes the location of the spelljammer.

## PLANE SHIFT DRIVE

This large device is built to store up residual energy over time that can be used to *Plane Shift* the spelljammer and every creature in the air envelope. Any creature at the edge of the air envelope can choose whether it plane shifts as well. This device can store up to two charges and charges are restored after a month. Only one charge can be recharged at a time.

## PORTAL LOCATOR

This device was created by the Arcane to make it easier on spelljammers to locate portals to get in and out of crystal spheres. It functions the same as casting the *Locate Portal* spell but does not require a spellcaster.

## SICKBAY

Illness and injury are bound to happen when traveling the stars, and without a dedicated healer onboard, a sickbay is a critical facility. The system has a pool of 6 medical dice, which are 1d8s. Each of these dice recharge in 24 hours after being used. You can spend 1 minute in a sickbay and expend one or more of these dice to cause you or another creature in the sickbay to regain hit points equal to the value rolled.

Alternatively, you can expend 3 medical dice to cure yourself of any disease or poison afflicting you or another creature in the sickbay.

## WORKSHOP

Whether the workshop is a fully functioning forge, a room full of tools and lumber for a carpenter, or bolts of cloth and threads for a tailor, this room provides anything an artisan would need. Someone with an artisan tool proficiency can make use of this workshop to work on projects during travel. Each workshop is built to fit a single tool proficiency.

## UPGRADES

Upgrades are extra features you can get added to your spelljammer to make it function more efficiently. Each of the following upgrades can be installed on a spelljammer once, unless otherwise specified. You can install a new system with 7 days of work and the cost indicated on the table below.

### UPGRADES TABLE

Name	Cost
Arcane Weaponry	1,000gp
Assault Port	3,000gp
Gliding Sails	2,500gp
Gunpowder Station	2,500gp
Helm Link	5,000gp
Internal Reinforcement	2,500gp
Reinforced Bulwark	5,000gp
Reinforced Hardpoint	5,000gp
Reinforced Hull	4,000gp
Stripped Hull	4,000gp

## ARCANE WEAPONRY

One spelljammer mounted weapon installed on your spelljammer gains a +1 bonus to attack rolls and has its range increased by 500 feet. You can choose this upgrade more than once, applying it to a different weapon each time.

## ASSAULT PORT

A Fighter Helmsman can deploy from Fighter Bays as a bonus action instead of as an action.

Your spelljammer must be of Frigate size or larger to accept this upgrade.

## GLIDING SAILS

Your spelljammer movement speed increases by 500 feet if the pilot moves in a straight line.

## GUNPOWDER STATION

One of your spelljammer's hardpoints has a gunpowder station built for it. Cannons mounted on this hardpoint can ignore the **Loading** property. You can choose this upgrade more than once, applying it to a different weapon each time.

## HELM LINK

Your spelljammer is able to link itself to another willing spelljammer. When you accelerate to spelljamming speed, the linked spelljammer is carried along at your speed.

Your spelljammer must be able to have a Helm to accept this upgrade.

## INTERNAL REINFORCEMENTS

You have improved the integrity of your fighter craft by filling every hollow space with lightweight reinforcements. Your schooner class or smaller spelljammer's hull points increase by 10.

## REINFORCED BULWARK

With the help of your spelljammer's Boatswain, you find ways to make your spelljammer easier to repair on the fly, increasing its Bulwark Points by 6.

## REINFORCED HARDPOINT

One of your spelljammer's hardpoints is reinforced, helping whichever weapon is mounted on it shrug off attacks. Your spelljammer mounted weapon on this hardpoint has 20 hull points instead of 10. You can choose this upgrade more than once, applying it to a different weapon each time.

## REINFORCED HULL

Your spelljammer's hull is reinforced with a tougher material of your choice, increasing your spelljammer's AC by 1.

## STRIPPED HULL

You strip your hull of as much excess material as possible. Your spelljammer's maneuverability increases by 1 step, but its AC is reduced by 2.

# HULLS

Spelljammers come in a wide variety of shapes and sizes, each with their own unique stats and traits. In this section, I'll be summarizing the statistics of various spelljammers to start with, though DMs should feel free to customize these as needed to fit the style of your party. If your group wants to simply keep building up their single spelljammer, let them. If they want to sell their old one and upgrade to a newer model, that works too. This section is for general guidelines, not rigidly applied structure.

## SPELLJAMMER ATTRIBUTES

Just like the ships from the Age of Sail, spelljammers tend to have a lot of unique character to each of them. While there are many commonalities from one to another, people generally like to vary it a bit. Even two spelljammers crafted in the same place will tend to have slight variations in room layout and overall form. That said, there are some general attributes that spelljammers tend to have.

### ARMOR CLASS (AC)

Armor Class is treated identically to how you are used to it from D&D 5e. Attacks that meet or beat the Armor Class of a spelljammer hit.

### HULL POINTS (HP)

Hull Points is the short-hand name we use for mega-hit points with regards to spelljammers. Each mega hit point/hull point represents 100 regular hit points. When a spelljammer's hull points reach 0, the spelljammer loses its structural integrity and breaks apart. It retains its air bubble until expended. Since hull points represent such a large number of regular hit points, you can imagine you're going to want special weaponry! Luckily, all spelljammer mounted weapons deal mega damage. So one damage from a spelljammer mounted weapon will deal 1 hull point worth of damage. Exactly like you would expect!

Repairing Hull Points isn't a fast process. For each 8-hour workday that a spelljammer's Boatswain works to repair the spelljammer, they can roll a DC 15 Carpenter's Tools check (spelljammers made out of other material should have a different tool requirement). On a success, they repair four times their proficiency bonus in Hull Points. On a failure, they repair only two times their proficiency bonus for that day. This check represents the Boatswain working with the crew at large to repair the damage done to the hull.

### BULWARK POINTS (BP)

In D&D 5e, all ships have an attribute called Damage Threshold (DT). Any damage amount that falls under this value is simply ignored. This is a way of representing the overall durability of a ship and its capacity to shrug off damage.

In this supplement, we forego using Damage Threshold in favor of Bulwark Points (BP). Bulwark points represents the same basic idea, but instead of simply ignoring small amounts of damage, it acts like temporary hull points around your spelljammer. Whenever an attack or some other form of damage would be done to the hull of your spelljammer, that damage is first applied to Bulwark Points. If the bulwark

points are brought to 0, any remaining damage is dealt to the spelljammer's hull points.

Unlike hull points, bulwark points are easily and regularly restored so long as a Boatswain is on the job. See the Boatswain in the role section for more detail.

### SPEED

We talked at length about Speed already (see Speeds on page 6), but a quick recap: Speed represents the overall movement speed of a spelljammer on its turn. It consists of two numbers: The number of feet it can move and the maneuverability cone it can move in and turn up to. So when you see a speed of "3000 (90)", it means that your spelljammer can move up to 3,000 feet in a turn within a 90 degree forward cone, and then turn up to 90 degrees after moving.

### HARDPOINTS

Hardpoints represent the number of slots available for siege weaponry onboard your spelljammer, as well as their facing. A weapon can be affixed to a hardpoint with any facing, but if the weapon is **fixed**, it can only fire in a 90 degree angle once it is set in place (see more in Weapons, page 9).

There are 3 sizes of hardpoints that can exist on a spelljammer: small, medium, and large. A spelljammer mounted weapon can fit on a hardpoint of the same size or greater. So a Light Catapult (small) can be installed on a small, medium, or large hardpoint, but a Heavy Catapult (large) can only be installed on a large hardpoint.

### CREW (MIN/MAX)

This represents how many people are needed at minimum to operate the sails and keep the ship moving. Crew above the minimum isn't essential, though if you lose crew members while sailing through space, your ship's maneuverability will suffer. Refer to the table "Crew Deficit" on page 8 to determine your spelljammer's maneuverability based on its normal maneuverability and how many crew you are below the minimum.

A spelljammer with no crew has no maneuverability and can only turn slowly and clumsily. Effectively the spelljammer has 0 maneuverability for the sake of combat.

### SIZE

Spelljammers come in many different sizes, but almost all of them can be considered Gargantuan by the normal D&D 5e scale. This doesn't help us much. So when we deal with ships or mega creatures in Spelljammer Scale, we'll use the following general terms based on Age of Sail terminology.

### SPELLJAMMER SCALE SIZES

D&D 5e Size	Class Name	Grid Dimensions
Tiny	Cutter	0.5 x 0.5
Small	Schooner	1 x 1
Medium	Sloop	1 x 1
Large	Frigate	2 x 2
Huge	Heavy Frigate	3 x 3
Gargantuan	Ship of the Line	4 x 4

## CARGO HOLD

Cargo hold is simply a measure of how much available room there is on the spelljammer. This can be used for transporting trade goods between planets and spheres, carrying large sums of loot, or as temporary shelter for people who need to be transported from one place to another.

## PROVISIONS FOR LONG VOYAGES

All spelljammers come with a pantry that can support the maximum crew count of the ship for 3 months without taking up cargo space.

If you're going on a long voyage though, you may want to stock up! Every 1 ton of cargo storage you fill with food and water can provide 2,400 days of sustenance for 1 person. Divide 2,400 by the number of people you have to supply for and you'll have the number of days 1 ton can sustain.

The cost of food and water is included in the daily cost of crew members to make food and water management simple. However, if you pick up other people or want to stock on food, the cost of food and water is 5 silver per person per day, or 1,200gp for 1 ton.

## DAYS OF AIR

This is the number of days of fresh air the ship can sustain 1 person. Divide this number by the number of people to get how many days of air is available to any given size.

Example: Our ship has 5 people on it and has 600 days of fresh air.  $600/5 = 120$  days. Our ship can sustain 5 people for 120 days with fresh air.

## OUTSIDE AN AIR BUBBLE

Creatures that leave a spelljammer air bubble carry 1 minute worth of air with them. This air fouls after a minute. A minute after that, a character can hold their breath for a number of minutes equal to their Constitution modifier (minimum of 30 seconds).

## LANDING

While all normal spelljammers are designed to work in space, they vary on how well they work on planets. If a spelljammer lists that it is able to land in water, it means that the spelljammer can be sailed down an ether current to the ocean and begin sailing across water as a normal waterfaring vessel. If a spelljammer lists that it is able to land on land, it means the spelljammer can sail down an ether current and land directly on solid earth. If the spelljammer can't do either of these, it must remain hovering over the surface.

Most spelljammers that can land on land will only do so when they are well outside of civilization and unable to be seen. Spelljammers that can land at sea will generally land at sea and sail into port. Keeping a low profile with the groundlings is fairly important. Although many who reside in space look down on groundlings, no one underestimates the strength they have. If a groundling finds out you have a spelljammer, they might just kill you to steal it.

## A FINAL NOTE

Spelljammers are not mass produced in a factory. They do not come with exact specifications that are routinely produced through automated production. Every spelljammer was, at one point or another, crafted or grown by people with different ideas as to how they should look.

In the following section, I'm going to give a list of example spelljammers. These are not to be taken as the *only* spelljammers or the only way these spelljammers could be designed. DMs should feel free to allow some creativity and personalization with these ships. If the party goes to one port and finds a Hammership, it might have the exact stats in the following section. Maybe if they go to another port, that Hammership was designed out of GravWood which makes it more maneuverable (increase maneuverability from 90° to 135°), but less armored (reduce AC from 15 to 14).

Feel free to make these kind of adjustments! Some parties may like to sell an old ship and buy a new one, but others may really want to stick with their original ship. Maybe let them pay for upgrades that bring that ship up to the stats of one of the more valuable ships as they make it larger and more powerful.

## FLORA IN SPACE

You might have wondered, "What if we fill a spelljammer with trees?" You wouldn't be the first.

Sadly, for whatever reason, groundling based flora just doesn't take to Wildspace or the Flow. Even the hardiest of flora find a way to wilt and die at the slightest provocation. Flora native to Wildspace doesn't suffer from this condition, but it is far more rare to find.

# LIST OF SPELLJAMMERS

## LOCUST

These small locust-shape ships are crafted out of fine balsa wood by the humans of the Toril island country Wa. Light and maneuverable, the Locust can support a single crew member plus enough room for at most one more passenger or a quarter-ton of cargo. Like other small ships, the Locust doesn't have a proper Spelljammer Helm. The Locust uses a device called *Rudders of Propulsion* which magically create propulsion for tactical movement but no spelljamming speed.

## LOCUST

Human Schooner (Mega-Small)

**Armor Class** 13  
**Hull Points** 30  
**Bulwark Points** 0  
**Speed** 3,500ft (360°)  
**Crew (Min/Max)** 1/2  
**Cargo Hold** 0.25 tons  
**Days of Air** 90 days  
**Landing** Land, Water  
**Cost** 500gp  
**Hardpoints** 1 Small

**Innovative Design.** The crew of this ship have advantage on initiative rolls.

### Example Weapons

**Light Ballista** Ranged Weapon Attack: +5 to hit, range 2,500/7,500ft., one target. Hit 5 (2d4) mega piercing damage.

## BATTLE FLITTER & DOOMBAT

After the Second Unhuman War against the Scro, the Elven Imperial Navy learned two major lessons: The Elven Flitter didn't do enough to protect a pilot and it didn't do enough to provide firepower to that pilot. By and large, the old Flitter was just used to fly an archer or wizard around enemy ships and pick off crew members and officers. This didn't work so well against the Scro with their closed-top spelljammers. As a result of the lessons of this war, the Elven Imperial Navy developed two advancements: the Doombat and the Battle Flitter.

The Battle Flitter is a future development of the Flitter designed to take advantage of elven swordsmanship. Like the classic version, it carries a single passenger to convey them around a battle in space. Unlike the original, it is fully contained and acts as a large suit for the Fighter Helmsman within. It allows a Fighter Helmsman to wield a mega-sized melee weapon for combat in space.

## BATTLE FLITTER

Elven Schooner (Mega-Small)

**Armor Class** 13  
**Hull Points** 40  
**Bulwark Points** 0  
**Speed** 3,000ft (360°)  
**Crew (Min/Max)** 1/1  
**Cargo Hold** 0.25 tons  
**Days of Air** 120 days  
**Landing** Land, Water  
**Cost** 2,600gp  
**Hardpoints** 1 Special\*

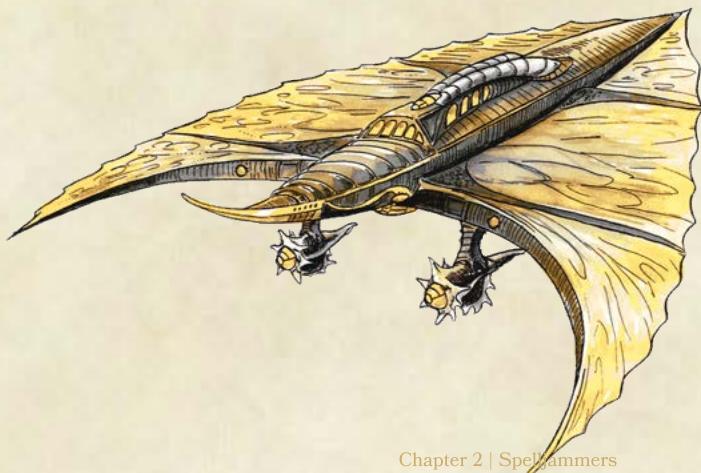
**\*Frame.** This ship is designed to fit a single humanoid as an extension of their body. The suit is designed to be attached with a single simple or martial melee weapon that becomes a mega weapon. While flying this ship, a Fighter Helmsman can make attacks with the equipped weapon as if they were wielding it. The Fighter Helmsman can also use their class features that modify or enhance melee weapon attacks, such as Divine Smite or Sneak Attack. The Fighter Helmsman can use their action to Disengage or Dodge while in this ship. This ship can't target anything gargantuan or smaller.

**Quick Eject** When this ship is destroyed, the Helmsman is sent flying 1,000ft. in straight line toward the nearest friendly ship. On each successive turn, the Helmsman drifts 1,000ft. in the same heading.

### Example Weapons

**Greatsword** Melee Weapon Attack: +7 to hit, reach 500ft., one target. Hit 10 (2d6 + 3) mega slashing damage.

The other advancement was the Doombat. This enclosed schooner sized fighter craft is new to the Flow, having just been developed in recent years. The Elven Imperial Navy are still filling out their ranks, so finding these ships will be difficult. The Elven Imperial Navy is quite happy with the new design, which boasts two hardpoints, a decent cargo hold for ammunition, and can move quite fast when it needs to.



## EXAMPLE SPELLJAMMERS

Name	Size	Race	AC	HP	BP	Speed (Maneuverability)	Crew (Min/Max)	Cargo (Tons)	Days of Air	Cost
Locust	Schooner	Humans	13	30	0	3,500ft. (360°)	1/2	0.25	90	500gp
Battle Flitter	Schooner	Elves	13	40	0	3,000ft. (360°)	1/1	0.25	120	2,600gp
Doombat	Schooner	Elves	14	48	0	3,500ft. (180°)	1/5	2	600	10,500gp
Mosquito	Schooner	Humans	13	40	8	3,000ft. (135°)	1/6	3	720	3,000gp
Dragonfly	Sloop	Humans, Elves	13	55	8	3,500ft. (135°)	3/10	5	1,200	6,000gp
Wasp	Sloop	Humans, Lizardfolk	14	76	8	3,000ft. (90°)	8/18	9	2,160	19,800gp
Tradesman	Sloop	Humans	15	91	16	3,000ft. (90°)	10/25	18	3,000	27,500gp
Lamprey Ship	Sloop	Humans	16	87	16	3,000ft. (180°)	8/23	6	2,760	29,900gp
Mindspider	Frigate	Neogi	17	80	16	2,500ft. (135°)	3/10	10	1,200	34,000gp
Nautiloid	Frigate	Illithids	17	112	20	2,500ft. (90°)	10/35	17	4,200	38,500gp
Galleon	Frigate	Groundlings	13	92	18	2,500ft. (45°)	20/40	20	4,800	44,000gp
Dragonship	Frigate	Humans	16	122	20	2,500ft. (90°)	20/40	22	4,800	44,000gp
Squid Ship	Frigate	Humans, Lizardfolk	16	133	20	2,500ft. (90°)	12/45	23	5,400	54,000gp
Hammership	Frigate	Humans, Lizardfolk	15	144	26	2,500ft. (90°)	24/50	25	6,000	60,000gp
Octopus	Frigate	Humans, Illithids	15	186	26	2,500ft. (90°)	13/70	35	8,400	70,000gp
Dolphin	Frigate	Humans, Elves	16	186	26	3,000ft. (90°)	16/75	39	9,000	82,500gp
Dreadnought	Heavy Frigate	Illithids	17	250	28	2,000ft. (45°)	20/100	50	12,000	110,000gp
Cuttle Command	Heavy Frigate	Humans	17	250	28	2,000ft. (45°)	30/100	50	12,000	110,000gp
Whaleship	Heavy Frigate	Humans	17	250	20	1,500ft. (45°)	20/100	50	12,000	120,000gp
Man-o-War	Heavy Frigate	Elves	18	165	34	2,500ft. (135°)	12/60	30	7,200	126,000gp
Turtle Ship	Heavy Frigate	Humans, Lizardfolk	19	208	28	1,500ft. (90°)	12/40	28	4,800	128,000gp
Warturtle Ship	Heavy Frigate	Humans, Lizardfolk	21	250	30	1,500ft. (45°)	12/40	11	4,800	128,000gp
Triop	Heavy Frigate	Arcane	20	237	30	2,000ft. (135°)	15/50	25	6,000	145,000gp
Elven Armada	Ship of the Line	Elves	19	250	36	2,000ft. (90°)	40/100	50	12,000	210,000gp
Battlewagon	Ship of the Line	Scro	19	377	36	1,500ft. (45°)	40/80	20	9,600	256,000gp
Deathspider	Ship of the Line	Neogi	19	250	36	1,500ft. (45°)	30/100	50	12,000	280,000gp
Tsunami	Ship of the Line	Humans	22	886	40	2,500ft. (135°)	75/300	100	36,000	620,000gp



## MOSQUITO

This small and versatile ship is among the smallest ships in the Flow that utilize Helm power. This ship primarily is used as a landing craft, scout ship, or infiltrator. The lack of any weapons has made the Mosquito more of a passenger ship than a combat ship.

Unlike other Schooner size ships, the Mosquito is fully powered by a Spelljammer Helm, meaning it is capable of travel through the Phlogiston from sphere to sphere. It isn't often used for this since it can't defend itself, but in a pinch, it can make for a reasonable escape craft.

## MOSQUITO

*Human Schooner (Mega-Small)*

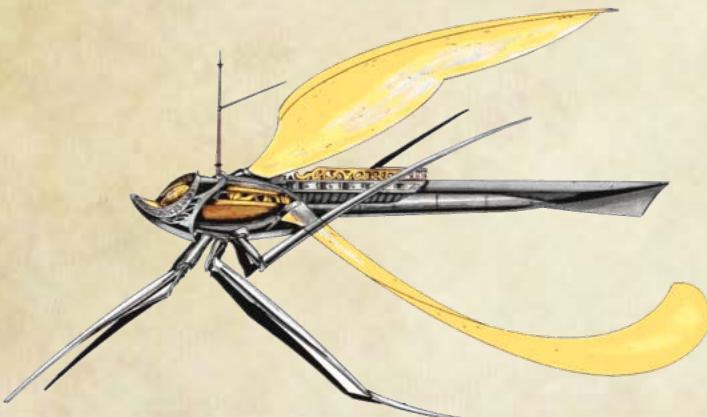
**Armor Class** 13  
**Hull Points** 40  
**Bulwark Points** 8  
**Speed** 3,000ft (135°)  
**Crew (Min/Max)** 1/6  
**Cargo Hold** 3 tons  
**Days of Air** 720 days  
**Landing** Land, Water  
**Cost** 3,000gp  
**Hardpoints** None

**Helm Hold.** This spelljammer can have a Helm installed as if it was a Sloop (Mega-Medium) ship.

## DRAGONFLY

The Dragonfly is among the most common spelljammers to be found in space. Along with the Tradesman, it is one of the common ships used for hauling, trading, and traveling. It is a solid choice for transporting small groups between celestial bodies or moving a bit of cargo from area to area with minimal crew.

Another interesting use has been as a traveling home. The Dragonfly has just enough room to permit the entire cargo storage to be changed into a workshop. Many craftsman use this as an opportunity to stock up on a few months of food, sail out into a quiet part of space, and work for months in slight isolation.



## DRAGONFLY

*Human & Elven Sloop (Mega-Medium)*

**Armor Class** 13  
**Hull Points** 55  
**Bulwark Points** 8  
**Speed** 3,500ft (135°)  
**Crew (Min/Max)** 3/10  
**Cargo Hold** 5 tons  
**Days of Air** 1,200 days  
**Landing** Land  
**Cost** 6,000gp  
**Hardpoints** 1 Small

**Evasive.** When the Helmsman takes Evasive Maneuvers, this ship can immediately move 500 feet in any direction.

**Flee the Scene.** This ship's movement speed increases by 500 feet if it is moving away from another ship that is within 3,000 feet of it.

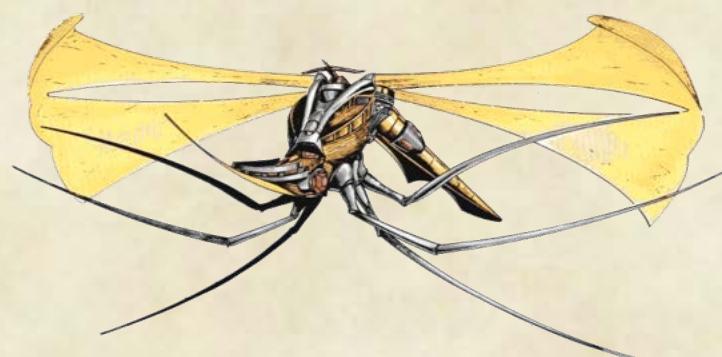
### Example Weapons

**Carronade Ranged Weapon Attack:** +5 to hit, range 2,500/7,500ft, fixed front, one target. *Hit 11* (3d6) mega bludgeoning damage.

## WASP

The Wasp was created as a heavier variant of the Dragonfly by Lizardfolk. While at first glance the Wasp appears to be a shoddy and rickety spelljammer, it is actually a rather versatile ship. With a single large hardpoint, reasonable speed and maneuverability and a thick hull, it has become a favorite for pirates and adventurers. It also has a small open area on the top where the large hardpoint is situated that makes for an excellent spot to start a boarding attempt.

Another interesting feature of the Wasp is that it was designed to be able to be flooded. The lizardfolk like having an aquatic setting while sailing around space. Some would even adopt small fish as ship mascots.



## WASP

Lizardfolk & Human Sloop (Mega-Medium)

Armor Class 14  
Hull Points 76  
Bulwark Points 8  
Speed 3,000ft (90°)  
Crew (Min/Max) 8/18  
Cargo Hold 9 tons  
Days of Air 2,160 days  
Landing Land, Water  
Cost 19,800gp  
Hardpoints 1 Large

**Evasive.** When the Helmsman takes Evasive Maneuvers, this ship can immediately move 500 feet in any direction.

**Innovative Design.** The crew of this ship has advantage on initiative rolls.

### Example Weapons

**24-Pounder Long Gun** Ranged Weapon Attack: +5 to hit, range 6,000/18,000ft., fixed front, one target. Hit 17 (3d10) mega bludgeoning damage.

## TRADESMAN

The standard Tradesman has quickly become the standard ship for all short-ranged hauling and mercantile endeavors around the known spheres. Although it was created by humans, it has become popular with almost every species, with even the illithids using them from time to time when there is a need.

Its large cargo storage and speed make it a great choice for port-to-port trading. It can also be surprisingly durable and hosts a pair of hardpoints that, while not particularly great for attacking something, should make pirates think twice.

## TRADESMAN

Human Sloop (Mega-Medium)

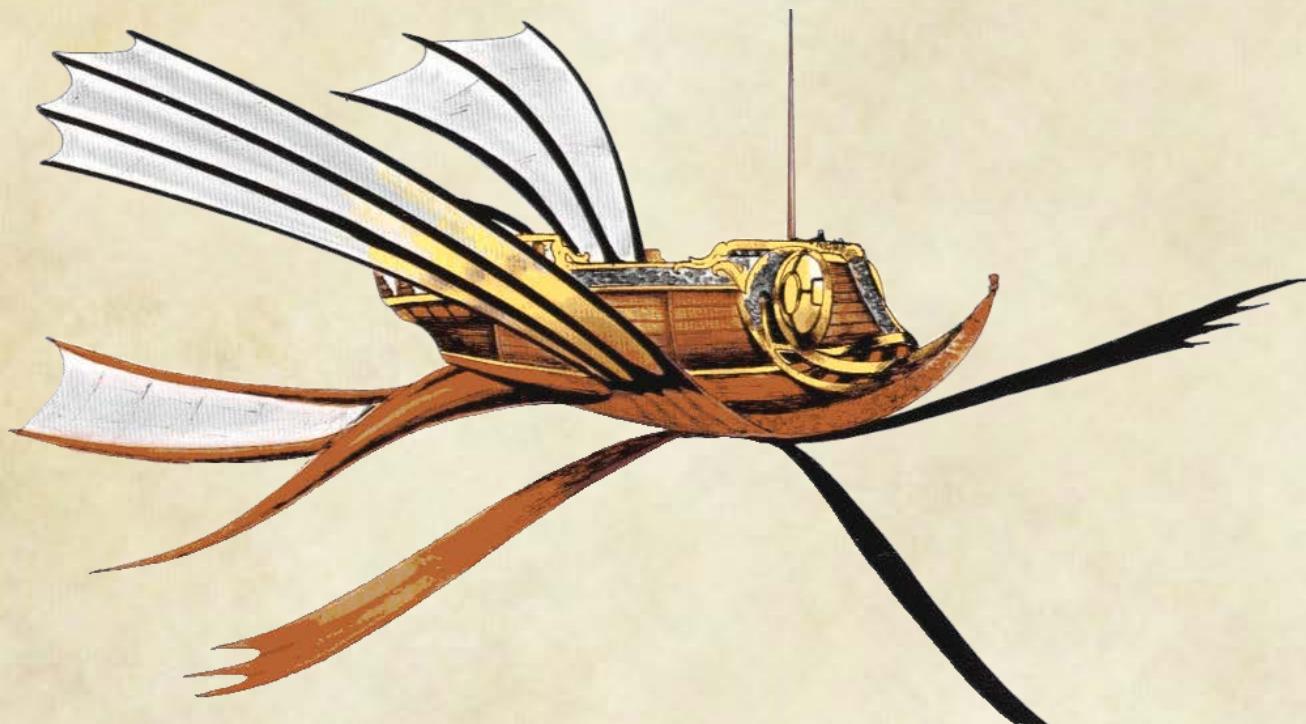
Armor Class 15  
Hull Points 91  
Bulwark Points 16  
Speed 3,000ft (90°)  
Crew (Min/Max) 10/25  
Cargo Hold 18 tons  
Days of Air 3,000 days  
Landing Space docks only  
Cost 27,500gp  
Hardpoints 1 Small & 1 Medium

**Nimble Design.** On any turn that this ship doesn't fire its weapons, its speed increases by 1,000 feet for that turn.

### Example Weapons

**Medium Catapult** Ranged Weapon Attack: +5 to hit, range 4,000/12,000ft., fixed rear, one target. Hit 10 (3d6) mega bludgeoning damage.

**Small Ballista** Ranged Weapon Attack: +5 to hit, range 2,500/7,500ft., one target. Hit 5 (2d4) mega bludgeoning damage.



## LAMPREY SHIP

The Lamprey Ship is one of the older ships found around space, but it has stuck around for good reason. Quick maneuverability and speed, three medium hardpoints, and a built in ram make for a devastating sloop-class spelljammer.

### LAMPREY SHIP

*Human Sloop (Mega-Medium)*

**Armor Class** 16  
**Hull Points** 87  
**Bulwark Points** 16  
**Speed** 3,000ft (180°)  
**Crew (Min/Max)** 8/23  
**Cargo Hold** 6 tons  
**Days of Air** 2,760 days  
**Landing** Space docks only  
**Cost** 29,900gp  
**Hardpoints** 3 Medium

**Piercing Ram.** This ship is designed such that it can directly collide with another ship and survive (mostly) unscathed. When this happens, the target ship takes 17 (3d10) mega piercing damage, and this ship takes 5 (2d4) mega piercing damage.

### Example Weapons

3x **Medium Catapult Ranged Weapon Attack:** +6 to hit, range 4,000/12,000ft., fixed front, one target. Hit 10 (3d6) mega bludgeoning damage.

## MINDSPIDER

One of the newer creations of the Neogi, the Mindspider is a smaller and more subtle version of the terrifying Deathspider. The ship is affixed with a Lifejammer Helm like all Neogi ships that drains the life out of slaves to move it. It carries far fewer weapons than the Deathspider and has less overall hull strength, but nevertheless, the Neogi leaders tend to use the Mindspider as a command ship. It makes perfect sense for the smaller, quicker, and more maneuverable ship to carry the leaders, and to leave the grunts on the larger battleship.



## MINDSPIDER

*Neogi Frigate (Mega-Large)*

**Armor Class** 17  
**Hull Points** 80  
**Bulwark Points** 16  
**Speed** 2,500ft (135°)  
**Crew (Min/Max)** 3/10  
**Cargo Hold** 10 tons  
**Days of Air** 1,200 days  
**Landing** Space docks only  
**Cost** 34,000gp  
**Hardpoints** 3 Small

**Piercing Claws.** This ship is designed with five large spider legs protruding out ahead of it. When the Helmsman takes the Ram action, the Helmsman instead attacks with one of these claws at a target in range. The Helmsman uses their spellcasting ability score for this attack.

### Example Weapons

3x **Small Ballista Ranged Weapon Attack:** +6 to hit, range 2,500/7,500ft., one target. Hit 5 (2d4) mega bludgeoning damage.

**Piercing Claws Melee Weapon Attack:** +6 to hit, range 500ft., fixed front, one target. Hit 17 (3d10) mega piercing damage.

## NAUTILOID

Few ships are as well known and feared as the mind flayer Nautiloid. These frigate-sized ships were created to travel across space and the Astral Sea to maintain the great Illithid Empire. Since the Gith revolution, the Nautiloid has become the main defender of the declining Illithid Dominion. Regrettably for the mind flayers, after the Gith revolution saw the death of countless elder brains, the knowledge of how to craft more Nautiloids was lost. This has forced the mind flayers into a general retreat across the spheres and a slightly more diplomatic disposition. Nevertheless, a single Nautiloid is more than capable of doing substantial damage to any world it comes across.



## NAUTILOID

*Illithid Frigate (Mega-Large)*

Armor Class 17  
Hull Points 112  
Bulwark Points 20  
Speed 2,500ft (90°)  
Crew (Min/Max) 10/35  
Cargo Hold 17 tons  
Days of Air 4,200 days  
Landing Water  
Cost 38,500gp  
Hardpoints 5 Medium

**Grasping Tentacles.** This ship is designed with four large tentacles that extend out before it. When the Helmsman takes the Ram action, they can instead make a contested Dexterity (Water Vehicles) check against the target. On a success, the target is grappled. The target can try to break out as a Helmsman action at the end of each following turn.

**Organic Structure.** If this ship has fewer than 30 hull points at the beginning of the initiative order each turn, it regains 10 hull points.

**Plane Shift.** This ship is equipped with a module to plane shift. The Helmsman can choose to use this module to cast Plane Shift as a mega spell, targeting the ship and all creatures aboard.

### Example Weapons

5x **Medium Catapult Ranged Weapon Attack:** +6 to hit, range 4,000/12,000ft., fixed front, one target. Hit 10 (3d6) mega bludgeoning damage.

## DRAGONSHIP

These elegant dragon-shaped ships were designed originally by the Shou Lung Empire of Toril. Built in honor of the Emperor, the Dragonships are a unified fleet that travel out from Toril to locate treasures and knowledge to bring back for the good of the Empire.

Among spacefarers, the Dragonship holds a unique position. It is one of the first groundling built ships that was fitted with a Helm and wasn't looked down upon as being total garbage (like the comparable Galleon, which is little more than a sailing ship with a Helm smacked onto it). The Dragonship showed fine craft and a surprising amount of attention to detail for space navigation. A result of this has been a greater nod of respect given to the people of Shou Lung (and by extension, groundlings of Toril) than would otherwise be given to the dreary and banal groundlings of most worlds.

Genuine Dragonships are tough to find, but knock offs are common and just as good as the original (if not better).



## DRAGONSHIP

*Human Frigate (Mega-Large)*

Armor Class 16  
Hull Points 122  
Bulwark Points 20  
Speed 2,500ft (90°)  
Crew (Min/Max) 20/40  
Cargo Hold 22 tons  
Days of Air 4,800 days  
Landing Water  
Cost 44,000gp  
Hardpoints 2 Medium

**Cruising Sails.** This ship's spelljamming speed is doubled when in Wildspace.

**Customizable Design.** This ship can be fitted with either one additional medium hardpoint or 6 extra tons of cargo storage when it is first built.

### Example Weapons

2x **12-Pounder Long Gun Ranged Weapon Attack:** +6 to hit, range 5,000/15,000ft., fixed front + fixed starboard, one target. Hit 14 (3d8) mega bludgeoning damage.

## GALLEON

The Galleon is only a spelljammer in the technical sense, one created out of convenience rather than out of craftsmanship. A group of adventurers on a planet happen across a Spelljammer Helm in their adventures, they cast Legend Lore or investigate what this artifact is and find out it can be put on a ship to let it sail through space. Rather than sit around designing a ship for space travel, which they know nothing about, instead they tend to smack it down on a standard groundling Galleon ship and make that work.

As a result, the Galleon is generally seen as a clear sign that you're a tourist. There are far more effective ships in the price range that work better. Nevertheless, the Galleon is a common enough sight that most spacefarers have seen at least a couple in their voyages.

## GALLEON

Human Frigate (Mega-Large)

Armor Class 13
Hull Points 92
Bulwark Points 18
Speed 2,500ft (45°)
Crew (Min/Max) 20/40
Cargo Hold 20 tons
Days of Air 4,800 days
Landing Water
Cost 44,000gp
Hardpoints 1 Small & 2 Medium

### Example Weapons

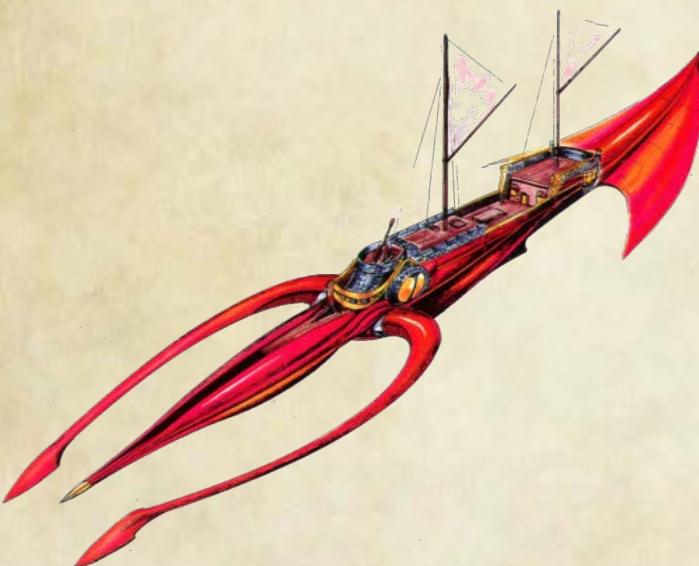
**Small Ballista** Ranged Weapon Attack: +5 to hit, range 2,500/7,500ft., one target. Hit 5 (2d4) mega bludgeoning damage.

**2x 12-Pounder Long Gun** Ranged Weapon Attack: +5 to hit, range 5,000/15,000ft., fixed front + fixed stern, one target. Hit 14 (3d8) mega bludgeoning damage.

## SQUID SHIP

The Squid Ship is generally considered to be one of the best ships of human design found in space. Although some people believe that the original creation was created by prisoners escaping from a mind flayer breeding colony, no one really knows who created the first Squid Ship. What is clear is that the simplicity in the design, it's solid compliment of hardpoints, low crew requirement to operate, thick hull, and competitive pricing make the Squid Ship a real force in the market.

This spelljammer sees use as a trader, as a military ship, for adventurers, and even for pirates. Just about everyone can find something they like in a Squid Ship.



## SQUID SHIP

Human Frigate (Mega-Large)

Armor Class 16
Hull Points 133
Bulwark Points 20
Speed 2,500ft (90°)
Crew (Min/Max) 12/45
Cargo Hold 23 tons
Days of Air 5,400 days
Landing Water
Cost 54,000gp
Hardpoints 2 Medium + 1 Large

**Customizable Design.** This ship can be fitted with either one additional medium hardpoint or 6 extra tons of cargo storage when it is first built.

**Evasive.** When the Helmsman takes Evasive Maneuvers, this ship can immediately move 500 feet in any direction.

**Innovative Design.** The crew of this ship has advantage on initiative rolls.

### Example Weapons

**2x 12-Pounder Long Gun** Ranged Weapon Attack: +6 to hit, range 5,000/15,000ft., fixed front + fixed starboard, one target. Hit 14 (3d8) mega bludgeoning damage.

**24-Pounder Long Gun** Ranged Weapon Attack: +6 to hit, range 6,000/18,000ft., fixed front, one target. Hit 17 (3d10) mega bludgeoning damage.

## HAMMERSHIP

Another of the more common ships to be found in space, the Hammership is often seen as the Squid Ship's militaristic offshoot. While the Squid Ship is highly versatile, the Hammership is nothing short of a tank that sails through space. Boasting a resilient hull, three large hardpoints, solid construction, reasonable maneuverability and cargo storage, the Hammership is a force to be reckoned with.

The most unique feature of the Hammership is its built in ram. This blunt ram is capable of absorbing a great deal of force, making this ship an effective battering ram.

Hammership Helmsman tend to find that their enemies take far more damage from a ramming attack than they do.

## HAMMERSHIP

Human Frigate (Mega-Large)

Armor Class 16  
Hull Points 144  
Bulwark Points 26  
Speed 2,500ft (90°)  
Crew (Min/Max) 24/50  
Cargo Hold 25 tons  
Days of Air 6,000 days  
Landing Water  
Cost 60,000gp  
Hardpoints 3 Large

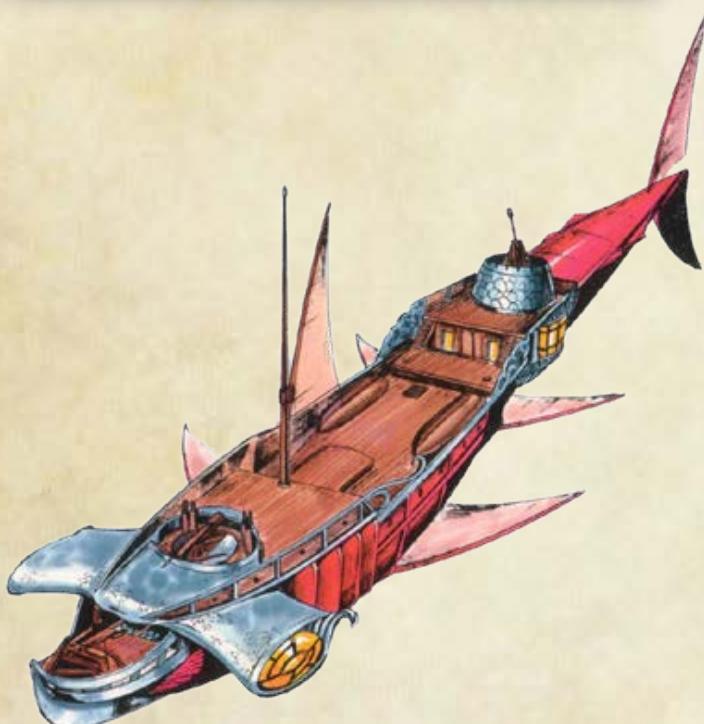
**Blunt Ram.** This ship is designed such that it can directly collide with another ship and survive (mostly) unscathed. When this happens, the target ship takes 22 (4d10) mega bludgeoning damage, and this ship takes 5 (2d4) mega bludgeoning damage.

**Sturdy Design.** When this ship would drop to 0 hull points, it instead drops to 1 hull point. Once it uses this ability, it can't do so again until it has been fully repaired to maximum hull points.

**Thick Hull.** Once per turn when this ship takes damage, it can reduce the damage by 5 (1d10) hull points.

### Example Weapons

3x **24-Pounder Long Gun Ranged Weapon Attack:** +7 to hit, range 6,000/18,000ft., 2x fixed front + fixed rear, one target. Hit 17 (3d10) mega bludgeoning damage.



## OCTOPUS

This Frigate size spelljammer looks and moves through space much like the cephalopod by the same name. The large bulbous section is at the front, with numerous tentacles stretching out behind it that move as if swimming through Wildspace.

The Octopus is said to have been created during a tenuous alliance between humans and mind flayers. The design of the ship certainly supports the idea. Luckily humans are able to use the spelljammer without illithids, so the design has had a life beyond that tenuous alliance.

## OCTOPUS

Human & Illithid Frigate (Mega-Large)

Armor Class 15  
Hull Points 186  
Bulwark Points 26  
Speed 2,500ft (90°)  
Crew (Min/Max) 13/70  
Cargo Hold 35 tons  
Days of Air 8,400 days  
Landing Land  
Cost 70,000gp  
Hardpoints 4 Large

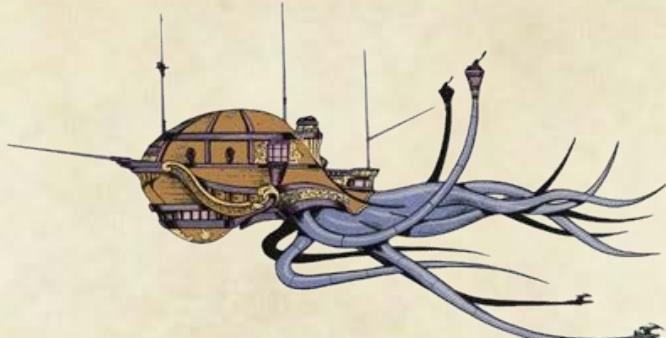
**Chitinous Shell.** This ship's modules and weapons have 20 mega hit points instead of 10.

**Evasive.** When the Helmsman takes Evasive Maneuvers, this ship can immediately move 500 feet in any direction.

**Organic Structure.** If this ship has fewer than 30 hull points at the beginning of the initiative order each turn, it regains 10 hull points.

### Example Weapons

**Catapult Ranged Weapon Attack:** +7 to hit, range 4,500/13,500ft., fixed front, one target. Hit 10 (3d6) mega bludgeoning damage.



## DOLPHIN

The Dolphin is the most recently developed human ship in space. It is designed as a trading vessel that can also deal with groundling civilizations without getting unwanted attention. You can imagine that sailing up to a place like Waterdeep in an Octopus might get you unwanted attention from thieves. The Dolphin avoids this kind of attention through a detachable shuttle that looks like a groundling trade ship.

### DOLPHIN

*Human & Elf Frigate (Mega-Large)*

Armor Class	16
Hull Points	186
Bulwark Points	26
Speed	3,000ft (90°)
Crew (Min/Max)	16/75
Cargo Hold	39 tons
Days of Air	9,000 days
Landing	Space docks only
Cost	82,500gp
Hardpoints	2 Medium

**Cruising Sails.** This ship's spelljamming speed is doubled when in Wildspace.

**Customizable Design.** This ship can be fitted with either one additional Medium hardpoint or 6 extra tons of cargo storage when it is first built.

**Dolphin Shuttle.** This ship has a detachable Dolphin Shuttle. This Dolphin Shuttle can sail in space and on water, and blends in with normal groundling sailing ships.

#### Example Weapons

2x **12-Pounder Long Gun Ranged Weapon Attack:**  
+7 to hit, range 5,000/15,000ft., fixed front + fixed starboard, one target. Hit 14 (3d8) mega bludgeoning damage.

## DOLPHIN SHUTTLE

*Human & Elf Schooner (Mega-Small)*

Armor Class	15
Hull Points	35
Bulwark Points	0
Speed	3,000ft (90°)
Crew (Min/Max)	4/5
Cargo Hold	4 tons
Days of Air	600 days
Landing	Water
Cost	5,500gp
Hardpoints	None

## DREADNOUGHT

The Dreadnought was the latest innovation of the mind flayer empire before the Gith revolution. This massive spelljammer was designed to carry significantly more forces than the standard Nautiloid model, including potentially housing an elder brain pool for long voyages. While it isn't particularly maneuverable, the combination of a strong hull, 4 medium hardpoints, and 3 large hardpoints make this heavy frigate a dangerous adversary. Like the Nautiloid, the Dreadnought can only use a Pool Helm designed by and for mind flayers.

### DREADNOUGHT

*Illithid Heavy Frigate (Mega-Huge)*

Armor Class	19
Hull Points	250
Bulwark Points	28
Speed	2,000ft (45°)
Crew (Min/Max)	20/100
Cargo Hold	50 tons
Days of Air	12,000 days
Landing	Water
Cost	110,000gp
Hardpoints	4 Medium & 3 Large

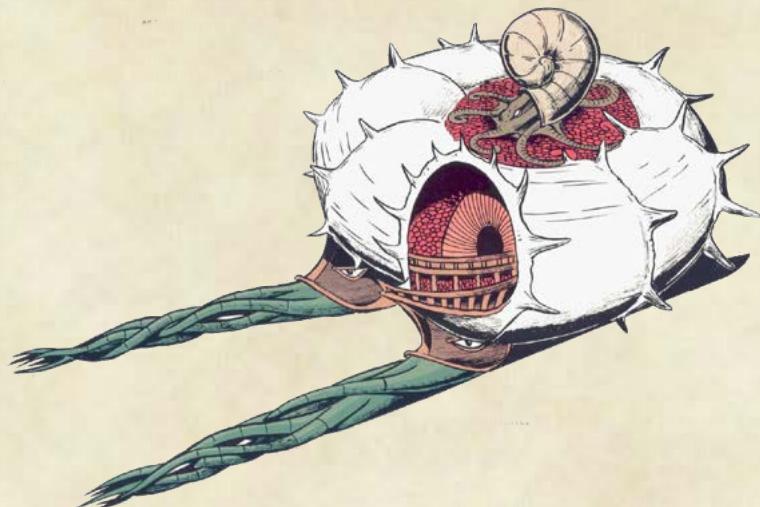
**Organic Structure.** If this ship has fewer than 50 hull points at the beginning of the initiative order each turn, it regains 10 hull points.

**Plane Shift.** This ship is equipped with a module to plane shift. The Helmsman can choose to use this module to cast Plane Shift as a mega spell, targeting the ship and all creatures aboard.

**Scaled Design.** This ship's modules and weapons cannot be disabled from outside attack.

#### Example Weapons

2x **12-Pounder Long Gun Ranged Weapon Attack:**  
+7 to hit, range 5,000/15,000ft., fixed front + fixed starboard, one target. Hit 14 (3d8) mega bludgeoning damage.



## CUTTLE COMMAND

Built by the same tenuous alliance that designed the Octopus, the goal of the Cuttle Command was to create a counter to the Elven Armada. It is a ten-story tall tower that flies around in space with an easily manipulatable gravity plane thanks to the multiple tentacles that the Helmsman can control. By repositioning these tentacles, the gravity plane of the ship alters itself. This isn't done often due to the devastating effect it has on everyone aboard.

### CUTTLE COMMAND

*Human Heavy Frigate (Mega-Huge)*

<b>Armor Class</b>	17
<b>Hull Points</b>	250
<b>Bulwark Points</b>	28
<b>Speed</b>	2,000ft (45°)
<b>Crew (Min/Max)</b>	30/100
<b>Cargo Hold</b>	50 tons
<b>Days of Air</b>	12,000 days
<b>Landing</b>	Land
<b>Cost</b>	110,000gp
<b>Hardpoints</b>	7 Heavy

**Blink Teleport (1/Day).** This ship can use all of its movement to teleport to any unoccupied space within 6,000 feet, facing any direction it wishes.

**Nimble Design.** On any turn that this ship doesn't fire its weapons, its speed increases by 1,000 feet for that turn.

**Organic Structure.** If this ship has fewer than 50 hull points at the beginning of the initiative order each turn, it regains 10 hull points.

**Scaled Design.** This ship's modules and weapons cannot be disabled from outside attack.

#### Example Weapons

7x **24-Pounder Long Gun Ranged Weapon Attack:** +8 to hit, range 6,000/18,000ft., 4x fixed front + 3x fixed rear, one target. Hit 17 (3d10) mega bludgeoning damage.

## WHALESHIP

The Whaleship is the largest spelljammer designed specifically for bulk transportation. Whether it is outfitted for travel like the Titanic or a massive trade ship, the Whaleship is the preferred cargo transport ship for those with the money to afford one and a crew to protect it. The Whaleship is almost entirely surrounded by a thick hull, with little open room to board. Although it has but a modest small hardpoint, the Whaleship's sheer size makes it a mobile battering ram. Any ship that gets in the way of the Whaleship and isn't moved out of the way by the Whaleship's escort, will quickly find itself with a large hull breach as it crashes into and through them.



### WHALESHIP

*Human Heavy Frigate (Mega-Huge)*

<b>Armor Class</b>	17
<b>Hull Points</b>	250
<b>Bulwark Points</b>	20
<b>Speed</b>	1,500ft (45°)
<b>Crew (Min/Max)</b>	20/100
<b>Cargo Hold</b>	50 tons
<b>Days of Air</b>	12,000 days
<b>Landing</b>	Land, Water
<b>Cost</b>	120,000 gp
<b>Hardpoints</b>	1 Small

**Extra Thick Hull.** Once per turn when this ship takes damage, it can reduce the damage by 11 (2d10) hull points.

**Whale Ram.** This ship is designed such that it can directly collide with another ship and survive (mostly) in unscathed. When this happen, the target ship takes 33 (6d10) mega bludgeoning damage, and this ship takes 7 (3d4) mega bludgeoning damage.

#### Example Weapons

1x **Light Catapult Ranged Weapon Attack:** +8 to hit, range 3,500/10,500ft., fixed front, one target. Hit 8 (3d4) mega bludgeoning damage.

## MAN-O-WAR

In the Elven Imperial Navy, the Man-o-War is second only to the Elven Armada. Quick, versatile, and powerful, the Man-o-War looks much like a massive moth flying through space. With its powerful wings, it can quickly move its position or get out of close proximity of another spelljammer. This makes the Man-o-War among the most maneuverable ships available at its class.

## MAN-O-WAR

*Elven Heavy Frigate (Mega-Huge)*

**Armor Class** 18  
**Hull Points** 165  
**Bulwark Points** 34  
**Speed** 2,500ft (135°)  
**Crew (Min/Max)** 12/60  
**Cargo Hold** 30 tons  
**Days of Air** 7,200 days  
**Landing** Space docks only  
**Cost** 126,000gp  
**Hardpoints** 8 Medium

**Evasive.** When the Helmsman takes Evasive Maneuvers, this ship can immediately move 500 feet in any direction.

**Trick Shot.** When the Helmsman uses Evasive Maneuvers or Wingbeat, one gunner can use their reaction to make a weapon attack against a target in range.

**Wingbeat (3/Day).** As a bonus action, the Helmsman can have this ship turn up to its maneuverability and then move backward 1,500ft in a straight line.

### Example Weapons

8x **12-Pounder Long Gun Ranged Weapon Attack:** +8 to hit, range 5,000/15,000ft., fixed 2x front, 2x starboard, 2x port, 2x rear, one target. Hit 14 (3d8) mega bludgeoning damage.



## TURTLE SHIP

This turtle shaped spelljammer, though originally designed by lizardfolk, has become one of the most common heavy frigates found in the stars. Its thick shell and powerful hull make it a favorite for any trader that expects to be under attack.

Like most spelljammers, the Turtle Ship can be designed in many ways. Unlike others, one particular variation has become common enough to justify being called a Warturtle Ship, or a Heavy Turtle Ship. In exchange for maneuverability and cargo space, the Warturtle Ship picks up a stronger hull and all large hardpoints.

## TURTLE SHIP

*Elven Heavy Frigate (Mega-Huge)*

**Armor Class** 19 | War: 21  
**Hull Points** 208 | War: 250  
**Bulwark Points** 28 | War: 30  
**Speed** 1,500ft (90°) | War: 1,500ft (45°)  
**Crew (Min/Max)** 12/40  
**Cargo Hold** 28 tons | War: 11 tons  
**Days of Air** 4,800 days  
**Landing** Land, water  
**Cost** 128,000gp  
**Hardpoints** 3 Small, 1 Medium | War: 4 Large

**Arcane Reinforcement.** The Helmsman of this ship has advantage on all saving throws against spells it makes on behalf of the ship.

**Sturdy Design.** When this ship would drop to 0 hull points, it instead drops to 1 hull point. Once it uses this ability, it can't do so again until it has been fully repaired to maximum hull points.

**Thick Hull.** Once per turn when this ship takes damage, it can reduce the damage by 5 (1d10) hull points.

### Example Standard Weapons

3x **Carronade Ranged Weapon Attack:** +7 to hit, range 2,500/7,500ft., fixed 1x front + 1x port + 1x starboard, one target. Hit 11 (3d6) mega bludgeoning damage.

**12-Pounder Long Gun Ranged Weapon Attack:** +7 to hit, range 5,000/15,000ft., fixed front, one target. Hit 14 (3d8) mega bludgeoning damage.

### Example War Weapons

4x **24-Pounder Long Gun Ranged Weapon Attack:** +8 to hit, range 6,000/18,000ft., fixed 2x front, 1x port, 1x starboard. Hit 17 (3d10) mega bludgeoning damage.

## TRIOP

The Triop is a new spelljammer to space, but it is one that is making major waves. Its tough exterior shell and few open top-areas make it an extremely resilient enemy. With a pair of flip fins on either side, the Triop is able to increase its speed heavily for short bursts of movement in a straight line or enhance its maneuverability at the cost of speed.

### TRIOP

*Arcane Heavy Frigate (Mega-Huge)*

<b>Armor Class</b>	20
<b>Hull Points</b>	237
<b>Bulwark Points</b>	30
<b>Speed</b>	2,000ft (135°)
<b>Crew (Min/Max)</b>	15/50
<b>Cargo Hold</b>	25 tons
<b>Days of Air</b>	6,000 days
<b>Landing</b>	Land, Water
<b>Cost</b>	145,000gp
<b>Hardpoints</b>	6 Small

**Blunt Ram.** This ship is designed such that it can directly collide with another ship and survive (mostly) unscathed. When this happens, the target ship takes 22 (4d10) mega bludgeoning damage, and this ship takes 5 (2d4) mega bludgeoning damage.

**Fin Twist (3/Day).** This ship can manipulate its fins to either increase its movement speed by 1,000ft. and only be able to move in a straight line or increase its maneuverability to 360° but only be able to move 1,000ft. until the end of the turn.

**Sturdy Design.** When this ship would drop to 0 hull points, it instead drops to 1 hull point. Once it uses this ability, it can't do so again until it has been fully repaired to maximum hull points.

**Thick Hull.** Once per turn when this ship takes damage, it can reduce the damage by 5 (1d10) hull points.

**Trick Shot.** When the Helmsman uses Evasive Maneuvers or Fin Twist, one gunner can use their reaction to make a weapon attack against a target in range.

### Example Weapons

6x **Caronade Ranged Weapon Attack:** +8 to hit, range 2,500/7,500ft., fixed 2x front + 2x port + 2x starboard, one target. *Hit 11 (3d6) mega bludgeoning damage.*



## ELVEN ARMADA

The Elven Armada is the greatest of the Elven Imperial Navy's spelljammer fleet. They are capable of surprisingly graceful and quick movement while also carrying a substantial set of hardpoints. Owning an Elven Armada is next to impossible, as they are closely guarded by the Elven Imperial Navy. Possession of an Elven Armada is grounds for immediate execution. Few have ever tried to break this, and none have ever succeeded.

The typical Elven Armada has 40 Schooner size spelljammers, usually Doombats and Battle Flitters. Although the Armada has a maximum crew of 100, Armadas almost always have in the area of 200+ elves on board, made possible by large quantities of gardens and elven magic.

### ELVEN ARMADA

*Elven Ship of the Line (Mega-Gargantuan)*

<b>Armor Class</b>	19
<b>Hull Points</b>	250
<b>Bulwark Points</b>	36
<b>Speed</b>	2,500ft (90°)
<b>Crew (Min/Max)</b>	40/100
<b>Cargo Hold</b>	50 tons
<b>Days of Air</b>	12,000 days
<b>Landing</b>	Space docks only
<b>Cost</b>	210,000gp
<b>Hardpoints</b>	3 Medium + 14 Large

**Blink Teleport (1/Day).** This ship can use all of its movement to teleport to any unoccupied space within 6,000 feet, facing any direction it wishes.

**Evasive.** When the Helmsman takes Evasive Maneuvers, this ship can immediately move 500 feet in any direction.

**Innovative Design.** The crew of this ship has advantage on initiative rolls.

**Scaled Design.** This ship's modules and weapons cannot be disabled from outside attack.

**Trick Shot.** When the Helmsman uses Evasive Maneuvers or Wingbeat, up to two gunners can use their reaction to make a weapon attack against a target in range.

**Wingbeat (3/Day).** As a bonus action, the Helmsman can have this ship turn up to its maneuverability and then move backward 1,500ft in a straight line.

### Example Weapons

14x **24-Pounder Long Gun Ranged Weapon Attack:** +10 to hit, range 6,000/18,000ft., fixed 5x front, 3x port, 3x starboard, 3x rear. *Hit 17 (3d10) mega bludgeoning damage.*

3x **12-Pounder Long Gun Ranged Weapon Attack:** +10 to hit, range 5,000/15,000ft., fixed 3x front, one target. *Hit 14 (3d8) mega bludgeoning damage.*

## BATTLEWAGON

It didn't take long after the return of the Scro to the known spheres for the Elven Imperial Navy to figure out that they had spent the time away preparing. Few spelljammers showed that better than the Battlewagon. This gargantuan battlecruiser is a heavily armored weapons platform that flies quickly and delivers numerous heavy attacks against enemy spelljammers.

The Battlewagon is used primarily as a weapon's platform and command deck. The Scro tend to favor other spelljammers for getting in close and performing boarding actions.

### BATTLEWAGON

*Scro Ship of the Line (Mega-Gargantuan)*

Armor Class	19
Hull Points	377
Bulkward Points	36
Speed	1,500ft (45°)
Crew (Min/Max)	40/80
Cargo Hold	20 tons
Days of Air	9,600 days
Landing	Space docks only
Cost	256,000gp
Hardpoints	19 Medium

**Aggression.** When this ship has 100 mega hit points or fewer remaining, it has advantage on its attack rolls.

**Armored Hull.** Once per turn when this ship takes damage, it can reduce the damage by 5 (1d10) hull points.

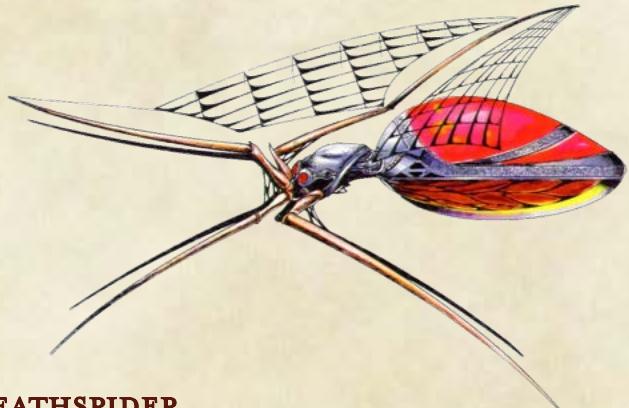
**Catch the Wind (3/Day).** This ship's Helmsman can activate this ability to double the ship's movement speed until the end of the turn.

**Resilient Design.** This ship has resistance to damage it takes from attacks that hit it in the front.

**Scaled Design.** This ship's modules and weapons cannot be disabled from outside attack.

### Example Weapons

**19x 12-Pounder Long Gun Ranged Weapon Attack:**  
+10 to hit, range 5,000/15,000ft., fixed 10x front,  
3x port, 3x starboard, 3x rear, one target. Hit 14  
(3d8) mega bludgeoning damage.



## DEATHSPIDER

While most species have smaller ships as their standard battle spelljammer, this massive battlecruiser is the standard ship used by the neogi. They are far too common in space and carry a substantial threat wherever they go. For the most part, these are attacked on sight.

### DEATHSPIDER

*Neogi Ship of the Line (Mega-Gargantuan)*

Armor Class	19
Hull Points	250
Bulkward Points	36
Speed	1,500ft (45°)
Crew (Min/Max)	30/100
Cargo Hold	50 tons
Days of Air	12,000 days
Landing	Space docks only
Cost	280,000gp
Hardpoints	6 Large

**Arcane Reinforcement.** The Helmsman of this ship has advantage on all saving throws against spells it makes on behalf of the ship.

**Organic Structure.** If this ship has fewer than 50 hull points at the beginning of the initiative order each turn, it regains 10 hull points.

**Piercing Claws.** This ship is designed with eight large spider legs protruding out all around it. When the Helmsman takes the Ram action, the Helmsman instead makes two attacks with these claws at a target in range. The Helmsman uses their spellcasting ability score for this attack.

**Scaled Design.** This ship's modules and weapons cannot be disabled from outside attack.

### Example Weapons

**6x 24-Pounder Long Gun Ranged Weapon Attack:**  
+10 to hit, range 6,000/18,000ft., fixed 2x front,  
2x port, 2x starboard, one target. Hit 17 (3d10)  
mega bludgeoning damage.

**Piercing Claws. Melee Weapon Attack:** +10 to hit, range 1,000ft., one target. Hit 17 (3d10) mega piercing damage.

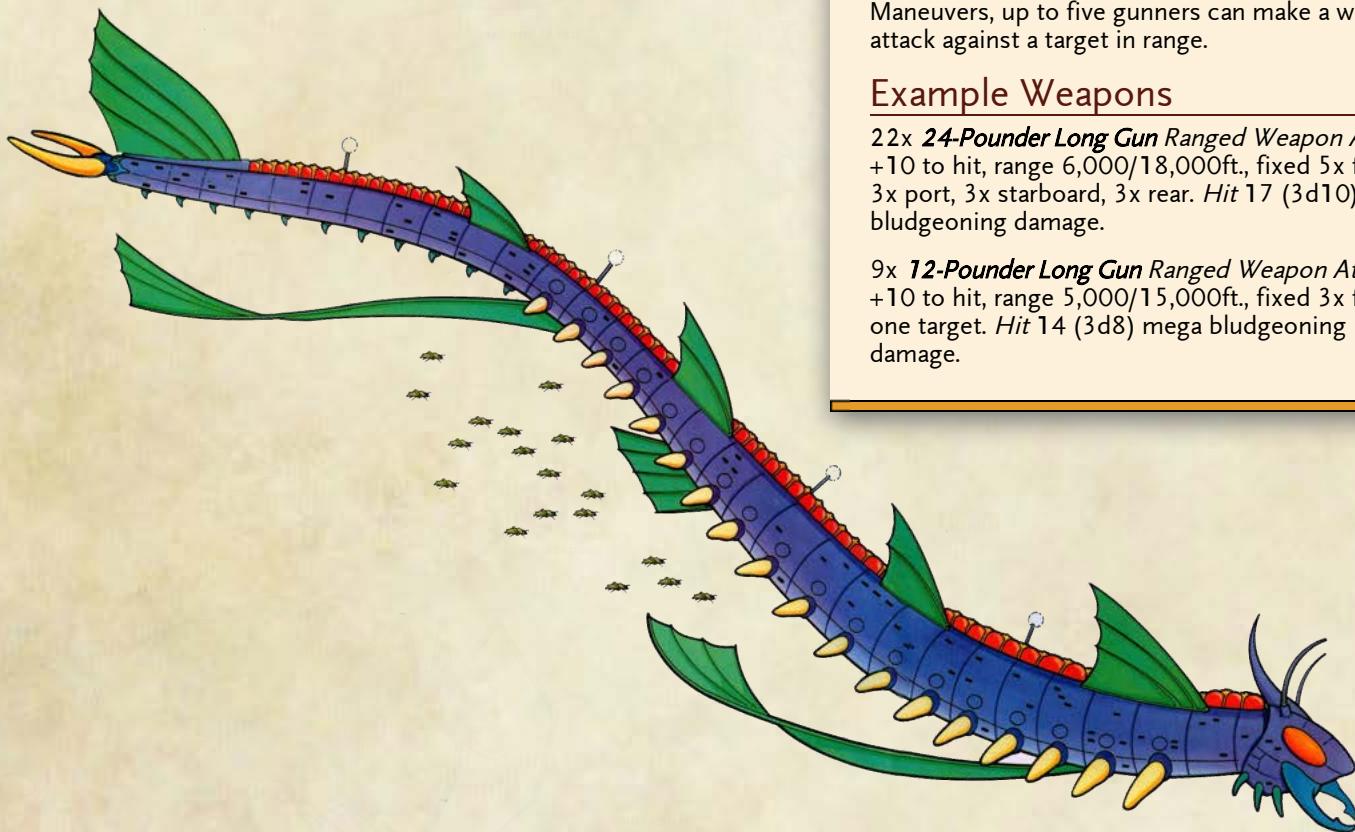
## TSUNAMI

In all of the spheres, there are only eight Tsunamis. Created by the people of Wa on the planet Toril in Realmspace, the Tsunami is the culmination of an entire nation's drive to build an ultimate defensive spelljammer. The Tsunami is considered to be the most powerful spelljammer, short of **The Spelljammer** itself. Even the Elven Armadas of the Elven Imperial Navy pale in comparison to the Tsunami.

It is said that in all of the spheres, there is no more beautiful a sight than seeing a Tsunami at work. Even the beauty of the greatest of Radiant Dragons pale in comparison. The only thing to match the beauty of the sight is the terror if it is turned against you.

When engaged in combat, the Tsunami attacks with a combination of heavy weaponry stationed all along its length and with a swarm of Locust fighters that launch from hatches on the side.

The creation of these eight Tsunami effectively bankrupted the country of Wa, but they were successful in creating a fleet that could deter any force from attacking them from above. At least, any force they have run into so far...



## TSUNAMI

*Human Ship of the Line (Mega-Gargantuan)*

Armor Class	22
Hull Points	886
Bulwark Points	40
Speed	2,500ft (135°)
Crew (Min/Max)	75/300
Cargo Hold	100 tons
Days of Air	36,000 days
Landing	Land
Cost	620,000gp
Hardpoints	9 Medium & 22 Large

**Arcane Reinforcement.** The Helmsman of this ship has advantage on all saving throws against spells it makes on behalf of the ship.

**Adaptable Repairs.** When this ship's Boatswain heals Bulwark Points on their turn, they heal the full amount rather than half.

**Cruising Sails.** This ship's spelljamming speed is doubled when in Wildspace.

**Reckless Bombard (1/turn).** The captain of this spelljammer can use their action to declare a bombardment, granting the ship's gunners advantage on attack rolls until the beginning of the captain's next turn. However, attacks against the ship have advantage for the same duration.

**Scaled Design.** This ship's modules and weapons cannot be disabled from outside attack.

**Tricky Shots.** When the Helmsman uses Evasive Maneuvers, up to five gunners can make a weapon attack against a target in range.

### Example Weapons

22x **24-Pounder Long Gun** Ranged Weapon Attack:  
+10 to hit, range 6,000/18,000ft., fixed 5x front,  
3x port, 3x starboard, 3x rear. Hit 17 (3d10) mega  
bludgeoning damage.

9x **12-Pounder Long Gun** Ranged Weapon Attack:  
+10 to hit, range 5,000/15,000ft., fixed 3x front,  
one target. Hit 14 (3d8) mega bludgeoning  
damage.

# SPELLJAMMER COMBAT

When two spelljammers come into conflict, the results tend to be quite devastating for both sides. Nevertheless, conflict occurs and all those weapons and traits get used.

As previously mentioned, this supplement uses the ship combat rules of Dark Matter for 5e for dealing with spelljammer vs spelljammer or mega creature combat. By and large, these mechanics follow the same rules as they do on the ground, just scaled up to Spelljammer Scale.

To integrate player character progression in with spelljammer strength, this system makes use of a series of roles that player characters can occupy to use the spelljammer to do stuff during combat.

## INITIATIVE

When a spelljammer fight starts, each PC and each enemy spelljammer or mega creature rolls initiative. A character can only take actions that are granted by their role on the spelljammer. If your party is small, you may consider allowing the party to use friendly NPCs that have joined their crew as people for these roles. If you do, each of those NPCs roll their own initiative. If your party's spelljammer has a Captain, then the Captain can have everyone take their turn at the same time on their initiative. Enemy spelljammers and mega creatures always act on a single turn in the initiative order.

## CHARACTER ROLES

Every PC and allowed NPCs can occupy a role on the spelljammer. Some roles can have only one occupant, such as the Helmsman, Captain, or Boatswain. Other roles can have multiple people in it, such as Gunner or Fighter Helmsman.

A character can freely swap between roles as an action on their turn in the initiative order, so long as that role is open. If another PC is willing, they can also swap roles.

### BOATSWAIN

As the Boatswain (also known as a bosun or petty officer), your job on board a spelljammer includes maintaining the integrity of the spelljammer's hull, masts, sails, and rigging. You also are in charge of the crew with regards to handling the sails.

Your responsibilities include daily inspections of the spelljammer's hull, masts, sails, rigging, and crew. You provide daily reports to the Captain with the results of your inspection and to keep them up to date with ongoing maintenance and service needs of the spelljammer and crew.

If you are in the Boatswain role, at the beginning of the initiative order each round, you and the crew heal your spelljammer's Bulwark Points equal to half its maximum, rounded up.

As a Boatswain, you have the following actions you can take each turn:

**Brace for Impact!** You can use your action to preemptively prepare your repair crew for an attack. Choose one side of your spelljammer. Until the start of your next turn, the first attack of each turn that hits that side of your spelljammer has its damage reduced by your proficiency bonus.

## REPAIRING YOUR SPELLJAMMER

Although repairing light scratches and reinforcing the hull is easy for a Boatswain, as represented in the Bulwark Points of the spelljammer, it becomes far more difficult when repairing permanent damage to the hull directly.

During downtime, the spelljammer's Boatswain can coordinate crew to repair the spelljammer. After an 8-hour work day, the Boatswain can make a DC 15 Intelligence (Carpenter's Tools) check as they go around the ship, find issues, and help repair them. On a success, the Boatswain repairs a number of Hull Points equal to their proficiency + intelligence modifier. On a failure, they repair half this number instead.

**Optional Rule** If your group enjoys resource management, you can make repairing the spelljammer cost *Hull Repair Materials*. They cost 250gp per 1 ton and are stored in the cargo hold. A single ton of Hull Repair Materials allows a Boatswain to repair the Hull five times.

**Fix That!** You can use your action to repair a spelljammer mounted weapon that has been destroyed. When you do, make a DC 15 Intelligence check with proficiency if you are proficient with Carpenter's Tools. On a success, that spelljammer mounted weapon is healed up to 1 hull point and is functional again.

**Turn!** You can use your action to focus your efforts on the crew working the sails. When you do, you can immediately turn the spelljammer up to 45° in either direction.

**Hurry It Up!** You use your action to spur the crew into quick action. Your spelljammer's Bulwark Points are restored to full and any Gunner that takes the Attack action before the start of your next turn can make one additional attack. Once you use this ability, you can't use it again for 1 minute.

### CAPTAIN

As a captain, you decide what goes on and when. Through your work, you coordinate the different groups aboard the spelljammer into the most efficient path toward victory.

Your responsibilities include being bold and decisive when issuing commands. You are responsible for the safety of the spelljammer and its crew, as well as the success of the crew. Every captain sits with the axe of mutiny over their neck, which means captains tend to be those with the force of personality to keep people unified and understanding.

If you are in the Captain role, you can have everyone on your spelljammer take their turns when you take yours. When you do, you choose the order each person takes their turn. If you leave this role, everyone begins acting on their own initiative starting at the beginning of next round.

As a Captain, you have the following actions you can take each turn:

**Boarding Party.** When your spelljammer is in the same space as another spelljammer, you can use your action to set up a boarding party of PCs and/or mercenaries who swing across onto the other spelljammer.

## COMBAT TIMING AND BOARDING

Regardless of ground scale or spelljammer scale, a round in combat is 6 seconds. This means when a captain initiates a boarding party, it becomes snatched in with the spelljammer fight.

Open up second grid for your boarding party and roll initiative for any enemy mercenaries or crew they might see. All who are on this boarding party are unable to occupy a character roll for spelljammer combat. PCs use the same initiative as they rolled at the start of combat and they act on their turn as per the usual D&D 5e rules for ground combat.

Whenever it becomes the turn of someone engaged in spelljammer combat or groundling combat, simply move your focus to one map or the other. These two things happen simultaneously.

Also, be creative! A cannon manages to get a critical hit? Let your boarding party see a cannonball destroy a couple of their enemies as well! Make it cinematic!

**Spyglass.** As an action, you can take out your Spyglass and roll an Intelligence (Investigation) check to get information about another spelljammer, mega creature, or object found in space.

**Fire At Will!** As an action, you can call out an order to fire, allowing one Gunner of your choosing to use their reaction and make one weapon attack against a target in range.

**Full Speed Ahead!** As an action, you call out an order to move, allowing the Helmsman to use their reaction to move the spelljammer up to half its movement in its cone of movement.

## FIGHTER HELMSMAN

The roles of the Fighter Helmsman and Helmsman are distinct though heavily related. While a Helmsman tends to be a spellcaster capable of channeling magic through a Spelljammer Helm, a Fighter Helmsman is generally using the lightest weight class ships out there (Schooner size) which generally function off of other power systems besides a Spelljammer Helm. It might be a Furnace Helm, it might be a GravWood Hull, it could be Wings of the Void, or any number of other propulsion systems that relieve the Helmsman of the need to directly power it. As a result, the Fighter Helmsman focuses more on short-ranged combat using one of these small spelljammers launched from a larger spelljammer.

While in this role, you can use your action to deploy your fighter from the larger spelljammer. When you do, your token is placed within 500ft. of the spelljammer it launched from. To switch to a different role, your fighter must be in the same square as a friendly spelljammer to dock.

Movement and weapon attacks function in the same way a Helmsman's Move action works and how the Gunner's Open Fire action behaves, except that movement doesn't require an action. You also have access to a Helmsman's Dogfighting maneuver.

If your fighter is destroyed, you can toss yourself away from the wreckage as a reaction. If your fighter has a quick eject feature, this happens automatically. You remain lingering in space until you either run out of air in your air bubble, or a spelljammer or mega creature picks you up.

While in the Fighter Helmsman role, you have the following actions you can take each turn:

**Targeted Attack.** While you are within 1,000 feet of another ship, you can use your action to attempt to disable one of that ship's systems or weapons. When you do so, make an attack targeting the spelljammer with disadvantage. On a hit, you deal damage directly to a module or weapon of your choice, or the spelljammer's sails. If the attack is blocked by the spelljammer's Bulwark Points, the damage must pass through the Bulwark Points before dealing damage directly to the module, weapon, or sail. Damage to modules, weapons, or sails is also done to the spelljammer's hull.

If a system or weapon drops to 0 hull points, it is disabled. Any creature operating a weapon when it is destroyed takes normal damage (as opposed to mega damage) equal to the damage dealt. If the sails drop to 0 hit points, the spelljammer is crippled and its maneuverability is reduced by a step (360° down to 180°, down to 90°, down to 45°).

## GUNNER

Being a Gunner means being in command of the crew managing one of the spelljammer mounted weapons as you fire at enemy spelljammers and mega creatures. When commanding a crew to use a **fixed** weapon, your target must be within a 90° cone of where the weapon is facing. When commanding a crew to use a fixed weapon, your target must be within a 90° cone of where you're facing.

While in the Gunner role, you control a single firing team on the spelljammer. You can use a bonus action to switch between weapons if another weapon is available.

When you make an attack, you use your proficiency bonus and Dexterity modifier for the attack roll, as if you were wielding the spelljammer mounted weapon as a ranged weapon. You don't add your Dexterity modifier to the damage of this attack.

**Special Note:** If a hostile creature is within 5 feet of you when you make a ranged weapon attack, you have disadvantage on that ranged weapon attack. An enemy spelljammer or mega-creature isn't likely to be within 5 feet of a Gunner due to the grid size of spelljammer combat. If your spelljammer is boarded and you're attacked directly, then you would have disadvantage firing spelljammer mounted weapons.

While in the Gunner role, you have the following actions you can take each turn:

**Open Fire.** You can take the Attack action on your turn with one of the spelljammer's weapons. You can make multiple attacks with this weapon if you have a feature (like Extra Attack) that lets you attack multiple times each turn. If you have class features that modify ranged attack rolls, you also add them to these attacks.

**Readied Attack.** Exactly like the Open Fire action, except you hold the attack action until some trigger occurs. When that trigger occurs, you use your Reaction to make your attack at that time. Often this can be used to attack spelljammers that are approaching with hostile intent all at once.

## HELMSMAN

As the Helmsman of a spelljammer, you must fit all requirements to attune to the Helm. As you are attuned, you gain control over the spelljammer as an extension of your body. When you move, you move a number of feet based on the spelljammer's stat block. In addition, each spelljammer and mega creature faces a particular direction, normally in 45-degree intervals, and can be approximated with the eight cardinal directions.

To give the feeling of momentum and weight to spelljammers, each spelljammer has a maneuverability score that gives them a cone of movement they can move inside of. This cone extends forward and is as wide as the maneuverability score.

While in the Helmsman role and attuned to a spelljammer's Helm, you have the following actions you can take each turn:

**Move.** You use your action to move the spelljammer up to its speed within the spelljammer's cone of movement. Once you have finished moving, you can rotate the direction your spelljammer is facing by up to its maneuverability score.

**Evasive Maneuvers.** If your spelljammer is a Frigate or smaller, you can use your action to perform evasive maneuvers instead of moving normally. When you do so, until the beginning of your next turn, you add your Dexterity modifier to the spelljammer's AC and have advantage on Dexterity saving throws you make on behalf of the spelljammer.

**Dogfighting.** If your spelljammer is a Frigate or smaller, and a spelljammer of the same size or smaller is behind you within 1,000ft., you can use your action to perform a complex maneuver. Make a Dexterity (Acrobatics) check, contested by the other spelljammer. On a success, following several tight turns, you switch places with that ship. The direction both spelljammer's are facing remain the same.

**Match Speed.** Your spelljammer attempts to match speed with another spelljammer. You choose a spelljammer you can see, and until the beginning of your next turn, your spelljammer moves when that spelljammer moves and attempts to maintain the same distance and angle to it. If the target spelljammer moves faster, is more maneuverable, or uses the Hard Turn feature to perform a movement you are not capable of, this effect ends.

**Ram.** If your spelljammer is of Heavy Frigate size or smaller (and you feel particularly foolhardy), you can ram your spelljammer directly into a target by moving up to your speed within your cone of movement and entering a spelljammer or mega creature's space. Your spelljammer and target each take 2d10 mega bludgeoning damage. Larger spelljammers deal and take more damage in a ram: Sloops deal 3d10, and Frigates and Heavy Frigates deal 4d10.

# PLANES, FAITHS, & TRAVEL

**J**t may be the most common experience for characters in a Spelljammer game is that of exploration. You're sailors with an endless sea of worlds to explore, limited only by your imagination. Each new sphere holds the potentiality of unexplored wonder and the possibility of something new. But how does this work when we come across established settings? How do we bring together the mechanics of these different worlds?

In this section, I'll be talking briefly about the planes, then how religions work across spheres, and then digging into some optional travel mechanics.

## THE PLANES

If you've ever looked at different settings, you've probably run into more than a few questions about how to treat each setting's different interpretations of the same planes. This can be particularly meddlesome for any setting that wants to try and bridge the gap between them. Spelljammer doesn't really give us an answer, so here's my interpretation:

What we know about the planes is true, but incomplete. When we travel from one place to another and find belief in a vastly different planar cosmos, both are true, we just don't know how. Some might fit together easier than others, some may be different layers or iterations of the same plane. Two gods might actually be the same one acting in different names, or occupy separate copies of the same kind of plane. It's impossible to truly nail down, it's just the case that both are true, just incomplete.

## OPTIONAL: MAGIC TRANSPORTATION

How about magical transportation? Traditionally, we had the spells *Teleport* and *Plane Shift* to move within and between the planes. However, as of the release of Tasha's Cauldron of Everything, a new spell was introduced called Dream of the Blue Veil (p. 106). If you choose to use this spell, you will need to consider how it interacts with the Spelljammer universal model. Here is how I personally handle these three spells:

- *Plane Shift* moves you from your current crystal sphere to another plane of existence per its usual rules.
- *Teleport* can move you around within your current crystal sphere, but not between them.
- *Dream of the Blue Veil* can move you between crystal spheres, but not within your current crystal sphere.

## FAITHS OF THE SPHERES

In the Spelljammer universe, many believe the crystal spheres were created to limit how far a divine's power could reach from a single place of worship. No matter how strong a god is in one sphere, it doesn't translate into power in the next without first moving people in.

This kind of separation makes sense for combining settings. Your gods of Toril have power in Toril because of worship there, but they don't have that same influence in spheres without followers. Gods must deal with the gods of other spheres while trying to get a foothold of worshipers.

The consequence of this becomes that when a paladin or cleric reaches a new sphere, their god may not have any influence there at all. If the god has no influence there, they can't give the paladin or cleric spell slots. This is a double edged sword. On one hand, this means your party can be a part of bringing your god to a new frontier. Over the course of a campaign, your DM could end up giving your god influence in that sphere because of your character's actions. That's a cool thing to do, but it does mean dealing with not getting back spell slots in the usual way.

To help paladins and clerics who are outside of the reach of their god's influence, Spelljammer introduces a pair of spells: *Contact Home Power* and *Detect Powers*. These spells allow a paladin or cleric to either establish a connection with their god in this new sphere or find a power in their current sphere that would be compatible with their faith and provide them with spell slots during their visit.

There are some faiths that are so salient across the spheres that their paladins and clerics rarely have to deal with this problem. They are the faithful of Ptah, the Path and the Way, and the Celestians.

## THE TEMPLE OF PTAH

Ptah is among the oldest of the known gods to exist. While groundling civilizations based off of Egyptian mythology see Ptah as a god of artisans and designers, the spacefaring Temple of Ptah grant Ptah far greater prestige than such a minor title. The Temple of Ptah believe that Ptah is the creator god of the spheres, the one that first found a way to separate wildspace from the phlogiston.

Priests of Ptah are fanatics about converting people to their faith. They argue that since they can recover spell slots in any sphere, it shows that they have found the originator god from which all the spheres were forged. Opponents rightly point out that the Temple of Ptah is old and has faithful just about everywhere, which would allow them to recover spell slots everywhere.

In their zealotry, the priests of Ptah will often conflate Ptah with whatever god is at the top of a pantheon they run into to try to show that Ptah is the supreme ruler of all pantheons. This has gone so as far as to have the Priests of Ptah saying that Ao the Overgod of Realmspace is an aspect of Ptah. This stance often leads to others being hostile to them.

## THE PATH AND THE WAY

Originating from Kara'tur on Toril in the Forgotten Realms campaign setting, the Path and the Way is a general name that refers to the countless variations of belief in the celestial bureaucracy. This belief holds that the entirety of the universe and the planes is all a well managed and organized bureaucracy with specific powers taking on unique roles within that bureaucracy.

There is great disagreement over which gods fill which roles at which times, which has caused a splintering in this faith, but it doesn't appear to matter all that much. Paladins and clerics of this faith are able to recover spell slots regardless of what different interpretations people may have in different spheres. So a cleric from Kara'tur in Realmspace

that believes Ao resides at the peak of the celestial bureaucracy can still recover spells on Oerth in Greyspace where they believe it is Boccob that resides at the top of the celestial bureaucracy.

The Path and the Way represents an incredibly large and powerful faith in space. They get along with just about everyone, because everyone has their place in the celestial bureaucracy after all, so long as those people don't get offensive or challenge their beliefs.

As you can probably guess, the only people they have issue with are the followers of Ptah who claim it is Ptah at the head of the celestial bureaucracy. This dislike hasn't turned into bloodshed yet, but tensions do grow with time

## THE CELESTIANS

The Celestians are a loosely knit group of religious people that follow the god Celestian from Greyspace. They build their temples exclusively in space, out of the influence of planets. They believe firmly in being a traveler, not settling down into one place or another. It is their belief that a good life is one spent traveling across as many spheres as they can and seeing as much of this world as possible. Some say that Celestian ranks his followers in the afterlife based on how many places they have visited.

Celestians have the ability to recover their spell slots in any sphere so long as they are in wildspace. Even if the faith of Celestian hasn't reached that sphere, they are still able to recover spell slots provided they are in wildspace. So while recovering spell slots on a planet or other celestial body requires worshipers in the sphere, wildspace itself is the domain of Celestian and is always a place that they can recover spells.

Celestians have allies of convenience. Since they rarely get involved in war or conflict, Celestians are only really valued for their wanderlust. Worshipers of Celestian will often take long voyages that other Helmsman would reject. Many trading companies deal with the Celestians for this reason. Their alliances have limits though. Celestians will not fly warships or any ships that carry slaves. They don't seek war or conquest, and they won't aid others in doing so. They can aid mercenaries, but only to provide defense against wrongs happening.

Their best alliance is with the Seekers, with there being substantial overlap between the two group's memberships.

The Temple of Ptah have a great dislike for the Celestians, in large part because of the Celestians ability to recover spells. It weakens their argument about the unique position of Ptah.

## TRAVEL

Travel in spelljammer can be handled in many ways. As I tend to be a more rules light DM, I am not going to get too heavy into structure here. Instead, I am going to offer a few basic navigation management ideas and then refer everyone along to a couple D&D 5e official charts that I find useful.

## CHART OF THE FLOW

Sailing from one sphere to another sphere should require the party getting a hold of a *Chart of the Flow*. These charts can

be found for any neighboring sphere at just about any settlement that hosts spelljamming civilization. They cost anywhere from 500gp to 1,000gp. These charts show where on the crystal sphere's interior you need to depart from to reach your destination. From there, the spelljammer can sail out in that direction and get to where they are heading.

The DM may require an Intelligence (Navigator's Tools) check to set a course using this chart.

## CHART OF WILDSPACE

Finding your way to larger celestial bodies can be done in one of two ways:

- Using a *Chart of the Stars*, a Captain can make an Intelligence (Navigator's Tools) check to plot a course to one of the known locations on their map. These charts can be found for any neighboring sphere at just about any settlement that hosts spelljamming civilization. They cost anywhere from 100gp to 600gp. The captain can choose a specific planet or location on the map using this method.
- Second, if the Captain of a spelljammer keeps the spelljammer halted for an hour as they watch the stars, they can make a Wisdom (Survival) check to discern which dots are moving differently from other dots. The few that move oddly tend to be planets or other space phenomena. This can result in a spelljammer finding its way into danger. At the DM's discretion, if the Captain has sailed through this sphere many times before, they may be familiar enough to pick out a particular location.

## RANDOM EVENTS

During travel, DMs should feel free to use either random encounters or plan for the party's spelljammer to get knocked down into tactical speed by interesting events and phenomena. Think of this the same as running into stuff on the road, except now it is out in space. The following resources are handy for thinking about neat flavor and hazards that can arise during travel.

- *Tasha's Cauldron of Everything*, Chapter 4. Review the sections titled Environmental Hazards, Magical Phenomena, and Natural Hazards. Many of these can be adapted quite easily to a space setting! They can also be things a spelljammer encounters on asteroids or other celestial bodies.
- *Ghosts of Saltmarsh*, Appendix A. Review the section titled Travel at Sea. Although this section is meant to be about being on the water, much of it translates since the flavor of spelljammer is being sailors in the sea of space. This will include crew conflicts, random fires, and other events.
- *Blog of Holding*, "[Building the One Page Spelljammer Rules](#)". This is a really cool resource that provides a one-page that can help you create a random sphere and some interesting encounter ideas.

# SPECIES OPTIONS

**A**cross the countless spheres in the Flow, countless species have found a way to free themselves from the gravity field of their planet. Those that do are often welcomed into the diverse community of species that live in Wildspace or sail the rainbow seas with little fanfare. Or to put it another way, being an odd species in Spelljammer isn't all that odd.

When the elves began to prepare to leave the Feywild for the Material Plane, one group saw that they were all planning to go to different worlds, separated from one another. This group decided it would be in the best interest of the Tel'Quessir to have a fleet that can represent and be there to support any of these worlds at a moment's notice. Through the use of powerful High Magic rituals, the first of the Elven Armadas were grown, and the creation of the Elven Imperial Navy was set.

Meanwhile at the end of the universe, the mind flayers saw the slow death of the spheres. As each sun's fire burned down, no longer fueled by the Elemental Plane of Fire or the magic of gods who had long since died, the spheres had become a desolate graveyard. Far be it from the mind flayers to take the end of the universe laying down. With their impressive fleet of organic spelljammers known as Nautiloids and Dreadnoughts, they found a way to send a chunk of their empire back in time to the early days of the universe. There they would re-establish their order and rule until the next end of the universe.

Long ago there was a world that the giff called home. Sadly, this world was lost. Some believe the giff accidentally blew up their own world, while others say they simply sold it off. No one is really sure, but what is sure is that the giff no longer see themselves as a species with a home. They now live only in the stars, sailing around Wildspace and the Flow to earn their keep and indulge their great passion for gunpowder.

It doesn't matter what species your character is, they are expected in space. As one might expect from trading ports, you're likely to see a wide variety of species, even traditional enemies sometimes working together.

In this section, I will be going over a few PC species options for a Spelljammer game: Dohwar, Dracon, Giff, Grommam, Hadozee, Mind Flayer, Scro, and Xixchil. Each will include a short summary and backstory for the species, and then a template for playing one as a PC.

## COUNTLESS SPECIES

In the infinite expanse of the rainbow sea, there is a literally countless number of species that can exist. There are great empires that have risen and fallen, new creations of mad wizards, constructs of artificers, newly grown lifeforms on untamed worlds, and the experiments of gods.

The list in this chapter is not exhaustive. Try to envision space port looking like the home base scene in the Men in Black films.

## DOHWAR

Skillful, adventurous, and graceful. These are words no one would ever use to describe the dohwar. Heavily feathered but flightless birds, the dohwar appear to resemble penguins. They are a species of highly mercantilistic people who travel around the many spheres in their ongoing trade war with the Great Rival: the Arcane. To date, the Arcane is barely aware of their existence.

At first glance, many might think a dohwar would be dexterous like other avian creatures. This is anything but the truth. The Dohwar tend to be incredibly clumsy and sluggish in their movement. They have small bodies that work against the few of them that seek a life of martial combat, though that hasn't stopped a few from becoming one of the 'legendary' Dohwar Deathsquealers.

One might then think that being a mercantilistic race, the dohwar must be a persuasive race, able to talk people into deals. That's also not the case. The dohwar have foregone any social grace in favor of a highly aggressive personality that is often offputting. When the dohwar want to make a deal with someone, multiple dohwar usually show up and each of them starts recounting their list of items for sale and prices, as well as what they will offer to pay for the items the person has. They don't haggle so much as keep screaming prices at you until a deal is struck. Oddly enough though, this seems to work for them.

The dohwar are a telepathic species, able to quickly and efficiently communicate with one another while they are working on trade deals. They can also turn this telepathy outwards to detect the thoughts of would-be customers to play that to their advantage in dealings.

They are a highly ragged looking species, rarely dressed in fine clothing in favor of whatever works for them. They seem to be a mess, but in reality this is all a show. The dohwar are a highly developed and organized trade machine that thoroughly believe the entire universe is out to get them.



## DOHWAR TRAITS

As a dohwar, you have the following traits:

**Ability Score Increase.** Your Intelligence score increases by 2, and your Constitution score increases by 1.

**Age.** Dohwar have lifespans similar to humans.

**Alignment.** Dohwar are generally indifferent to moral circumstance and lean toward the chaotic side of the spectrum.

**Size.** Dohwar are short and stocky, reaching an average height of 4ft. Your size is Small.

**Speed.** Your base walking speed is 25 feet and a swimming speed equal to 50 feet.

**Languages.** You can speak, read, and write Common and Dohwar.

**Hold Breath.** You can hold your breath for up to 15 minutes at a time.

**Cold Adaptation.** You are naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide. You also have resistance to cold damage.

**Merchant's Senses.** Whenever you perform an Intelligence (History) check, or tools to determine the origin and value of an object, you are considered proficient in the check and can add double your proficiency bonus to the check.

When you reach 3rd level, you learn to cast *Detect Magic* and *Identify* as a ritual, though you still require material components to do so.

**Silent Speech.** You can speak telepathically to any creature within 30 feet of you. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

**Mind Reading.** You can cast the *Detect Thoughts* spell a number of times per day equal to your proficiency modifier, but you can only pick up surface thoughts. If a creature is aware of the dohwar's ability to do this, they can make an Intelligence saving throw to resist the effect. While reading a creature's surface thoughts, you have advantage on all Wisdom (Insight), Charisma (Persuasion), and Charisma (Deception) checks against the target.

## DRAGON

Explorers have just recently started meeting a new species sailing the Flow around the outer edge of the known spheres. They call themselves the Dracon. They have a centaurlike appearance, mixing the body of a brontosaurus with the torso and arms of a human, and finally the head of a dragon. They have flat feet and a long tail.

Dracons tend to be vegetarians with a strong herd mentality toward their own kind. You'll rarely see a dracon alone, as they prefer to travel in family units where the elder is the leader. This bond is so strong that dracons left isolated from their families become sick until they manage to find a new familial unit to be a part of.

Dracon tend to have a strong orderly way about them. They organize themselves in hierarchies where those who take up positions of leadership do so out of duty rather than ambition. They don't even have clashes over interaction between various hierarchies. If one family comes into contact with another family, they immediately work out which one becomes the leader between them. There is no bad blood or shame for letting the other family lead.

## DRACON TRAITS

As a dracon, you have the following traits:

**Ability Score Increase.** Your Charisma score increases by 2, and your Constitution score increases by 1.

**Age.** Dracons have lifespans similar to humans.

**Alignment.** Dracons are generally seen as neutral, though they favor good acts and an orderly life.

**Size.** Dracons are longer than they are taller. Your size is Medium.

**Speed.** Your base walking speed is 40 feet.

**Languages.** You can speak, read, and write Common and Draconic.

**Charge.** If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

**Diplomatic.** You gain proficiency in the Persuasion skill.

**Equine Build.** You count as one size larger when determining your carrying capacity and the weight you can push or drag.

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

**Herd Mentality.** During a long rest, you visit each of your companions to build comradery. Choose up to 6 friendly creatures you are spending the rest with within 30 feet of the same inn, campsite, etc. Each of these creatures gains temporary hit points equal to your level + your Charisma modifier for the following day.



## GIFF

It's hard to miss a Giff. Standing upwards of 8 to 9 feet tall, the Giff are a large, muscular race of well dressed and posh humanoid hippopotami. They have a well deserved reputation for being brave mercenaries, so long as it pays well and in their preferred method: gunpowder.

While the giff are hulking masses of muscle, their speed and grace often catch others by surprise. When working with other giff in a fight, they work with such elegance and poise that many could compare their motion to that of the elves. Although they have the reputation for physical strength and grace, they have never been considered among the wisest or smartest of species to travel the spheres.

Few things excite a giff like gunpowder. The bigger the explosion, the stronger the burst of fire, the brighter the flash of the detonating of grenades, all of these are things the giff seek. Due to this fascination, the giff are among the best species for handling gunpowder weaponry. Their talent for gunpowder weaponry makes them among the best for handling spelljammer cannons.

### GIFF TRAITS

As a giff, you have the following traits:

**Ability Score Increase.** Your Strength score increases by 2, Dexterity score increases by 1, and your Constitution score increases by 1.

**Age.** Giff have lifespans similar to humans.

**Alignment.** Giff are almost always lawful.

**Size.** Giff stand between 8 and 9 feet tall and generally weigh 300 pounds or more. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Languages.** You can speak, read, and write Common, Giff, and one other language of your choice.

**Headfirst Charge.** As an action, if you move at least 20 feet in a straight line that ends within 5 feet of a large or smaller creature, that creature must succeed on a Strength saving throw ( $DC = 8 + \text{proficiency bonus} + \text{strength modifier}$ ) or take  $2d6$  bludgeoning damage and be knocked prone.

**Giff Firearm Training.** You are proficient with gunpowder firearms. You also know how to create gunpowder. If you have access to alchemist tools, you can replenish one horn worth of gunpowder during a long rest.

Additionally, once you reach 3rd level, you ignore the loading property of firearms and the backfire score of any spelljammer mounted weapon you use is reduced by 1.

**Magic Resistance.** You have advantage on saving throws against spells and other magical effects.

**Spellcasting Ineptitude.** You cannot gain the benefit of the *Spellcasting* or *Pact Magic* class feature, or make use of any feat or feature that has you cast a spell. You can still use magic items, but you cannot cast spells from magic items.

### VARIANT GIFF

In 5e lore, Giff have started to use magic again. If you go this route, remove **Spellcasting Ineptitude** and the +1 Dexterity ability score increase.



## HADOZEE

Hadozee, often referred to as "deck apes", are a species of tall and slender ape-like creatures covered in shaggy hair with a thick mane, a protuding snout, and a membrane between their arms and their body. They are a nimble species used to climbing trees, jumping between branches, and extending out their arms to glide over long distances like a flying squirrel.

The Hadozee tend to come from jungle worlds. They depart from those worlds in their youth and make their way around space working as deckhands on spelljammers. Hadozee love to work aboard spelljammers, finding the tall masts similar to the tree tops that they once climbed. Their gliding ability comes in handy quite often as they can quickly descend from a high mast down to a deck in a moment's notice. Their ability to use their feet like hands makes them among the most agile and capable deckhands around.

Hadozee also make for effective boarding party troops. Due to their ability to glide, when they leap to another spelljammer, they can land on any deck with ease, giving them a unique tactical advantage.

The other unique feature of the hadozee is their language. It is often joked that hadozee are so vulgar, they could make a sailor blush. It is a common event to hear a hadozee stringing along curses and insults at the most minor offense.

After their service to the Elven Imperial Navy during the Unhuman Wars, the elves have begun to accept Hadozee into the Elven Imperial Navy on an informal basis. While the elves still have their sense of superiority to the Hadozee, the



hadozee are some of the only species the elves regularly work with.

Hadozee tend to travel throughout their youth before they settle down on a jungle world with other hadozee. They raise their kids on the trees of that world to get them ready for the masts of a spelljammer.

## HADOZEE TRAITS

As a hadozee, you have the following traits:

**Ability Score Increase.** Your Dexterity score increases by 2, and your Wisdom score increases by 1.

**Age.** Hadozee reach maturity around the age of 20 and live to upwards of 200 years old.

**Alignment.** Hadozee tend toward neutrality. There's not much they won't do for the right captain and coin.

**Size.** Hadozee are taller than humans on average, but because they regularly slouch, they appear to be about a foot shorter. Young hadozee tend to be slender and they pick up weight and bulk the older they get. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Languages.** You can speak, read, and write Common and Hadozee. Hadozee is almost identical to Elven, except that it includes many insults and curses from other languages.

**Prehensile Feet.** You have prehensile feet capable of working as either feet or hands. On any turn, you can sacrifice half of your movement speed to gain either an additional object interaction or wield a weapon with the light property. This additional weapon doesn't grant an extra attack, but it does mean you can dual wield while climbing on ropes, trees, or similar.

**Monkey Fighting.** While climbing, when you make a melee weapon attack on your turn, you can increase the reach of a single attack by 5 feet. Additionally, when climbing you can take the disengage action as a bonus action on each of your turns.

**Gliding Leap.** You can use your membranes between your limbs as wings to slow your fall or allow you to glide. While you fall and aren't incapacitated or wearing heavy armor, you are considered under the effects of *Slow Fall*, and for every 5 feet you descend, you can move 10 feet horizontally.

## MIND FLAYERS

Among the oldest and most evil creatures in the universe, the mind flayer is a creature to be feared. At one point in time, their empire had devoured just about every lifeform that existed. This caused the death of the gods and the slow decay of the spheres themselves. Seeing the end of everything before them, the great fleets of the mind flayers found a way to manipulate time and send their armies back to the start of the universe. From there, their Nautiloids and Dreadnoughts traveled outward and conquered the spheres again.

Their tyranny didn't last forever this time, though. With the Gith revolution, the once great mind flayer empire was brought down in a single day. By the end of the year, most were driven underground into the Underdark of the various worlds. The destruction of this day also saw them lose the knowledge of how to build their spelljammers.

The mind flayers are now in a precarious position. The larger they get, the more likely they are to draw attention from the Githyanki and Githzerai, but to reclaim their old status, they must grow.

Many adventurers are caught by surprise when they find that the mind flayers in space are a bit easier to work with. They recognize that their fleet isn't growing and so they need to make nice with the other species out there. While they will deal in gold, they prefer to trade in slaves or relics of their past that can help them rebuild their once great fleet.

## MIND FLAYER TRAITS

As a mind flayer, you have the following traits:

**Ability Score Increase.** Your Intelligence score increases by 2, and your Charisma score increases by 1.

**Age.** Mind flayers are created through ceremorphosis fully matured. They live an average of 125 years, at which point their brain is reintegrated back in with its elder brain.

**Alignment.** Mind flayers lean toward lawful evil.

**Size.** Mind flayers tend to be thin, and as tall as their original host which is usually a humanoid. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Languages.** You can speak, read, and write Common and Undercommon. In addition, you can speak Deep Speech and you can write and read Qualith.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Mental Discipline.** You have resistance to psychic damage.

**Mind Blast.** As an action, you can release a blast of psionic energy in a 15 foot cone. All creatures in that cone must make an Intelligence saving throw equal to  $8 + \text{your proficiency bonus} + \text{your intelligence modifier}$ . On a failed save, a creature takes  $2d8$  psychic damage. At 6th level, this damage increases to  $3d8$ , and at 11th level, the creature is stunned until the end of your next turn.

**Devour Brain.** When you devour the brain of a humanoid creature, you can acquire the memories that creature had in life. If you do, you gain proficiency in a skill or tool that the creature had when they were alive. You lose this proficiency after a long rest or when you use this ability again.

In addition, you can also gather information from the creature's memory, subject to the DM's approval.

## SCRO

Long ago a group of orcish tribes were banished from the known spheres by the Elven Imperial Navy in an event known as the first Unhuman Wars. For centuries since, no one has seen or heard anything of them. People just assumed that they were gone for good. Those people were wrong.

Far out beyond the known spheres, the remnants of these orcish tribes unified under an orcish visionary leader named Dukagsh. Dukagsh saw that the orcs had lost the first Unhuman War because they had been so simplistic in their strategy and tactics. Just being good at spilling blood wasn't sufficient to defeat their enemies.

Over the decades, Dukagsh trained his people to be stronger, faster, and most importantly: smarter. They learned to fight, to survive, they developed a culture beyond their savage origins. Dukagsh pushed his people to read and learn, develop the knowledge and tactical ability that would make them a force to be reckoned with.

When Dukagsh was dying, he declared that his people were no longer orcs. They have turned away from their old path and found one that will be more successful. The old ways were gone, and this was the start of a new species. He named his people the scro.

Now centuries after the first Unhuman War, the scro returned to the known spheres to wage war again. Though they were successful through many campaigns, the Elven Imperial Navy was victorious... But not to the same degree as the last time.

The scro were here to stay. The Elven Imperial Navy stopped the forward advance, but it cost them so much they couldn't afford to press on and push the scro back.

## SCRO TRAITS

As a scro, you have the following traits:

**Ability Score Increase.** Your Strength score increases by 2, and your Intelligence score increases by 1.

**Age.** Scro reach adulthood at age 12 and live to about 40.

**Alignment.** Scro appear as evil to those outside of Scro society and are lawful to the hierarchy's demands.

**Size.** Scro are taller than most orcs and stand upright. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Languages.** You can speak, read, and write Common, Orcish, and Elvish.

**Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Primal Intuition.** You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, History, or Investigation.

**Glory Kill.** Scro take pride in ripping their enemies' throat out with their teeth. As a bonus action, you can use your powerful jaws to bite an enemy. Make an unarmed attack against an enemy with your teeth as a natural weapon. On a hit, this attack does  $1d6 + \text{Strength modifier}$  in piercing damage. If this attack reduces the enemy to 0, you gain temporary health equal to your level.

## XIXCHIL

Xixchil are six-limbed praying mantis-like mantoids. They are known for their excellent crafting skill thanks to their scalpel-like claws at the end of their forelimbs. They blacksmith, tailor, leatherwork, tinker clockwork devices, and more.

Apart from their skill as crafters, the xixchil are also known for their main passion: surgery. Xixchil believe that the body is a house, and the only way to make it a home is to start developing it in a direct way. Xixchil actively seek out treasures of beauty to adorn their chitinous shells. So great is their love of this practice that most xixchil are referred to by their most prominent adornment. Even non-xixchil are welcomed to adorn themselves by paying a modest fee to a xixchil surgeon.

Xixchil have a survival of the fittest mentality. It is every individual xixchil's responsibility to improve themselves through study and modification.

## XIXCHIL TRAITS

As a Xixchil, you have the following traits:

**Ability Score Increase.** Your Intelligence score increases by 2, and your Dexterity score increases by 1.

**Age.** Xixchil rapidly reach maturity by the age of 1.

Through modifications, a Xixchil can potentially live forever.

**Alignment.** Xixchil lean toward chaotic neutral. They always do what is best for themselves.

**Size.** Xixchil are about as tall as an elf. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Languages.** You can speak, read, and write Common and one other language of your choice.

**Natural Armor.** Your AC is  $12 + \text{Dexterity modifier}$ . You cannot wear armor and cannot benefit from wearing a shield. You can spend time and money to have heavy metal affixed to your body. Each procedure takes 1 week to complete and you must complete each level in order.

## XIXCHIL ARMOR

AC	Cost
13 + Dex	150gp
14 + Dex	400gp
15 + Dex	1,000gp
16 + Dex	3,000gp
17 + Dex	5,000gp

**Natural Scythes.** Your forelimbs are natural, surgically-sharp blades. Your scythes count as melee weapons with which you are proficient in. When you hit, the target takes  $2d4 + \text{Dexterity modifier}$  in slashing damage. You cannot wield weapons or a shield.

**Extra Limbs.** You may surgically add two light melee weapons on extra limbs to your body. These limbs take one week and 10 times the weapon's cost to attach per limb. When you take the attack action, you may make attack rolls with one or both additional limbs as a bonus action. These attacks are treated the same as making an off-hand attack while two weapon fighting.

# SUBCLASS OPTIONS

## DRUID: CIRCLE OF THE MOTHER TREE

Druids don't often find their way into the stars. It might be that they favor staying with the natural world that they know. Others may find the idea of leaving a planet behind unpalatable. The druids may find that plantlife from their planet dying when in space is a sure sign that space is not a good place to be. Whatever their reason, most druids tend to stay on the planet they aim to cultivate and nurture.

Then there are the druids of the Circle of the Mother Tree. This circle travel out among the stars in search of and support of the Mother Tree. This circle believe that this Mother Tree is the origin of all plantlife, as the architects of the spheres used the Mother Tree's acorns to seed the new worlds with plantlife.

Much of this circle's practice revolves around the **Starfly Plant**. The starfly plant is a wildspace flora that grows on asteroids by drawing water from ice and usable minerals from the rock itself. As it goes through its lifecycle, the starfly plant eventually grows **Starfly Fruit**, a winged fruit that flies across wildspace and between spheres to find an asteroid with enough ice and minerals to support it. The druids of this circle believe that the starfly plant are the closest descendent from the Mother Tree.

The starfly fruit is seen by most sailors as a good omen, not only because it tastes wonderful, but because eating one tends to relieve the burden of a long voyage. Due to their ability to cultivate starfly fruit, druids of the Circle of the Great Mother are often a welcomed sight to a spelljammer crew.

### CALL STARFLY FRUIT

Starting at 2nd level, whenever you finish a long rest, during your morning rituals you can magically call to a number of starfly fruit equal to your proficiency bonus. When you call them at the start of the day, you choose the color from the list below. A creature that eats one of these fruits as a bonus action gains the benefits of that fruit. Once a creature has eaten one of these fruits, they cannot benefit from another starfly fruit until they complete a long rest. If a fruit hasn't been consumed by the end of the day, it dissipates unless released back into the wild.

Druids of this circle are sure to gather the pits at the core of each of these fruits (much like a peach pit) to use as seeds on asteroids as they travel around the spheres.

**Energy.** When a creature eats this fruit, their body begins to gather energy from sunlight. For the next minute, so long as they are in direct sunlight, they gain advantage on all attack rolls and ability checks relating to physical activity.

**Evolution.** When you call a green starfly fruit, choose an ability score. When a creature eats this fruit, roll a 1d4. The chosen ability score is increased by that roll (up to a maximum of 20) for the next minute.

**Rejuvenation.** When a creature eats this fruit, their wounds begin to heal. They heal for 1d8 hit points + half your druid level (rounded up).

### BREATH OF LIFE

You have learned how to channel the power of the mother tree to provide fresh air in the void of space or in hazardous environments. Starting at 6th level, as an action you can surround yourself with a 20-foot radius sphere of fresh, breathable air identical to the air of your home world with a stable temperature of 70 degrees fahrenheit. This air lasts for 10 minutes. For the duration, you can breath as if you are in fresh air and you don't suffer the consequences of extreme weather conditions.

### STARFLY'S EMBRACE

Starting at 10th level, when someone eats one of your starfly fruits, they gain an additional benefit based on the type of fruit.

**Energy.** In addition to its other effects, a creature that consumes this fruit has a pair of starfly wings sprout from their back for the next minute. For the duration, the creature has fly speed equal to their movement speed.

**Evolution.** In addition to its other effects, a creature that consumes this fruit has advantage on all saving throws made with that ability score.

**Rejuvenation.** In addition to its other effects, a creature that consumes this fruit heals one point of exhaustion.

### POTENT FRUIT

Starting at 14th level, when you consume one of your starfly fruit, you can change one of its two benefits to any other possible benefit.

## WARLOCK: THE FIRST HELM

It is said that when the spheres were young, two great creations were forged at the same time: The Spelljammer and The First Helm. While The Spelljammer is the first and oldest of all ships that sail the rainbow sea, the First Helm is the artifact from which all Spelljammer Helms are born. Each Spelljammer Helm is connected to the First Helm, constantly sending information back to it from the mind of an attuned Helmsman. The stories say that the First Helm is gathering knowledge and power for some unspeakable horror to come.

Reasonable people recognize these stories as tall tales. Reasonable people know that countless wizards have investigated that although they can't replicate Spelljammer Helms, there is no sign at all of information being extracted from a Helmsman. Reasonable people don't put much stock in silly, unsubstantiated rumors told by sailors with too much time and little to entertain themselves outside of their imaginations.

*Reasonable people are wrong.*

You know that the First Helm is real. You know that the First Helm has had its hand in the mind of every single person who has ever attuned to a Spelljammer Helm. You have glimpsed the depths of its accrued knowledge and recognize its power is greater than even that of the gods. The only reasonable thing to do is take its side.

## EXPANDED SPELL LIST

The First Helm lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

### FIRST HELM EXPANDED SPELLS

#### Spell Level Spells

- |     |  |
|-----|--|
| 1st | <i>Catapult, Bane</i>                        |
| 2nd | <i>Mind Thrust, Nystul's Magic Aura</i>      |
| 3rd | <i>Stable Gravity, Intellect Fortress</i>    |
| 4th | <i>Enhanced Maneuverability, Confusion</i>   |
| 5th | <i>Modify Memory, Rary's Telepathic Bond</i> |

## ATTUNED MIND

Starting at 1st level, the influence of the First Helm has granted you unique knowledge of spelljammers. You gain tool proficiency in Vehicles (Water).

In addition, you learn how to charge Spelljammer Helms more efficiently than others. When you attune to a Spelljammer Helm, you can choose the spell slot level of the Helm based on the highest spell you can cast from Warlock class features without expending a spell slot.

For example, a level 15 Warlock of the First Helm can choose an 8th level spell slot because of their Mystic Arcanum (8th Level) class feature, even though this class feature isn't technically a spell slot.

## MENTAL ADAPTABILITY

Starting at 6th level, you gain resistance to psychic damage, and you have advantage on saving throws against being charmed or frightened.

In addition, as a bonus action on your turn, you can temporarily learn a spell from the Warlock spell list that you don't already know. For the next minute, you can cast this spell as if it was known. Once you use this ability, you can't do so again until you finish a long rest.

## INFINITE KNOWLEDGE

Starting at 10th level, as an action you can call upon the power of the First Helm to spontaneously cast a spell you don't know from the Wizard, Sorcerer, or Artificer spell list without expending a spell slot. This spell must have a casting time of 1 action and must be 5th-level or lower. You still need to provide costly components and perform verbal and/or somatic components when casting the spell. After you use this ability, you can't do so again until you finish a long rest.

## CONTROL FROM AFAR

Starting at 14th level, when you attune to a Spelljammer Helm, you no longer become helpless and vulnerable to attack. So long as you remain in physical contact with the spelljammer, you can continue to control the spelljammer as if you were sitting on the Helm.

During combat, you can both defend yourself from boarding parties using your normal character abilities and items, as well as take Helmsman actions to move the spelljammer.

In addition, you can Quick Attune to a Spelljammer Helm without expending a spell slot.

# ADDITIONAL PLAYER OPTIONS

**T**his final chapter is going to briefly touch upon two ways of dealing with gunpowder weaponry in your Spelljammer campaign, as gunpowder is common in the Age of Sail aesthetic. After that, I'll offer a suggestion for how to handle character backgrounds who have lived out in space. Lastly, I'll provide some spell options.

## GUNPOWDER

It may seem scary to some DMs to introduce firearms given how much they changed the face of warfare. It may also seem like firearms are underpowered because they aren't outpacing other martial weapons. Remember that this is a game that is trying to make a variety of playstyles possible. In this section, I'll be talking about two different ways to handle gunpowder weapons.

### THE DMG RULES

The rules in the DMG for handling gunpowder weaponry can be found on pages 267 & 268. DMs that wish to use this type of a system should allow their players to use the items labeled as *Renaissance Items*, which includes items on the Firearms table and the Explosives table.

The benefit of this system is that it is quite easy to snap in as it doesn't bring much mechanical complexity to the game. For drawbacks, it does force PCs who want to use weapons to get firearm proficiency, either through the optional Artificer class feature or through the Gunner feat in Tasha's Cauldron of Everything (pg. 80).

DMs going this route may want to consider allowing characters with a background in space and starting with martial weapon proficiency to get firearm proficiency for free. In the words of the DMG, "It's up to you to decide whether a character has proficiency with a firearm.". DMs may also consider making variant types of weapons, such as a blunderbuss.

### THE GUNSLINGER RULES

The rules in the unofficial Gunslinger subclass for Fighter on D&D Beyond ([found here](#)) can also be a route to go with adding gunpowder to your game world. This system replaces the DMG rules and adds a bit more complexity to how firearms work.

The benefit of this system is you have more firearms options at your disposal and more detailed rules on how firearms works. It also snaps in well if anyone wants to play the Gunslinger subclass that provides these rules.

DMs going this route may want to consider replacing the misfire mechanic with the backfire mechanic presented in the spelljammer mounted weapons section of this supplement. This will provide consistency in how weapons breakdown between firearms and spelljammer mounted cannons. You may also wish to offer the same extension of firearm proficiency to other characters. You may also wish to revise the Gunner feat in Tasha's Cauldron of Everything (pg. 80) to work with these mechanics.

## BACKGROUNDS

In most games, backgrounds are built for traditional ground-based adventures. When it comes to playing a game of Spelljammer, you should consider how to adjust backgrounds to account for the setting.

In particular, the following tool proficiencies are more important in Spelljammer than in most games:

- **Vehicles (Water).** This tool proficiency represents a character's ability to operate a ship on the water. Although spelljammers also travel in air and space in addition to water, the aesthetic style of how they travel in air and space is still as if they were sailing on the ocean. Anyone who is going to be a Helmsman or work the sails of a spelljammer should have tool proficiency in Vehicles (Water). This will allow you to add your proficiency bonus to any check you need to make to control the spelljammer in tough situations.
- **Carpenter's Tools.** Carpenter's Tools are pretty much essential for anyone who is going to be working as a Boatswain. Any time that the Boatswain has to repair something that has been broken or fix the hull of the spelljammer itself, they are making Carpenter's Tools checks.

If you use backgrounds from *Ghosts of Saltmarsh* (pages 29-35), you'll need to make adjustments. The Shipwright feature "I'll Patch It!" doesn't translate well to this system.

DMs should consider allowing players to exchange one or both of their language/tool proficiencies given to them by their background for one or both of the above proficiencies. In addition, DMs should consider allowing players to use the Training rules in the PHB (page 187) or *Xanathar's Guide to Everything* (page 134) to acquire these proficiencies during downtime.

## SPELLS

In this section, I will be going over some spells that characters can take to aid their spelljammer in their voyage across the stars. Remember that when sailing through the phlogiston, there are some limits on spellcasting:

- Paladins, clerics, warlocks, and any other character that draws their power from a planar source do not replenish spell slots when in the phlogiston.
- Any attempt to contact another plane of existence while in the phlogiston automatically fails.
- Any attempt to teleport or move yourself to another plane of existence automatically fails.
- All conjuration spells automatically fail.

For the most part, sailing through the phlogiston is a time to spend doing downtime activities and roleplaying. While combat encounters are possible in the phlogiston and you should always be on your guard, combat encounters are like running into another ship on the open ocean: Rare. You're mostly going to run into people when you get to a place like the Caribbean, which is wildspace in spelljammer terms.

## CREATE AIR

1st-level Conjuration

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You create a single breath worth of clean air for your target. If a creature is holding their breath, this allows them to reset their breath timer. If the creature is breathing lethal air, they don't get the next point of exhaustion that they normally would.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature to receive this breath of air.

**Classes:** Bard, Cleric, Druid, Wizard

## CONTACT HOME POWER

2nd-level Conjuration (*Ritual*)

**Casting Time:** 1 hour

**Range:** Unlimited

**Components:** V, S, M (a small horn)

**Duration:** 1 week or until leaving your current crystal sphere

You blow a small horn and call to your deity. This establishes a tenuous link through the astral plane between you and your deity or their seat of power. For the duration of this spell, you can regain spell slots as you normally would. As soon as you complete this ritual, you regain all spell slots of 3rd level or higher that you didn't regain on your last long rest.

If your deity has abandoned a sphere, either through force or of their own choosing, this spell will fail. The caster will learn from the spell whether their god isn't willing to return to this sphere or if another god is blocking their return to this sphere. Repeated attempts may call unwanted attention upon the caster.

**Classes:** Cleric, Paladin

## Detect Powers

2nd-level Divination (*Ritual*)

**Casting Time:** 1 action

**Range:** 600 feet

**Components:** V, S, M (a fistful of sand cast at the sphere)

**Duration:** Instantaneous

Casting this spell before entering a crystal sphere will allow you to determine if there are friendly and/or other powers that align with your faith and will allow you to regain higher-level spell slots naturally.

Additionally, you learn the alignment of the new deity if one exists. While similar, accepting power from a god of opposing alignment might cause tension between you and your deity.

**Classes:** Cleric, Paladin

## LOCATE PORTAL

2nd-level Divination (*Ritual*)

**Casting Time:** 1 action

**Range:** 600 feet

**Components:** V, S, M (a conch shell)

**Duration:** Instantaneous

## HOLDING YOUR BREATH

Creatures can hold their breath for a number of minutes equal to 1 + their Constitution modifier. If the creature has a negative Constitution modifier, they can hold their breath for 30 seconds.

You focus your arcane abilities and attune them to a crystal sphere. You know instantly the nearest portal through the shell, either in or out of the Flow. You know the direction and distance of the portal. If no active portals are available, you learn when and where it will open.

**Classes:** Cleric, Sorcerer, Wizard

## AIRSPHERE

3rd-level Conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small crystal or glass sphere with air in it)

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

You create a mobile 20-foot radius sphere of fresh, breathable air identical to the air of your home world around you. For the duration, the air retains its spherical shape and pushes back any air or liquid. When this spell ends, the air continues to exist but it begins to follow natural laws again.

While concentrating on the sphere, the caster can move the sphere up to 90 feet as a bonus action. When you begin your turn with the sphere outside of the spell's range, concentration is broken and the air starts to obey natural laws again.

**Classes:** Bard, Cleric, Druid, Wizard

## CHILL FIRE

3rd-level Transmutation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a sliver of glass or ice)

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

When cast while in the phlogiston, the flammable and explosive properties of the phlogiston are repressed in a 30-foot radius sphere from a point you can see. Fire and explosions do normal damage while in this place and do not backlash upon the spellcaster any more than it would in wildspace. If any fire extends beyond the range of this spell, it backlashes as normal.

## STABLE GRAVITY

3th-level Transmutation (*Mega*)

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** V, S, M (a small gyroscope)

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

## MEGA SPELLS

Mega spells are spells designed to be used against spelljammers or mega creatures. They have no effect if targeting creatures or objects that are not large enough to be on mega scale. While concentrating on a mega spell, you roll concentration as normal if you take damage or if your spelljammer takes hull point damage. When calculating the DC for the concentration roll, treat mega damage as regular damage.

You create a stable bubble of gravity around a spelljammer or mega-creature within range. For the duration, that spelljammer or mega-creature's gravity field isn't nullified by that of a larger source. This spell is commonly used to escape from the gravity of larger spelljammers or creatures.

## ENHANCE/REDUCE MANEUVERABILITY

*4th-level Transmutation (Mega)*

**Casting Time:** 1 action

**Range:** 2,500 feet

**Components:** V, S, M (a piece of rope tied into a knot)

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

You enhance or reduce the maneuverability of a spelljammer or mega-creature within range by one step (see the **Grid of Movement** table on page 7).

**Classes:** Bard, Druid, Sorcerer, Wizard

## SOFTWOOD

*4th-level Transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of bark)

**Duration:** Instantaneous

You touch a willing or unconscious creature of Large size or smaller and enwrap it in a cocoon of soft, spongey wood. This material is a magical plant that inhabits the target's entire air bubble and sustains its life at a lower-than-normal level. The individual inside is placed in suspended animation and is rendered unconscious. A creature at 0 hit points is stabilized by the spell, then regains consciousness and 1 hit point after 1d4 hours following the cocoon dissolving.

The softwood surrounding a creature is immune to extreme heat and cold environmental effects and is immune to all damage unless another creature takes the time to break off the softwood. For example, someone cocooned in softwood could fall from wildspace through an atmosphere and crash land on a planet's surface without damaging the person within.

After being exposed to air for 30 minutes, the softwood will dissolve and the creature inside will awaken.

**At Higher Levels.** When you cast this spell using a 6th level spell slot or higher, you can target an additional creature for every 2 slots above 4th.

**Classes:** Bard, Druid, Cleric, Ranger

## CREATE PORTAL

*5th-level Transmutation (Mega)*

**Casting Time:** 1 action

**Range:** 3,000 feet

**Components:** V, S

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

You create a temporary portal on a crystal sphere centered on a point you choose within range. Until the end of this spell, that portal remains open and navigable by any spelljammers or mega-creatures. If this spell is ended early while a spelljammer or mega-creature is partially through the portal, that spelljammer or mega-creature must make a DC 15 Dexterity saving throw. On a failure, the spelljammer or mega-creature takes 10d10 mega force damage. On a success, they take no damage. In either case, the spelljammer or mega-creature chooses which side of the sphere they end up on.

**Classes.** Sorcerer, Wizard

## CREATE MINOR HELM

*6th-level Enchantment*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a stool, chair, or suitable seat)

**Duration:** 24 hours

You transform a normal chair or seat into a minor Spelljammer Helm suitable for use in powering a spelljammer through space. The spell must be cast again each day to stay active.

**Classes.** Artificer, Bard, Sorcerer, Wizard

## COLLAPSE PORTAL

*8th-level Abjuration*

**Casting Time:** 1 action

**Range:** 3,000 feet

**Components:** V, S, M (two smooth stones of any size, one diamond, and one obsidian)

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

A rare spell, but one that people love to tell stories about, Collapse Portal allows you to cause disruption in the magic of an active portal on a crystal sphere. When this spell is cast, make a DC 15 ability check using your spellcasting ability. On a success, the spell works and until the end of the spell's duration, you can use a reaction to close the portal around a spelljammer or mega-creature. Take note of how much over the DC 15 check you were, if at all. You can also choose to just close the portal on your turn.

A spelljammer or mega-creature caught in a collapsing portal must make a Dexterity saving throw. The DC is equal to 15 + the amount over the DC 15 spellcasting ability check you were when you cast the spell. On a failure, the spelljammer or mega-creature takes 10d10 mega force damage. On a success, they take no damage. In either case, the spelljammer or mega-creature chooses which side of the sphere they end up on.

**Classes.** Bard, Sorcerer, Wizard

# DM & PLAYER TOOLBOX

**T**he purpose of this section is for me to offer a variety of small sections that go over some aspect of spelljamming that can be helpful to some parties. This is a completely optional section! When I went through putting this supplement together, more than once I thought, "I should put X in here...", only to realize X would be a bit intrusive in that section. So I gathered those ideas up and I decided to just throw them into a single section here toward the end.

Again, this section is entirely optional. Whenever I think of something to throw in, I'll add a section for it.

## RANKS ON A SHIP

Just about every ship has some form of command structure to operate it. The specifics will vary from ship to ship, as a navy ship is going to operate under the command structure of the military and a merchant ship is going to have its own arrangement. Often, these arrangements were quite large and detailed to account for just how many people were aboard a ship.

Although things varied significantly, we can talk generally about the major roles that people onboard an Age of Sail ship would fill. Perhaps you'll want to use these aboard your spelljammer! Just remember that these roles are different from the combat roles. For example, a spelljammer's captain might not be in the captain role during combat, instead allowing their head gunner to call the shots.

### CAPTAIN

The role of Captain is the highest rank someone can have aboard a ship. On traditional military ships, the Captain was someone assigned by the higher ups. On merchant ships, it could be the private owner or a Captain working for the trading company. On freelance ships, they could also be democratically elected by the crew. No matter where the Captain came from, their responsibility was to the well-being of the ship and the mission they were on.

Captains had power over pretty much everything in the ship. Whatever powers other people had, the Captain can overrule them. This position of power came with a slightly higher pay cut and marginally better living conditions. Captains needed to be strong and determined, capable of making quick and decisive action at a moment's notice.

### FIRST MATE

The First Mate was the individual responsible for making sure the Captain's orders were executed. When the Captain makes a decision, it was the First Mate's responsibility to go around the ship and make sure everyone knew what they had to do and to make sure they did it.

This made the First Mate look like a second-in-command over the ship, though that wasn't actually the case. The First Mate only ever acted on the authority of the Captain. That said, the First Mate often had the Captain's ear, giving them some power.

### QUARTERMASTER

The Quartermaster is a rank that varies significantly based on the purpose of the ship. On a traditional military or mercantile ship, the Quartermaster was a petty officer known for being the best Helmsman aboard a ship. Working alongside the captain, they would control the ship from the helm on the quarter deck. Some believe this is why they were called *Quartermasters*.

Aboard a pirate ship, it was quite different. A Quartermaster, like the Captain, was elected by the crew. Their main purpose was to act as a check against the Captain's power through the use of a veto that could be used in non-combat scenarios. The Quartermaster was also responsible for keeping the crew in line and dishing out discipline. The Quartermaster was also expected to be the one leading boarding parties, which generally launched off from the quarter deck (hence, *Quartermaster*). The Quartermaster was seen as a rank above all others except for the Captain, which meant they got a larger split of the loot they acquired. Lastly, if a Captain died, the Quartermaster would take over.

### MASTER

The Master is the person responsible for all navigation aboard a ship. They needed to be able to read the stars, use navigation tools such as the sextant and navigator's compass, and be able to interpret their findings on a map. The position was a tough one to fill in large part because of how bad the maps were at that time.

In later years of the Age of Sail, the role of Master was merged into the role of the Captain, creating the role of Master and Commander. In this supplement, I've also blended the navigation task into the Captain's role.

### BOATSWAIN

Pronounced and sometimes spelled as "bosun", the Boatswain's main responsibility was in managing the crew, keeping track of supply, inspecting the ship's hull, and leading the crew working the sails. Each day a Boatswain would do a full review of the ship and crew. On the ship side, they would look for damage that needs to be repaired and inspect their cargo stores. On the crew side, they would distribute jobs on a daily basis. After their inspection, they would report to the Captain each day to keep them informed on the state of the ship and crew. They were generally seen as the head of the deck crew.

On pirate ships, the Boatswain was seen as next in line after Quartermaster for command.

### CARPENTER

The Carpenter's job was simply to do routine maintenance on the ship.

In this supplement, I merged this role into that of the Boatswain.

## MASTER GUNNER

In the same way that the Boatswain is the one who manages the ship's hull, sails, and crew, the Master Gunner is the one who manages the weaponry and firing teams. It is their job to keep track of the gunpowder stores, make sure the cannons didn't rust, and that everyone who's a part of a cannon firing team was educated on how to manage the gunpowder safely.

In this supplement, we just have a regular Gunner role. The responsibility for maintenance is also lumped into the Boatswain. You can treat each PC in the Gunner role as the Master Gunner of their weapon. They call the shots with their team of crew when firing their weapons.

## MATE

Mates were considered higher ranking crew members, usually being apprenticed in one of the roles. Just as the First Mate was being apprenticed by the Captain and being given the chance to give orders around the ship on the Captain's authority, a Master's Mate, Gunner's Mate, Quartermaster's Mate, and so on would be learning how to fill the role. This role was usually reserved for those who were going to make a life at sea, not just those on a short voyage.

## CREW

Sometimes called an Able Bodied Sailor, crew are simply people working on the ship under the authority of the other roles here. They could be in for a short time or starting a life at sea. Regardless, most of the regular workers were considered crew.

This supplement doesn't have a unique role for the crew, but we do have a crew section for hiring useful crew members!

# BEARING & HEADING

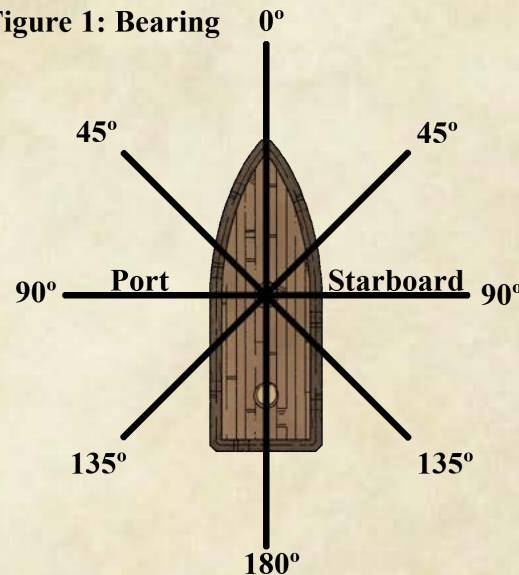
When sailing or flying, you can't always see what other people are pointing at. To deal with this, people who sail through air and space have a way of verbally communicating where something else is. This has two parts: **bearing** (where something is) and **heading** (where it's going).

## BEARING

Lets say you want to tell someone where something is but you can't visually indicate anything. You'd need to tell them where to look from side to side and where to look up and down. By treating forward as  $0^\circ$  and going in a clockwise fashion, you can tell someone which direction to look side to side. "**Ship ahoy! Port  $135^\circ$ !**" means there's a ship off of the back-left side of our ship.

Because we are often in space, we need to add where they are vertically. If  $90^\circ$  is straight up and down and  $0^\circ$  is flat, we can call "**Ship ahoy! Port  $135^\circ$  high  $45^\circ$ !**". This means there is a ship off of the back-left side of our ship and up at a  $45^\circ$  angle.

Figure 1: Bearing

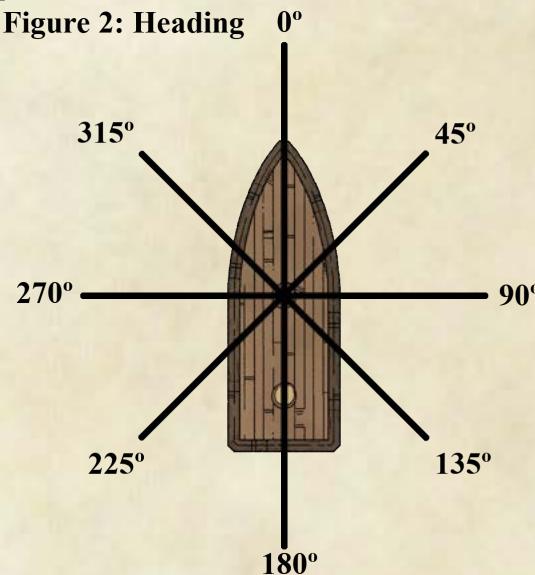


## HEADING

While bearing tells us where something is, heading tells us where it is going. This time, we refer to the angle it would be moving based on the direction we are facing. A heading of  $0^\circ$  means it is moving the same direction we are and  $180^\circ$  tells us it is moving the opposite direction. If it is heading right, it has a heading of  $90^\circ$ . We also tag the same vertical angle if necessary.

For example, we could say "**Ship ahoy! Port  $90^\circ$  high  $45^\circ$ , heading  $180^\circ$  flat.**" This means there is a ship off the left side of the ship, up at a  $45^\circ$  angle, and it is heading the opposite direction we are.

Figure 2: Heading



## SHORT-HAND

All of this is done by eyesight, so exact angles don't really happen. Most of the time, people will point and use general phrases like "**Enemy, low on the port bow!**" to tell people to look over the left side of the ship. General degrees only get involved when they need to be specific for some reason.

# MEGA CREATURES

Throughout this supplement, you've probably seen me mention mega-creatures a few times, though without any stat blocks. This book doesn't include any, but it is something a DM might want to add to their game. What's a sailing the seas fantasy adventure without a kraken, without Charybdis and Scylla, or without sharks trying to eat unwary sailors?

These massive creatures are considered to be of mega size. Mega creatures occupy at least a single 500x500 foot square on a spelljammer scale grid. Others can be as large as 2000x2000 feet.

All mega creatures will possess mega hit points instead of regular hit points. Their movement, senses are also scaled up by the rule of 100 to fit on spelljammer scale.

Mega creatures can't be summoned by traditional magic and non-mega creatures cannot transform into them by traditional magic.

These creatures are so great, they generally must be fought with mega weapons which deal mega damage, such as spelljammer mounted weaponry.

## MEGA CREATURE EXAMPLE

*Mega beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 80 (6d20+17)

**Speed** 2,500ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Str +3

**Condition Immunities** Stunned, charmed

**Skills** Athletics +5

**Senses** passive Perception 10

**Languages** Common, abyssal

**Challenge** 4 (1,100 XP)

**Mega Creature.** This creature is far larger than Gargantuan size. It occupies an area 1,000 feet long by 1,000 feet wide.

**Magic Resistance.** Mega Creature has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The mega creature makes two attacks with its claws.

**Claws. Melee Weapon Attack:** +7 to hit, reach 500ft., one target. **Hit** 10 (1d12 + 3)

Now lets do a real example!

## ASTEREATER

*Mega aberration, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 157 (14d20+10)

**Speed** fly 2,500ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	10 (+0)	8 (-1)

**Saving Throws** Str +8, Con +4

**Skills** Perception +8, Stealth +12

**Languages** Beholder, deep speech

**Challenge** 5 (2,800 XP)

**Mega Creature.** This creature is far larger than Gargantuan size. It occupies an area 1,000 feet long by 1,000 feet wide.

**Aggressive.** As a bonus action, the Astereater can move up to its speed toward a hostile creature that it can see.

**Strong Bite.** The astereater has advantage on attack rolls against grappled spelljammers and mega-creatures.

### Actions

**Multiattack.** The astereater makes two bite attacks.

**Bite. Melee Weapon Attack:** +8 to hit, reach 500ft., one target. **Hit** 14 (2d10 + 3). A spelljammer or mega-creature of sloop (mega-medium) size or smaller is grappled (escape DC 15) and is restrained until the grapple ends.



# ENVIRONMENTAL HAZARDS

While exploring and traveling through space, periodically a spelljammer may come across random encounters apart from combat or social scenarios. Every so often, things get weird in space! In this section, I'll be presenting some tables that you can use in addition to those present in chapter 4 of Tasha's Cauldron of Everything for a space voyage!

## MAGICAL PHENOMENA

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While sailing through space, spelljammers often run into odd and dangerous magical phenomena. In addition to the Magical Phenomena section in chapter 4 of Tasha's Cauldron of Everything, consider using the following effects to spice up!

### ETHER STORM

A powerful storm of blue and white abjuration magic form up sporadically, causing waves in the ether of space to begin crashing against the spelljammer. This causes turbulence, similar to a ship sailing through a storm and being hit by waves.

Each turn while in an ether storm, all creatures aboard a spelljammer that aren't using their action to hunker down must make a DC 10 Dexterity saving throw or be knocked off of their feet. The Helmsman can attempt a DC 15 Dexterity (Water Vehicles) check minimize the risk to the ship and giving everyone on board advantage on their saving throw.

While crew are hunkering down, they are unable to manipulate the sails to give the spelljammer its usual maneuverability (See "Interacting with the Crew" on page 8).

An ether storm generally lasts 2d4 minutes.

More intense storms may have higher DCs, last longer, or deal damage to the spelljammer or the crew.

## NATURAL HAZARDS

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Sometimes, the dangers found in space are of the natural world. Natural or not, they remain an ever-present threat to an unwary spelljammer crew!

### ASTEROID FIELD

A spelljammer that sails through an asteroid field is subject to crashing into or being hit by large chunks of moving rock.

For as long as the spelljammer remains inside the asteroid field, the DM can call for the Helmsman to make a DC 15 Dexterity (Water Vehicles) check to avoid running into an asteroid or a DC 15 Dexterity saving throw to avoid being hit by an asteroid. On a failure, the spelljammer suffers 3d8 mega bludgeoning damage and all creatures aboard that didn't use their action to hunker down ahead of time are knocked prone. On a success, the spelljammer suffers no damage and no creatures are knocked prone.

More dense asteroid fields may result in more rolls and higher DCs to avoid damage.

# ADDITIONAL READING

D

o you want to read more about Spelljammer? Maybe you want more lore than I put in this book. Maybe you have questions about stuff that I didn't fully explain. Heck, I mention mega-creatures, but I never stat-block any. Maybe that'll be a future supplement, but the basic goal was to create a framework through which a table could play a game in Spelljammer using a really cool ship combat system (in my opinion).

Alright, so some places to go:

## PLACES TO CHECK OUT

- DMsGuild has a PDF copy of every classic spelljammer book [available for sale](#). It's probably best to start with Spelljammer: Adventures in Space and The Complete Spacefarer's Handbook.
- Take some time and peruse [spelljammer.org](#). This website has details on the old mechanics, adventure ideas, monsters you can find in space, system descriptions and generators. There's so much in this website even though it is from the late 90s and early 2000s.
- For resources, you can't go wrong with [Laughing Beholder](#). This website is a collection of deck plans, tokens, ship maps, system maps, handouts, and other rule adaptations. The amount of cool stuff on this site is staggering.
- If you want to plunder some old resources, you can find an archive of all the old [TSR materials here](#). They are broken down by book source.
- If you want to chat with some other spelljammer fans, come by [www.reddit.com/r/spelljammer](#) or head on over to [Sages of Spelljammer](#) on Facebook.
- If you want a more faithful adaptation to 2e, something that gets more technical than this supplement, check out /u/Trickishwheat8's [The Updated Spacefarer's Guide](#).

## VIDEOS TO WATCH!

- AJ Pickett's multiple videos on Spelljammer lore:
  - [Spelljammer](#)
  - [Spelljammer Ships and Space](#)
  - [The Arcane](#)
  - [Argos](#)
  - [Realmspace Planets](#)
- Jorphdan's *eight* videos on Spelljammer:
  - [What's the deal with SPELLJAMMER?](#)
  - [SPELLJAMMER and Wildspace](#)
  - [Spelljammer Ship COMBAT](#)
  - [SPELLJAMMER Friends and Foes!](#)
  - [Mind Flayer Space Ships](#)
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  - [Playing SPELLJAMMER with D&D 5e](#)
  - [SPELLJAMMER Expansions and Hint of the Future](#)
- MrRhexx's three part series on Spelljammer:
  - [Dungeons and Dragons in Space!](#)
  - [Spelljammers - The Flying Ships](#)
  - [Why do Gods Fear Space in Dungeons and Dragons](#)

# CREDITS



his supplement was designed to be freely distributed. I am not looking to make money off of this, nor should anyone else. I'm just a fan of Spelljammer that wanted to offer another way to play it! I don't own D&D, I don't own Spelljammer, and much of what is in this supplement comes from other people. This section is to try to give thanks to all of them.

The obvious starting point: Thank you to Jeff Grubb and the other writers and designers who first created Spelljammer so many years ago. Although WOTC hasn't published anything since D&D 2e (so far) in Spelljammer, it remains a setting with a passionate player base and engaged community. Much of this supplement uses lore and ideas that come from these books.

Alright, now some specific thanks:

## IDEAS AND CONTENT

- Thanks to the team at [Mage Hand Press](#) for their book [Dark Matter](#). Dark Matter is a D&D 5e compatible setting book that presents a slightly more science-fiction style, though one where the technology is fundamentally driven by magic. The ship combat system in Dark Matter is hands down my favorite vehicle combat system to ever be designed for a D&D edition. Much of my motivation to make this supplement was to adapt Spelljammer to their design. Go check out Dark Matter! It's an amazing book.
- Thanks to /u/Trickishwheat8! Speaking with them on the subreddit helped me develop some of the ideas in this supplement. Furthermore, /u/Trickishwheat8 is the author of a great supplement that more faithfully adapts the 2e mechanics. Many of the species and spell options in this supplement started in theirs. If you want something more faithful to 2e, check it out [here!](#)
- Thanks to /u/KameBit for their Giff and Dohwar PC race template that I started from when building them out in this supplement. Check out [their site](#).
- Thanks to /u/BlueBattleBuddy for pointing me at Scott McCarroll's article on ether currents and ether sailing.
- Thanks to Scott McCarroll for writing [that article!](#)
- Thanks to Adam "Night Druid" Miller for [this article](#) on spelljammer.org that introduces the mythology behind the Maelstrom. I offer an aggrandized version of this story in the text box titled "The Serpent Flow" on page 4.
- A general thank you to all of the contributors on spelljammer.fandom.com, for all those who contributed to spelljammer.org, the Sages of Spelljammer community on Facebook, and the subreddit /r/spelljammer. All of these helped me immensely.

## ARTWORK

- Cover Page: The Spelljammer logo was designed by Doug Watson and the picture of a Gith aboard a flying ship is the cover of book 2 of the Blades of the Moonsea trilogy by Richard Baker, titled Corsair.
- Page 4: The Extent of the air envelope image was taken from [this page](#). No original source is cited there, but the design is clearly based off of an image on page 7 of The Concordance of Arcane Space (1989), published by TSR, Inc.

- Page 8: The image of a ship sailing into space is from a video made for [Voyage of the Corvus Corone](#). It was uploaded to DeviantArt by artist redkidOne, [here](#).
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- Page 38: Hadozee artwork published in Stormwrack (2005), page 152, by Wizards of the Coast.
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- Page 47: Astereater was drawn by J. Paul LaFountain and published in Monstrous Compendium - Spelljammer Appendix I (1990) by TSR, Inc.

## PLAYTESTING AND DEVELOPMENT

- A big thanks to my players in The Exoletium. If not for their patience in dealing with revisions, retcons, and constant overhauls, this supplement would not exist. Thanks Codey (Erlend Nohfree), Joe (Zomar Kalsarga), Muddy (Leroy Murrand), Rebecca (Narrow Arak), and Steve (Liliandra Seralynn).
- Another big thanks to the crew of The Axe Gang who were recruited to help me playtest much of the material I had developed for The Exoletium, and who have also had to deal with constant revisions. Thanks Aben (Voth), Elle (Vex), Gopher (Serz), John (Damian), & Soth (Nova).
- Thanks to everyone who helped me run short one-shot space encounters to test system revisions.

This supplement was put together by Sesserdrift (mel). You can reach me on Discord at Sesserdrift#4657 if you have any questions, concerns, or ideas.