

The background is a vibrant space scene. It features a central crosshair of white lines. A large, dark purple planet with a glowing yellow 'W' is positioned on the left. To its right, a large grey planet is visible. Below the purple planet, a smaller green and brown planet is shown. In the bottom foreground, a large, hazy white and yellow planet is partially visible. The background is filled with various colored stars (green, blue, yellow) and a blue and red nebula-like structure. The title 'WILDJAMMER' is written in a yellow, stylized font across the center.

WILDJAMMER

MORE ADVENTURES IN SPACE



WILDJAMMER



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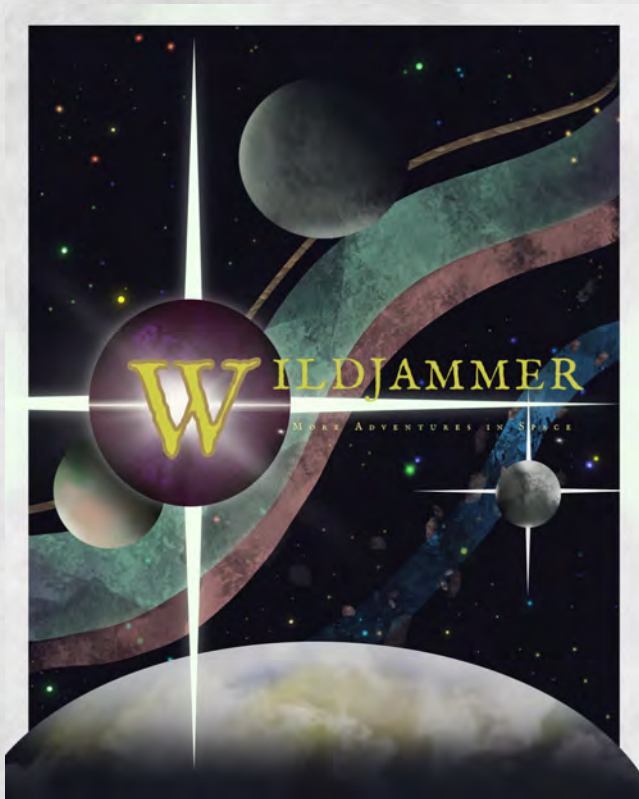
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Special Thanks to the Spelljammer fans and communities out there for constantly being engaged, helpful, and open to those of us new to the setting!

[Join the unofficial fan Discord server!](#)



ON THE COVER

This awesome design by RathofKelly presents a handful of worlds in space, two of which shine like a compass rose, along with slipstreams of magic and a literal river in space flowing through asteroids.

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INTRODUCTION



knight standing on the deck of a ship in space. He doesn't freeze. He doesn't blow up. He doesn't float away. Everything that follows comes out of that one image...

-Jeff Grubb

WHAT IS WILDJAMMER?

Imagine that you're standing on your favorite D&D world. All around you, there might be forests, swamps, mountains, bogs, ruins, cities, and more. Beneath your feet, there are countless labyrinthine tunnels and cave systems, perhaps even the Underdark. Whether you're traveling along your favorite D&D world's surface or in the caverns below, we have a good idea of how to run a game in that environment.

Now what if we look up? Sure, there might be a cloud city, but I mean what if we look way up? What if we look up at a star and wonder what's up there? How do we go there? You might try flying, but you don't make it far before the spell fails and exhaustion takes over or the weather gets the better of you. Perhaps an airship? How does your airship fly when there's no air? Is this some insuperable barrier to exploration?

Absolutely not.

Wildjammer is a setting neutral rule-set inspired by the D&D campaign setting Spelljammer, created by Jeff Grubb and published by TSR, Inc. in 1989 as the flagship setting for D&D 2nd edition. Spelljammer gave us the means to bring our adventures up into space without losing any of the essential fantasy of D&D. It envisions a universe structured in such a way that all D&D settings could be navigable without the rules or unique character of one setting hampering another. Your character from Faerun (Forgotten Realms) could travel into space and find Oerth (Greyhawk) or Krynn (Dragonlance), or any other setting the DM decides to add. The goal of Wildjammer is much the same: to offer a rule-set that can be used in a D&D 5th edition game to unite different settings and do so in a way that doesn't hamper the essential fantasy flavor of D&D.

SPACE FANTASY

When the topic of space comes up, most of us start thinking of science-fiction or science-fantasy ideas. We envision a universe that at least maintains the veneer of being consistent and scientific, with even the most impossible ideas explained by techno-babble. There isn't much out there that takes us into space but doesn't also add this scientific skew to the universe.

Wildjammer isn't science-fiction or science-fantasy, it's **space fantasy**. The universe isn't inherently *scientific*, it is inherently *fantastical*. You don't need every planet to be more or less spherical, why not have a planet in the shape of a doughnut? Why not have planets that have a hollow earth inside of them? Why not have stars that are conscious and intelligent? This is fantasy after all! **The limit is your imagination.**

As you read through this supplement, you'll read some ideas that make no sense in the real world. Suspend your disbelief while going through this supplement in the same way you do when a monk runs 90 feet up a wall in 6 seconds during combat. Why can a sailing ship fly in space? Magic. Why do people not get sucked into the vacuum of space? It's fantasy. Embrace it and enjoy the freedom of fantasy in space!

AGE OF SAIL

Much like Spelljammer, Wildjammer draws a great deal of influence from the Age of Sail and the Golden Age of Piracy. Rather than thinking of Wildjammer as fantasy Star Trek, think of it more like Pirates of the Caribbean in space. Think Treasure Planet, sailing out into the unknown to find the space equivalent of buried treasure in the sea of night. You're sailors, except instead of sailing the ocean blue and battling sea monsters, pirates, and finding islands with buried treasure, you're sailing through space, fighting off space monsters, pirates, and finding asteroids with buried treasure.

While Wildjammer leaves things open for you to add whatever themes and flavor you might like, the core rules offered here will be focused on this aesthetic.

WHY WILDJAMMER?

If you're new to Spelljammer, you've probably seen the other versions out there, including WOTC's own official Spelljammer release. You might ask why you would want to use Wildjammer.

Wildjammer began as an attempt to map the ship combat system from [Dark Matter](#), a campaign setting by Mage Hand Press, to Spelljammer. Although it has grown beyond this original goal, this book does put particular emphasis on ship combat. As such, you'd want to use this book if you're a fan of the ship combat system. It deviates significantly from the established rules for ship vs ship combat in D&D 5e.

What makes this ship combat system stand out to me is how closely it mirrors ground combat. There are definitely some differences, but as a general rule of thumb, things in ship combat happen similar to how they happen in ground combat. When you fire a ballista, you're not using the ballista's attack bonus on the ship's sheet, your character uses the ballista as a weapon. When a ship makes a saving throw, it's the Helmsman who makes the save, not the ship itself. Running a ship in this system treats the ship as a tool that you use and get better with as you level up, not as a stat block you use for this side game of D&D.

USING THIS SUPPLEMENT

The first chapter of this supplement will be going over the universe of Wildjammer. This chapter starts from the perspective of a character on a normal D&D world, and then slowly zooms out to encompass all the other settings and the planes.

In the second chapter, we turn our attention to character creation. This chapter has new options for playable species, as well as class features, subclasses, weapons, and spells. If you're going to be playing in a Wildjammer game, I highly recommend reading this chapter in particular.

The third and longest chapter is all about the ships we call wildjammers. This goes over how they work, how they move, how to manage them, example stat blocks, ship combat, and bridge crew roles.

The fourth chapter is an overview of the people and places that one can find throughout the infinite worlds of Wildspace.

The final chapter is a DM toolkit, resources to help understand and hopefully make it easier to run a game using Wildjammer.

All of these sections are still under development.

CHAPTER 1: TO WILDSpace AND BEYOND



ildjammer isn't a projection into the future. It's a love letter to the Age of Sail. This was an era from roughly the late-1500s to the mid-1800s that was dominated by naval warfare, gunpowder

weaponry, piracy, naval trading companies, and privateers. This age of exploration saw massive ships with numerous masts and sails traveling across the world to far off lands. Wildjammer seeks to capture the same feeling, but in space.

Throughout this chapter, I'll be relating experiences aboard a wildjammer to their naval counterpart. My goal in doing this is to help you envision how space exploration can mirror that of a nautical adventure.

There are two ways we can talk about the universe here. We could start at the highest level and then zoom in, or start zoomed in and slowly extend our field of view out across the universe. In this chapter, we'll be doing the latter. We're going to start by visualizing things from the perspective of your character on a D&D world and then slowly zoom out until we've included the entire universe.

At this point, I'd like to again emphasize that you should extend the same suspension of disbelief you give to most of the impossible things in fantasy as we go through the following chapter. Space is wild, and some of the things here are not at all realistic, but each plays a role in creating a universe that can work with any D&D setting.

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 know a few things about space. You'd know of the sun that warms and lights the day. You'd be aware of Selune, the moon of Toril with its glittering asteroids called Selune's Tears. You'd also be aware of those glittering lights in the night's sky that people call stars.

What you might not know is that there are other planets out there, just like the one you're standing on. These planets could be made of earth like the one you're probably on, or they could be made of water, lava, fire, air, flesh, plants, or anything. They could be spherical planets, or they could be in the shape of a torus, or a snowflake, or a cluster of floating chunks of earth. There are also asteroids, some which even have cities on them, nebulae, sargasso clouds, and all sorts of interesting things to find. These are celestial bodies, the objects and places that reside within the sea of night up above you.

Celestial bodies are not required to obey the normal laws of physics. They can be made of anything and they can rotate and revolve in any direction. You can have a flat ribbon of water flowing in and between asteroids in an asteroid belt that ships sail on between floating asteroids. You can have a planet that is hollow and people live on the inside surface. Put a sun in there if you want! You can have square worlds, triangular worlds, disc worlds, turtle worlds, whatever! You are not bound by physics, as these were crafted by gods or magic. The only limit is your imagination!

Celestial bodies are like islands. While you might spend a lot of your time sailing the seas of space, it is usually on these islands where you'll find buried treasure, port cities to resupply, and adventure!

WILDSpace

Now let's say you decide you want to leave your planet. You decide you want to go up into the sea of night and find out what's up there. Maybe you want to see the moon up close, or travel out to a star, or find another planet and see who lives there. If you were to find a way to travel up and away from your planet, you'd eventually hit a threshold, a point where air and gravity simply stop. This is the boundary between your planet and what is called **wildspace**.

Wildspace is essentially outer space, the empty void between celestial bodies that is often called the sea of night. It is suffused with a nearly imperceptible but ever present magical energy known as **aether**.

Comparing this to an Age of Sail adventure, if a celestial body is an island, than wildspace is the sea. Just as the sea is comprised of a large amount of water, wildspace is comprised of a large amount of aether. Now keep in mind that wildspace is the sea, not yet the ocean. When we look at the wildspace around the Forgotten Realms setting, it's like we're looking at an archipelago of islands.

Your mind is made up. You want to leave your planet and set sail into wildspace, the sea of night. How exactly do you get off of your island?

GRAVITY

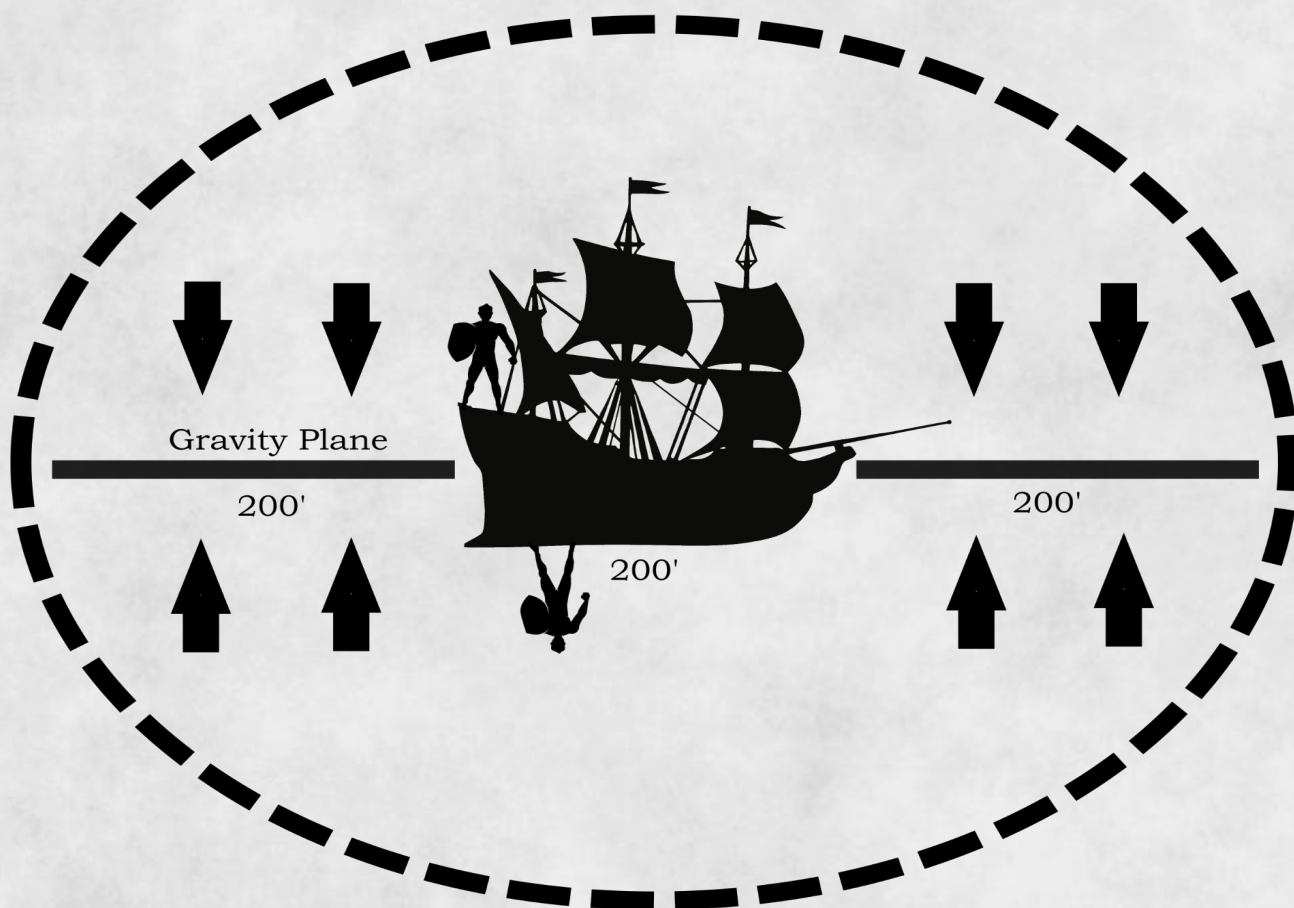
The first challenge you face in leaving your planet is gravity. Imagine that gravity is like a powerful rip tide, always pulling you back in when you try to leave. That said, gravity behaves differently in Wildjammer than you might expect. Unlike real-life, gravity is either on or off, and it always pulls like earth-normal gravity, unless magic gets involved to amplify or hamper it. In other words, gravity doesn't get stronger or weaker based on its source, it just extends out farther from the source. Any object with a dimension of 25 feet or more has a gravity field.

You might wonder why this never comes up in your favorite D&D setting. The answer is that when two sources of gravity are in close contact, the larger field trumps the smaller. Since everything on a planet is smaller than the planet, the planet's gravity is the only one in effect (unless some form of magic is used). Only in wildspace can two gravity fields overlap without one disabling the other, and even then only if the sources don't touch.

Another interesting feature about gravity is that it always pulls in the direction most convenient to the source. This usually results in a single gravity source that pulls all things toward it. For example, a planet pulls down to the core, while a wildjammer's gravity pulls down to the main deck of the ship. Similarly, a dragon could lay down on its gravity plane and swim through space. They just can't get close to the planet.

This leads to some interesting physics. First, imagine a classic Age of Sail ship. There's the main deck, masts, sails, and all of that. The gravity field runs along the main deck, pulling you down onto it while you're standing on it. If you go beneath the main deck, you end up swinging past the gravity plane so you're standing on the underside of the main deck! You're upside down from those on the main deck. Luckily, most ships that go into space are designed to make the gravity field pull to the lowest deck, so this doesn't always come up.

Extent of air envelope



Another neat image of this is if you were to fall off the side of a wildjammer, you'd fall down until you cross the gravity plane. Your falling momentum would toss you up until the gravity plane pulls you back down to it, only to be flung up the other side. You'd end up bobbling up and down. Many groundlings find it fun to toss stuff off the side of a ship and watch it bounce up and down as it leaves the ship's gravity field.

AIR

Now that you understand gravity, what about air? How are you supposed to breathe outside of the air of your planet? In Wildjammer, all creatures and objects can carry a certain amount of air out into wildspace with them based on their size. The size of this air bubble is always the same as the size of the gravity field, if the creature or object has one. All things can carry air into empty space, but only larger things have gravity.

What this means is that as soon as you find a way off of your planet's gravity field, you're also going to leave its air envelope and take only as much air as your size allows. This means you'll want something large like a wildjammer. These ships are large enough that they carry a substantial 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 long trips.

Be wary however, you can end up running out of air! All wildjammers can carry an amount of air based on their size. The more creatures aboard that breathe the air, the less time it takes to expend it all. Once the air is expended, it becomes fouled, giving all creatures breathing it disadvantage on all checks. The fouled air

lasts just as long as the fresh air did. If this fouled air is expended, the air becomes lethal and all creatures aboard gain a point of exhaustion every minute they breathe the lethal air.

Luckily, getting new air isn't too difficult! Whenever two air envelopes come into contact, the air distributes evenly between the two envelopes. For example, if two equal sized air envelopes overlapped, and one of them is lethal and the other is completely fresh, they would both split the difference and become foul. This isn't the best way to get new air.

The best and most common way to get new air is to sail your wildjammer close enough to a planet's atmosphere that the ship's air envelope overlaps with the planet's air envelope. Since the planet has so much more air than the ship, the ship's air bubble is fully replenished. It is also possible to restore some air to an air envelope by finding pockets of air around asteroids. The air in asteroid fields is generally far less abundant than in the atmosphere of a planet.

AETHER CURRENTS

Now we know that to escape from our planet, we need to find a way to get past our planet's gravity and a way to carry a lot of air with us. A wildjammer will carry the air for us, so we just need a way to escape from our planet's gravity field. Luckily, having a wildjammer allows the person flying it to see **aether currents**, rivers of luminescent blue energy that descend down from wildspace onto the planet.

If a planet is an island, wildspace is the sea, and the aether is the water that comprises the sea, then these aether currents are like large rivers, bays, and inlets.

These make navigating from an island to the sea significantly easier. Just as different groups during the Age of Sail looked to control port cities, bays, and river ways, so too do factions in wildspace seek to control these points of entry into and out of planets.

To extend the comparison even further, just like natural rivers, bays, and inlets, catastrophes can occur that cause these to dry up and no longer provide access to wildjammers looking to ascend from or descend to the planet. These schisms can be caused by magical catastrophe or just through natural processes that aren't well understood. No matter what, those who are interested in controlling these shipping lanes into planets might find themselves scrambling to maintain control after such a shift! Even worse, all the aether currents could dry up, isolating the planet from the wildjammers of wildspace.

CRYSTAL SPHERES

Alright! We've now escaped from our planet (island) and we've sailed along the aether (water) all around wildspace (the sea). In that time, you meet other creatures, encounter dangers in space, and all sorts of fun stuff. Eventually your eye might turn to one of the stars. What is there beyond this sea? What lies beyond wildspace? Where is the ocean in this comparison I've been making? You decide to find out. You turn your wildjammer to a star you see and you set sail away from the only planets (islands) that you have known.

Now things start to get weird! You've set sail, you've got a crew with you all eager to see what lies at that star you picked out. You have that same anxious optimism that Truman Burbank felt as he sailed out across the sea that had trapped in *The Truman Show* (1998). Just like Truman, you're in for a big surprise when the bowsprit of your wildjammer crashes into a wall.

You walk to the fore of your ship and reach out. Your hand settles on a wall. That blackness you saw so long ago when you were standing on your planet is a wall, a shell surrounding wildspace on every side. What you're touching is called a **crystal sphere**.

Crystal spheres are supermassive constructs so large they can contain an entire solar system (or more) within them. The idea of crystal spheres is based on the theory of the celestial spheres presented to us by Plato, Aristotle, Ptolemy, Eudoxus, and Copernicus. The theory held that our solar system is surrounded by a shell with the stars affixed to the inside of it.

In Wildjammer, these crystal spheres are real. These spheres mark the boundary of a campaign setting. When you pass through a crystal sphere, you are officially leaving that setting and its rules behind. Even the gods are limited to the inside of the crystal spheres. This makes it so that no matter how powerful the gods, how wild the lore, how unique the lore is, it doesn't influence any other setting out there. Want a low magic setting? Maybe a sci-fi setting? Maybe one where people are slowly driven insane due to an eldritch horror living in the sun? Maybe you want a sphere that just has a bunch of space turtles with worlds on their backs. All of this is possible just by wrapping it in a sphere.

Luckily passing through a crystal sphere isn't too hard. Natural portals appear and disappear seemingly at random along the crystal sphere. These portals can be located with lower level divination spells for the starting wildjammer crew, or they can be created with advanced wildjammer equipment or high level spells.

In the ongoing comparison, think of the sphere as that point when you pass from the sea into the ocean itself. Behind you is an archipelago of islands, and ahead of you is the open ocean.



THE PHLOGISTON

Now lets continue on in our adventure. We repair the damage done to the hull by crashing into the wall of the crystal sphere unexpectedly and then we find a way to one of the portals on its surface. In much the same way that a sailing ship departs from an archipelago to set sail across the vast ocean, as you pass the threshold of the crystal sphere, you'll find yourself in the vast rainbow ocean known as the **phlogiston**.

The phlogiston, sometimes called **the flow** or **the rainbow ocean**, is a vast expanse of rainbow colors that fill in the space between crystal spheres. It is hard to describe the actual substance of the phlogiston, as it does flow into a ship's air bubble without replacing the air itself. It doesn't block sight except for things at a distance, much like a fog. It is like being in a rainbow colored expressionist painting.

Take a moment to imagine a fish tank. In this fish tank, we have an infinite amount of space and it is full of this rainbow substance. Floating around inside are these large glass balls, inside which is wildspace, celestial bodies, and all the civilizations we know from our D&D adventures. This is the **material plane**. See? I told you things get wild in space!

That said, the phlogiston has some odd properties. The first and more important one is that it is highly flammable and acts like an accelerant. If you are brave or foolish enough to light a flame, you will invariably find the flame exploding the second it is ignited, likely harming you and your ship in the process. There have been many attempts over the years to attempt to weaponize the phlogiston, but regrettably it dissipates shortly after brought past the threshold of a crystal sphere. No one is sure why this happens, but it is probably for the best. If the phlogiston were ever to

flow into a crystal sphere, it would find its way to the fire planets and sun, causing it to ignite the phlogiston and blow up the entire sphere!

Perhaps even more oddly, the phlogiston seems to ground dimensional or planar magic. All attempts to reach out to the inner or outer planes from the flow fail completely. This is because there are no planes while you're in the phlogiston!

The best way to think about the phlogiston is as an insulation between settings. No matter how powerful a god might be in Forgotten Realms, that god has no power in Ravnica until the DM decides they have followers and can act as a god in that setting. No matter what the writers for Greyhawk do with the planes, it doesn't contaminate what Eberron does with their planes. The phlogiston insulates against setting contamination, giving the DM the freedom to use whatever cosmos they like, or mix it up per setting.

With regards to the Age of Sail comparison, the phlogiston is like the open ocean. It is a vast, empty space that exists between archipelagos and continents. Most of the time, all you'll see is the horizon until you reach new land, such as finding a new crystal sphere. Just as sailors found routes across the ocean based on wind and water currents, so too are there flow currents in the phlogiston that help sailors navigate the flow.

While combat can happen in the phlogiston, it isn't common. The open ocean is vast and the chance of running into another ship is slim when compared to the chance of running into another ship in a more densely packed archipelago. Even if you do encounter another ship, it is rare that they want to engage in combat due to the limits on gunpowder. Still, there are sailors that tell tall tales about great flow fiends that harvest unwary sailors who fall overboard. It's enough for most to remain vigilant out on the rainbow ocean.





THE ASTRAL SEA

Now that we've discussed how you can take your ship across the material plane, from your home planet to a completely different campaign setting, what about the planes? Most D&D settings have some concept of the planes above, whether it be the Great Wheel from Planescape, the World Tree from Forgotten Realms, or even the Cosmology of Eberron. The different models can sometimes include similar or identical planes, or they could have completely new ones. This poses an interesting challenge to Wildjammer where our adventurers may travel from one setting to another, but not an insuperable one.

All of the planes reside within a massive ocean-like space called the Astral Sea, and a properly equipped wildjammer can get there and sail between the planes themselves, just as it would between worlds. This is made possible through an expensive upgrade to a wildjammer that etches powerful arcane runes to the hull which allow a spellcaster who casts *plane shift* to warp their ship and all of its passengers into the Astral Sea near the plane they want to reach. From there they can simply sail through the threshold of the plane to appear in it.

All that said, sailing the Astral Sea can be dangerous. Massive monstrosities like the Astral Dreadnought swim around searching for prey. The dominions of the gods send out fleets to battle against one another, or protect the borders of their plane from attack. The Blood War itself reaches into the Astral Sea, with the Helljammers of Baator working regularly to restrain the expansion of the Scourge Fleet of the Abyss. Traveling through the Astral Sea is not something to take lightly!

If you like this kind of content and want a more, check out *The Planes Above* by Rob Heinsoo, published in 2010 by Wizards of the Coast. It is a D&D 4e book all about sailing the Astral Sea!

THE INFINITE PLANES

In Wildjammer, the planes can best be understood through the Infinite Planes model. Any plane the DM can imagine exists *somewhere* in the Astral Sea. These planes are completely independent of one another and the material plane until they are bound by thought, belief, and the faith of people in a crystal sphere. This means that the population of each sphere creates a metaphysical link between their sphere and a subset of the infinite planes. This in turn shapes how scholars of that sphere see the planar cosmos.

For example, let's say a crew from Faerun which has a connection to the Great Wheel were to travel to Ravnicia where there isn't a Mount Celestia. Although those people know about Mount Celestia, a *plane shift* spell couldn't bring them there because Mount Celestia isn't connected to that sphere. On the other hand, some planes do have connections in multiple spheres, like Mount Celestia being recognized in both the Greyhawk and Forgotten Realms campaign settings. You could *plane shift* from either crystal sphere to the same Mount Celestia and back to either.

This allows a crystal sphere to be as independent from or engaged with other settings, even at the planar level. Hopefully you see how all of this, the phlogiston, the spheres, the Astral Sea comes together into a model of the multiverse that is highly adaptable and flexible to any campaign a DM wants to run!

MAGIC TRANSPORTATION

When using magic that allows long distance travel, I use the following interpretation:

- *Teleport* allows you to move between any two points in your current crystal sphere or plane.
- *Dream of the Blue Veil* allows you to move between two crystal spheres, but not within one.
- *Plane shift* allows you to travel between your current sphere and any linked plane, between any linked planes, or from one of those planes back to a linked sphere.



CHAPTER 2: CHARACTER CREATION

Space is big. You just won't believe how vastly, hugely, mind-bogglingly big it is. I mean, you may think it's a long way down the road to the chemist's, but that's just peanuts to space...

-Douglas Adams

Across the seemingly infinite expanse of the flow, there are countless spheres, each containing worlds that hold the potential for unique life, interesting civilizations, diverse cultures, and more. This means a game in Wildjammer is inherently a game with a great deal of diversity in character species, class aesthetics, items, spells, and all variety of character options.

In this chapter, we'll be talking about a handful of character options to help bring some of that diversity to your Wildjammer game. We'll be going over some playable species, optional class features, subclasses, background considerations, new items, and new spells. I recommend that all players in a Wildjammer game read this chapter before building their character!

SPECIES

An adventure through wildspace brings one into close contact with a wide range of unique and alien folk. In this section, I'll be describing eight such folk. They are:

- Dohwar, hyper-mercantilistic penguin-folk.
- Dracon, communal dinosaur-like centaurs.
- Giff, gunpowder obsessed hippo-folk mercenaries.

- Hadozee, apes with sugar glider-like wings.
- Mind Flayer Renegades, illithids free of elder brains.
- Oortlings, small grey aliens that operate constructs.
- Scro, clever orcs with a mind for strategy.
- Xixchil, mantoids who craft anything, even flesh.

These species are offered in addition to the options in official D&D 5e books. Most species eventually make it to the stars, the ones described here are the ones you don't hear about until you get there.

CREATING YOUR CHARACTER

When you create your character, you decide whether your character is a groundling from one of the official D&D 5e books or one of the options here, with your DM's permission. When creating your character, keep in mind the following:

ABILITY SCORE INCREASES

When determining your character's ability scores, increase one of those ability scores by 2 and increase a different ability score by 1, or increase three different ability scores by 1.

Each species entry includes a **Recommended ASI** entry. For those who are playing without the flexible ability score rules from *Tasha's Cauldron of Everything*, you can use this recommended ASI as the standard ability score increases for the species.

DOHWAR

Skillful. Adventurous. Graceful. These are words that few would use to describe the dohwar. These heavily feathered and flightless birds resemble large and lean penguins. They are highly motivated traders with a passion for mercantilism, engaged in an endless trade war against their Great Rival: the arcane. To date, the arcane have yet to notice.

Clumsy Birds. If all someone knew about dohwar is that they were avian, it might lead them to think that dohwar are highly dextrous like other avian creatures. This is anything but the truth. Dohwar tend to be incredibly clumsy and sluggish in their movements. They have small bodies which work against the few of them that decide to take up a life of martial combat. The few who do push past these limits and become warriors often end up becoming members of the 'legendary' Deathsqueeler Legion, an army of space swine riding dohwar with bravery that is easily mistaken for reckless insanity.

Unusual Merchants. Given the prevailing culture for dohwar in the Known Spheres is highly mercantile, one could be forgiven for expecting them to have a gift for persuasion. This is also not the case. Dohwar tend to forego social grace in favor of developing highly aggressive personality traits that often come across as off-putting to others. More than a few travelers have found themselves in the position of having a group of dohwar repeatedly reciting prices for their products, shouting over the other dohwar, all while offering prices for valuable items the customer might have. A dohwar merchant doesn't really haggle or strike deals as much as they keep shouting prices until their target buys something. What's odd is that this sales method seems to work.

Deceptive Appearance. Another assumption one might make of dohwar is that they dress well to put a good foot forward with their customers. This is also not normally the case. They appear to favor function over form, wearing whatever is most comfortable without any regard for how good it looks, often leading them to look raggedy and out of place among traders. The truth is that this subversion of expectation ultimately plays into the dohwar's grand strategies.

Secretly Organized. Few know that the dohwar are a telepathic species, able to quickly and efficiently communicate with one another, even while they are screaming trade offers at a customer. They can even use this telepathy to read the minds of others, giving them a distinct advantage in making a deal.

Dohwar use this secret telepathy, their disheveled appearance, and their unusual style to exploit others in trade. However messy and poorly organized they appear to others, they are actually an incredibly well organized trade machine that thoroughly believes every other group out there is out to get them. This high degree of paranoia and organization has helped make the dohwar incredibly successful, much to the confusion of others.

DOHWAR TRAITS

As a dohwar, you have the following traits:

Age. Dohwar have lifespans similar to humans.

Alignment. Dohwar are generally indifferent to moral and ethical concerns, favoring neutrality.

Creature Type. You are a humanoid.

Recommended ASI: Charisma +2, Intelligence +1

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 you

have a swimming speed equal to 50 feet.

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

Belly Slide. While prone, you can belly slide instead of crawl. You move as if you were standing and your normal movement speed increases by 10 feet. You can't move across difficult terrain or take the Dash action while belly sliding.

Cold Adaptation. You are naturally adapted to cold climates, as described in chapter 5 of the DMG. You also have resistance to cold damage.

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

When you reach 3rd level, you learn to cast *Detect Magic* and *Identify* as a ritual.

Silent Speech. You can speak telepathically to any creature within 30 feet of you. They understand 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 bonus without using spell components. When you use this spell, you can only pick up your target's surface thoughts. If the target is aware that dohwar have this feature, they can make an Intelligence saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier) to resist. While this spell is active, you have advantage on social rolls against the target.



DRACON

The dracon are a new species to the spheres that some refer to as dragon centaurs. They have the body, tail, and flat feet of a brontosaurus, the arms and torso of a human, and finally the head of a dragon.

Aggressively Friendly. No one in the known spheres is fully aware of where the dracon have come from. They simply started showing up at the edges of the known spheres a century ago. What is known about them is that from the first meeting, the dracon have been rather friendly and open to working with the people of other species found among the stars.

Herd Instincts. Dracon tend to be vegetarians with a strong communal instinct, rarely found alone. The communal urge that dracon often feel can sometimes even manifest in being physically ill when separated from their family. Those forced into this position by fate or circumstance often end up finding a new community to belong to, dracon or otherwise. It's not rare to find a reasonably adventurous dracon to adopt an adventuring party as their new family.

This instinct isn't overwhelming to the point that they lack a personal life. Like most creatures, dracon tend to live both as a part of a community and as a private person. Although most dracon find comfort in being among a community, there are some who tend to favor isolation. While they are sometimes seen as outcasts and pariahs, most dracon respect their choice.

Complex Kinship. The leader of a herd of dracon is known as a 'kaba'. A kaba isn't chosen for being the strongest or the quickest or the wisest of the herd, but rather through a complex system of genealogy. This system has baffled sages from across the spheres for its complexity, yet the dracon find it to be quite simple. After asking just a handful of questions, separate herds are easily able to determine who the kaba should be for the duration of their meeting.

New to the Spheres. Dracon come from a world where they are the only intelligent species. The idea of a lot of heterogeneity is foreign to them in their daily lives, but they tend to have an open mind. Their lack of experience in dealing with other intelligent species has sometimes resulted in them having difficulty telling different folks apart. It isn't an unusual experience for a dracon to mix up elves and dwarves, mixing up both who is who and which norms to observe with each.

DRACON TRAITS

As a dracon, you have the following traits:

Age. Dracon have lifespans similar to humans.

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

Creature Type. You are a humanoid.

Recommended ASI: Strength +2, Wisdom +1

Size. Dracon are similar in size to a centaur, just with greater bulk. Your size is Medium.

Speed. Your base walking speed is 40 feet.

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

Aggressive Friendliness. You have proficiency in the Persuasion skill.

Communal. During a long rest, you visit each of your companions to build camaraderie. Choose up to 6 friendly creatures you are spending the rest with at a campsite, inn, etc. Each of these creatures gains temporary hit points equal to your level on the following day.

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 legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Mount. Your quadruped anatomy allows you to act as a mount for a creature of Small size or smaller. While mounted, your rider may take their turn simultaneous with yours. If they do, they forego their normal turn this round. A rider can't move other than to dismount.

Natural Weapon. Your feet count as natural weapons, which you can use to make unarmed strikes. If you hit with them, you bludgeoning damage equal to 1d6 + your Strength modifier instead of the normal damage for an unarmed strike.



GIFF

Standing upwards of 8 to 9 feet tall, giff (sometimes ‘hippopolk’) are a large, bulky, and muscular race of well-dressed and posh humanoid hippopotami. They have a well deserved reputation as mercenaries, boasting strong military efficiency, bravery that some might call suicidal, and loyalty to a fault, so long as the job pays well, doesn’t break their cultural codes, and it pays in their preferred currency: gunpowder.

Guns Are Their Religion. The giff have an unrivaled passion for gunpowder and explosions. Although they handle firearms and explosives with expert efficiency, they don’t really outgrow that child-like glee at seeing something explode. The brighter the flash, the louder the bang, the stronger the burst of flame, the happier the giff. As a result, they tend to have a kinship with artificers who focus on the development of new firearms and explosive weaponry.

Surprising Grace. While most folk can quickly tell that a giff is stocky and muscular, what catches most people by surprise is how quick and graceful they can be. An ignorant foe might size up a giff and assume them to be a lumbering and sluggish foe, akin to an ogre. When the fight starts, what they find is that a giff’s sizable frame is no hindrance to their speed and fluidity of motion. Many have remarked that giff working in a unit move with the elegance and fluidity of the legendary elven bladesingers.

Reckless Reputation. Although the giff have a well deserved reputation for their strength and their grace, they aren’t generally thought of as being the wisest folk. It isn’t just their love of destructive weapons and sometimes reckless use of explosives, but they will often favor doing things the hard way if it means blowing more stuff up. A common story that gets passed around from ship captain to ship captain is that the giff lost their home world when they were given a chance to blow it up. While the truth of this story is undetermined, the mind set it displays is accurate.

Difficulty with Magic. Up until recent years, the giff have been completely incapable of using magic in any form. No one knows why, but it has been the case for as long as any can remember. It doesn’t matter if it was the learned magic of a wizard, the innate magic of a sorcerer, the bestowed magic of a warlock, or the channeled magic of a cleric: all magic simply refused to work for them. As a silver lining to this drawback, giff were known for possessing resistance to magic.

However, as of the past few decades giff have started to show the ability to use magic. While some giff look down on magic on the basis of tradition, magic has provided giff with two great boons that have helped them rapidly accept magic into the prevailing culture: First, there are now giff who can take the helm of their own ships, so they don’t necessarily have to work as mercenaries for others to get around. Second, magic can make some incredible explosions!

Loyalty. Giff are reputed for their loyalty to a contract holder, being willing to handle even the most dangerous jobs so long as they are fittingly paid in gunpowder for it. Nevertheless, there is one major exception.: giff won’t fire upon other giff. If a contract puts two different groups of giff mercenaries in contention, the two sides will simply refuse to fight. The remaining crew of the two sides can still fight, the giff will simply sit it out. Once a winner arises, the giff on the winning ship rescue the giff on the losing ship. Woe be to any captain that tries to stop them.

GIFF TRAITS

As a giff, you have the following traits:

Age. Giff have lifespans similar to humans.

Alignment. Giff are almost always lawful.

Creature Type. You are a humanoid.

Recommended ASI: Strength +1, Dexterity +1, Constitution +1.

Size. Giff stand between 8 and 9 feet tall and 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.

Gunpowder Training. You are proficient with and ignore the loading property of gunpowder firearms. Being within 5 feet of a hostile creature doesn’t impose disadvantage on your ranged attack rolls with firearms. The backfire score of any ship weapon you use as a Gunner is reduced by 1.

Headfirst Charge. If you move at least 20 feet in a straight line that ends within 5 feet of a Large or smaller creature, you may attempt to shove that creature as a bonus action. Once you’ve used this trait, you are discombobulated and you can’t use it again until you complete a short or long rest.

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

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



HADOZEE

Hadozee, often referred to as "deck apes", are a species of tall and slender ape-like creatures covered in shaggy hair, often with a thick mane, a protruding or flat snout, and bat-like membranes that connect their arms, body, and legs.

Natural Sailors. Hadozee tend to have a strong urge to explore the world around them, to seek the horizon, to find what lies just beyond the range of their sight. Early on this drove them to explore their forest home world, which led to a mastery of tree-top mobility: the ability to climb trees, balance on branches, leap from trunk to trunk, and glide over great distances. In due time, as the hadozee's wanderlust led them up to the stars, these skills took on a new purpose: Leaping between masts, swinging on ropes, running along the tops of sails. Their mobility, their mastery, and their passion to explore make hadozee some of the most sought after sailors in the Known Spheres.

Since reaching the stars and exploring the spheres, hadozee have come to call many worlds their home. Nevertheless, most adult hadozee choose to rear their children in heavily forested areas or in cities built into a forest, such as elven cities. The trees still provide a great environment to prepare their young for their likely journey through wildspace.

Fully Prehensile. Unlike most humanoids, hadozee are fully prehensile. With both their hands and their feet they can grasp onto ropes, pick up objects, climb ladders, use weapons, and so on. Aboard a ship, this allows a hadozee to climb ropes while still retaining the full use of a pair of hands; a truly valuable trait to any sailor on the sea of night.

Living Language. Another unique feature of many hadozee is their language. It's sometimes joked that a hadozee could make a sailor blush, and that's not far off from the truth. While most languages are always in a state of change, the hadozee language is unusually more so. Much like how an explorer might pick up souvenirs from the places they have been, hadozee often adopt words from languages of people they have met. As hadozee meet with other hadozee, they tend to share stories of the worlds they have been to and the words they have adopted from it. As you can imagine, with so many hadozee being sailors, they have picked up an impressive amount of vulgarity.

Elf Friends. The Elven Imperial Navy is known for embodying elvish arrogance. They often look down on other species they come across, like humans, dwarves, and orcs. The hadozee are one of the few they hold in high esteem.

During the darkest hours of the First Unhuman War, hadozee sailors volunteered in mass numbers to assist the elves in their war against the goblinoids. If not for this assistance, the Elven Imperial Navy might have lost that war. This act of selfless bravery on the part of so many hadozee sailors resulted in the Elven Imperial Navy recognizing hadozee as "Elf Friends", an honor that puts them in high regard in elven culture and in most elven societies.

This has led to a mutually beneficial relationship between elves and hadozee. Elven forest cities on the many worlds are open to hadozee to settle in and rear their children. The forests they are in provide the exact training ground most hadozee favor for teaching their young. This also benefits the Elven Imperial Navy as it allows them an early in to hire new hadozee sailors when they are ready to take to the stars, well before needing to compete with mercenary organizations or freelancer captains.

HADOZEE TRAITS

As a hadozee, you have the following traits:

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

Alignment. Hadozee tend toward neutrality.

Creature Type. You are a humanoid.

Recommended ASI: Dexterity +2, Wisdom +1

Size. Hadozee are human sized. Your size is Medium.

Speed. Your base walking speed is 30 feet and you have a climbing speed equal to your walking speed.

Languages. You can speak, read, and write Common and Hadozee.

Prehensile Feet. You have prehensile feet capable of working as either feet or hands. On your turn, you can forego half your movement speed to gain an additional object interaction or to wield a weapon with the light property for two-weapon fighting.

In addition, so long as two of your hands or feet are free, you can climb.

Monkey Fighting. When you make a melee weapon attack on your turn while climbing, you can increase the reach of a single attack by 5 feet.

In addition, you can take the disengage action as a bonus action while climbing.

Glide. When you start to fall from 10 feet or higher and you're not wearing heavy armor, as a reaction you can extend out your arms and begin gliding. When you start gliding, you immediately descend 5 feet and may move up to your movement speed horizontally or down. At the start of each of your turns, you descend another 5 feet. When you take the Move action while gliding, you can move horizontally or down. If you stop gliding, you resume falling, and when you're no longer able to fall, the glide ends.



MIND FLAYER RENEGADE

Mind flayers, sometimes known as illithids, are among the oldest and most evil creatures in the multiverse. Their appearance is that of a humanoid with a squid-like face. They are known for their subjugation of other species, devouring the brains of intelligent creatures, and reproducing by transforming humanoids through a terribly painful process known as ceremorphosis.

Future History. Legend has it that mind flayers come from the end of time. In this timeline, mind flayers managed to subjugate all of the Material Plane and bring the Astral Sea to its knees before their power. With this total control, the gods themselves died from a lack of worship. It wasn't long before the suns and stars of the Material Plane began to die and the Astral began to wither away into non-reality. While they had won, it took them until the end of time to do it.

But mind flayers wouldn't accept the void without a fight. With no gods around to police time travel, they found a way to send a portion of their nautiloid fleets back in time to establish their dominion from the beginning of time, rather than winning it at the end.

A Lost Empire. This great fleet of mind flayers spread across the many spheres through the Astral Sea. They conquered thousands of worlds and enslaved the inhabitants, turning them into cattle. Yet, their hubris and certainty of victory would be their undoing.

A species they enslaved that would become known as the gith began to plot a revolution. They conspired in secret, spreading knowledge on how to bring down their slavers. Once all was in place, the Gith Revolution began and in a single day, brought the vast Illithid Dominion to its knees.

Precarious Alliances. The mind flayers who survived the Gith Revolution were quick to re-establish control over a core of spheres. As the Gith split into factions due to infighting, the surviving mind flayers were given a chance to lick their wounds.

Although they survived, the death of so many elder brains during the Revolution resulted in a loss of information, including how to build more of their organic nautiloids. While the mind flayers who ended up stranded on planets and were driven into caves continued their policies of cruelty, those who remain in wildspace attempting to keep together the scraps of the Illithid Dominion have become far more metropolitan. They're still evil, but they're willing to do business.

Renegades. Following the purge of so many elder brains, many illithids found themselves free of an elder brain's control for the first time. While some just went and joined other colonies, many decided to remain free. They learned that they didn't require eating brains to survive, just to feed the elder brain. Now free of that control, these mind flayer renegades look to find new purpose in an often hostile universe.

MIND FLAYER RENEGADE TRAITS

As a mind flayer, you have the following traits:

Age. Mind flayers are created through ceremorphosis fully matured. They live an average of 125 years.

Alignment. Mind flayers lean toward lawful evil.

Creature Type. You are an aberration.

Recommended ASI: Intelligence +2, Wisdom +1

Size. Mind flayers tend to be thin and as tall as their host. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write

Common, Undercommon, & Deep Speech.

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.

Telepathy. 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 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 (DC = 8 + your proficiency bonus + your intelligence modifier). On a failed save, a creature takes 2d8 psychic damage. This damage increased by 1d8 at 5th level (3d8) and 17th level (4d8). Starting at 11th level, creatures who fail their saving throw are stunned until the end of your next turn.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Devour Brain. When you devour the brain of an intelligent creature, you can acquire memories that the creature had in life. When you do, you gain proficiency in a skill or tool of your choice that the creature had. When you use this ability again, you can replace this proficiency with another from the new brain.

In addition, with DM approval, you can also gather information from the creature's memory, as if casting *Speak With Dead*.



OORTLING

Oortlings are small, gray skinned humanoid creatures with large heads and big pure black eyes. Due to the torture and genetic engineering of illithids, oortlings tend to live inside of large constructs called golems. These golems are manifested by a psicrystal synced with the mind of the oortling within. Unlike a suit of armor, an oortling's golem acts as an exoskeleton, an extension of their body. These golems both protect the oortling within and amplifies their physical strength.

Captured Travelers. Ages ago, when the universe was still young, a group of tall, thin travelers with milky white skin and large bulbous black eyes came to the universe to explore in their saucer-shaped ships. These empathic and telepathic beings, named the fraal, were peaceful and got along with most of the creatures they met, but the illithids hungered for their brains. Before the fraal left the universe, the Illithid Dominion did all they could to capture as many of these travelers.

Over the centuries, the illithids genetically altered the fraal, making their skeletons brittle, stunting the growth of their muscles, and shrinking them. They even turned the fraal's empathic connection with one another against them, flooding it with a feedback loop of fear and hopelessness to keep them subdued.

Bloody Freedom. After the Gith Revolution, many oortlings experienced freedom for the first time, but due to the feedback loop of fear and hopelessness, they fled into the icy comets of oort clouds in wildspace, hiding within them and subsisting on nutrients in the ice. For ages, that's how oortlings lived: In complete terror, unintentionally reinforced by their friends.

This changed when an oortling named Aleph was left alone in the cages of a nautiloid for too long. Free of the feedback loop, Aleph set in motion a plan to kill his captor and escape. He succeeded.

Ancient Knowledge. After he escaped, Aleph traveled in search of knowledge. Deep within an icy comet, he located a long abandoned fraal saucer-ship. Studying the knowledge of his fraal ancestors, Aleph created the first golem, named Taw, by building a special psicrystal which synced with his latent psionics. Protected from the feedback loop while within Taw, Aleph set out to free his kin from their shackles by teaching them how to build a golem of their own.

Community. As of today, most oortlings have their own golem. Within this shell, they travel the spheres, satisfying their curiosity and thirst for knowledge. However far they travel, oortlings remain a strong community oriented folk. This is so much the case that when facing death, an oortling can imprint their mind on the psicrystal of a young oortling, providing them with the opportunity to keep exploring and to aid their younger kin on their journey through the spheres.

OORTLING TRAITS

As an oortling, you have the following traits:

Age. Oortlings generally live short lives, ranging from 20 to 40 years. Your golem lives indefinitely and can be passed down to other oortlings.

Alignment. Oortlings lean toward neutral good.

Creature Type. You are a Construct. If you leave your golem, you are a Humanoid.

Recommended ASI: Intelligence +2, Constitution +1

Size. Oortlings are usually around 3 feet tall and your size is Small. While in your golem, you stand around 8 feet tall and your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Ancestral Knowledge. While in your golem, you can tap into the knowledge of your psicrystal. You can add a d4 to one ability check or saving throw you make, and you can do so after seeing the d20 roll but before the effects of the roll are resolved. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Oort Golem. You wear a suit of living armor called a golem. Your character's physical statistics represent the golem. For example, your character's normal hit points represent the golem's hit points. Only you can occupy and operate your golem.

You may enter or exit your golem as an action. When you're outside of your golem, your golem becomes an inert object and you suffer the following:

- Your hit point maximum is equal to your level.
- Your movement speed is halved.
- Your Strength, Dexterity, and Constitution scores are reduced to 6, and you have disadvantage on attack rolls, saving throws, and ability checks that use these ability scores.
- You can't equip shields, or medium or heavy armor.
- You can't wield weapons unless they have the *light* property.

While in your golem, your AC is equal to 12 + your Constitution modifier. You can attach other armor to your golem at no cost. When your golem doesn't have any armor attached, you are considered unarmored. You're also resistant to psychic damage and have advantage on Intelligence saving throws. You can't be removed from your golem against your will.

Your golem is made of a special kind of living metal or other material, allowing it to be repaired by spells which restore hit points, even if the spell doesn't normally work on Constructs.

When your golem is reduced to 0 hit points, you fall unconscious and make death saving throws as normal. If you die, your golem dematerializes back to a golem psicrystal. If you lose your golem or the psicrystal that manifests it, you can replace them over a long rest at no cost, rendering the previous one inert.



SCRO

Scro appear almost identical to their orcish cousins, though they tend to be more articulate and have better posture. They retain their orcish strength in spite of having lost their more reckless aggression. This makes them appear far closer to soldiers in an army than grunts of a ferocious horde.

A Lost War. For as long as any sage can remember, elves have been in a constant state of war against orcs, or more generally goblinoids. Just as Corellon battled Gruumsh, so too do their creations battle one another. About a thousand years ago, this conflict reached the spheres in an event known as the First Unhuman War. This war raged across numerous spheres and resulted in an Elven Imperial Navy victory, with the goblinoids being driven out of the known spheres.

New Purpose. While in exile, an orc by the name of Dukagsh rose to power. He reasoned that his people lost the war because they had simply been too reckless. The fervor and fury that had been common among orcs didn't serve them well against the efficient strategies of the Elven Imperial Navy. Spilling blood at any cost may win a battle, but it alone doesn't win a war.

Dukagsh rallied the exiled orcs under his banner and began to teach them a new path. Leveraging his skills and intellect, he began to teach his fellow orcs all about tactics and strategy. He taught them to be free of the constant infighting Gruumsh pushed upon them. He gave his kin hope, hope that one day they would return to the known spheres and reclaim their homeworlds.

Over the decades, Dukagsh saw the fruit of the labor grow. His kin were no longer the mindless brutes that lost the First Unhuman War; they were disciplined and organized. Instead of dueling with fists, they were now competing in games of strategy. His people had grown into something new. He named them the scro.

A War Rekindled. About a decade ago, orcish ships showed up on the periphery of the known spheres, attacking Elven Imperial Navy outposts and bases. The attack came fast, catching the complacent elves by surprise. These orcish ships were like nothing they had ever seen before. It wasn't long until they learned that these attackers called themselves the scro and that their goal was to bring down the Elven Imperial Navy in its entirety. Thus began the Second Unhuman War.

While the scro's tactics put up a substantially greater fight than the last time, the war ultimately ended just a year ago in armistice between the two factions. The scro weren't able to destroy the Elven Imperial Navy and the elves weren't able to expel the scro as they did their orcish forebears.

A New Future. The scro are here to stay. They have taken back their home worlds and are standing strong against the Elven Imperial Navy. While they didn't achieve their ultimate objective, Dukagsh's goal has been fulfilled. The scro have now turned their attention to freeing more of their groundling counterparts from the tyranny of Gruumsh's savage designs. The war with the elves may have reached a stalemate for now, but it would resume, and when it does, they'll be ready.

SCRO TRAITS

As a scro, you have the following traits:

Age. Scro reach adulthood at age 12 and live to be about 40. Scro may live longer, but most die in combat.

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

Creature Type. You are a Humanoid.

Recommended ASI: Strength +2, Intelligence +1

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.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Glory Kill. Scro warriors are known for digging their teeth into their foes and ripping flesh, bolstering their resolve for battle. As a bonus action, you can make a special melee weapon attack with your teeth. You are proficient with this attack. If you hit, you deal piercing damage equal to 1d6 + your Strength modifier and you gain temporary hit points equal to your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



XIXCHIL

Xixchil are six-limbed praying mantis-like mantoids. They are a bipedal species with a chitin exoskeleton. They have two pairs of forelimbs, the upper pair that extend out like normal humanoid arms, and a lower pair that take the shape of sharp, mantis-like blades.

Survival of the Fittest. The xixchil grew up on a Life world, densely packed with predators. From this start, they have a strong sense in survival of the fittest. This ideology has pervaded their societies and cultures for countless generations, but it hasn't made them cruel. To most, it simply means that it's important for every lifeform to improve itself and grow.

The Body is a Home. This mentality has extended to the belief that bodies should be treated as the home of the soul. Like a home, one should not only improve it, but also make it an expression of the person within. As a result, xixchil embellish their exoskeleton with rich jewels, gems, armor, ornaments, and whatever else the xixchil believes expresses their uniqueness.

Born Surgeons. This passion for development and physical advancement has resulted in many xixchil developing a handy skill for surgery. While they adorn their own bodies with riches, they encourage other folk to do the same. Some specialist xixchil have gone as far as to develop techniques for replacing humanoid body parts with others. Many adventurers have gone to see a xixchil surgeon to replace or add a body part.

Expert Artisans. Although xixchil are best known for their surgeons, xixchil tend to love craftsmanship of all kinds. Surgeons craft bodies, while other artisans might assemble trinkets, or magical items, or beautiful artistic armor. No craft is looked down upon in xixchil society, as they are all some form of artistic expression of the unique xixchil artisan.

XIXCHIL TRAITS

As a Xixchil, you have the following traits:

Age. Xixchil rapidly reach maturity in just their first year. From then on, a xixchil could theoretically live forever through modifications.

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

Creature Type. You are a humanoid.

Recommended ASI: Dexterity +2, Wisdom +1

Size. Xixchil stand about 5 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Expert Artisans. You have proficiency in the Medicine skill and one artisan tool of your choice.

Natural Armor. You have a chitinous exoskeleton. Your AC is 12 + your Dexterity modifier. You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

Natural Weapon. Your second set of forelimbs are naturally sharp blades. These are melee weapons

that you are proficient with and have the *finesse* and *light* property. Your scythes deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Integrated Treasures. As a part of a long rest, you may destroy a suit of armor and integrate it into your chitin. If an integrated item requires attunement, you must attune to it while integrated.

When you integrate armor, your natural armor takes on the properties of the armor. If the armor imposes disadvantage on stealth checks, it loses that property when integrated. This armor can't be removed from you unwillingly.

You can only integrate one suit of armor at a time. If you integrate another suit of armor, the previous suit of armor is destroyed in the process.

Surgical Enhancements. As a xixchil, you're able to make surgical alterations to your body. You choose one enhancement to make now and a second enhancement at 5th level. You can change your selection to another eligible choice at no cost with a week of downtime.

At 1st level, choose one of the following options:

Buzzing Wings. You add a pair of thin wings which give you the ability to fly for a short period of time.

You gain a flying speed equal to half your normal movement speed. If you end your turn while flying, you immediately fall.

Omnivision. You affix extra eyes to your head, allowing you to see 360 degrees around you. You gain darkvision out to 120 feet and you can't be surprised while conscious.

Silk Spinneret. You add a silk gland to your body, allowing you to fashion ropes, nets, even fine silk clothing during a short or long rest.

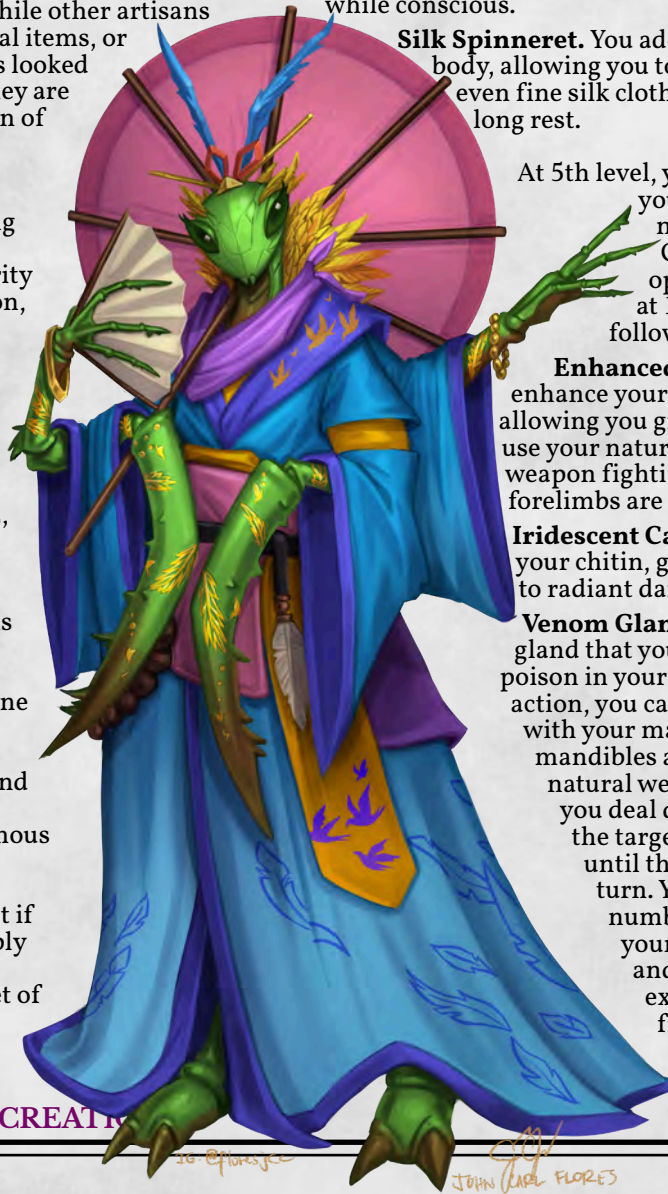
At 5th level, you further enhance your body, developing a new characteristic.

Choose one of the options you didn't take at 1st level or one of the following options:

Enhanced Motor Control. You enhance your lower forelimbs, allowing you greater control. You can use your natural weapons for two-weapon fighting, even if your upper forelimbs are full.

Iridescent Carapace. You thicken your chitin, granting you resistance to radiant damage.

Venom Gland. You add a venom gland that you can use to inject poison in your enemies. As a bonus action, you can make a special attack with your mandibles. These mandibles are treated as your natural weapon trait. On a hit, you deal damage as normal and the target becomes poisoned until the end of your next turn. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



OPTIONAL CLASS FEATURES

In this section, I'll be providing a few optional features for a few classes to help them have a better time in a Wildjammer game. Please consult with your DM before taking any of these features. Please note that everything listed here is in addition to, not in place of other class features.

If an option here has the same name as a class feature, it adds to (not replaces) the core feature. Some optional features will add to a class' starting proficiencies gained at 1st level. Lastly, some features will add to a list of features, such as Fighting Styles. You don't automatically gain this option, you can just choose it as you would any other from that list.

ARTIFICER FEATURES

An artificer is a master of engineering and tinkering that almost always has the right tool for a job. As such, they are a welcomed sight among any ship crew.

FEATURE: THE RIGHT TOOL FOR THE JOB

At 3rd level, when you use a tool created by this feature that you are proficient with to repair a ship's hull, you repair twice the number of hull points that you normally would.

INFUSION: ELDRITCH SHIP WEAPON

Item: A ship weapon installed on a hardpoint

When using an eldritch ship weapon, you may use your Intelligence modifier instead of your Strength or Dexterity modifier for making attack and damage rolls.

INFUSION: ZERO-G SUIT

Item: A suit of armor or robes

When outside of a gravity field, the infused item creates a bubble of air around your head and gives off a small amount of propulsion. While this effect is active, you have up to an hour's worth of air and you can haphazardly maneuver in zero gravity without a handhold or something to push off of. After an hour of air is expended, the infusion deactivates until you finish a long rest as it recharges.

DRUID FEATURES

As experts on nature, druids often find themselves both highly desired and out of their element in space. Their ability to create food and cultivate nature make them invaluable, but sailing the stars takes the druid away from their planetary environment.

FEATURE: WILD SHAPE

Starting at 2nd level, while you are transformed into the shape of a beast, you are able to breath in space even when there is no air.

FIGHTER FEATURES

Fighters represent the best of the relentless pursuit for mastery over the weapons and techniques of war. The crew of a wildjammer would be vulnerable without the expertise of these warriors.

PROFICIENCIES: WEAPONS: FIREARMS

If your DM uses the rules for renaissance firearms in the DMG (pg. 266), you are proficient with firearms.

FIGHTING STYLE: POWDER MONKEY

You gain a +1 bonus to attack rolls and damage rolls with firearms.

PALADIN FEATURES

Whether they serve holy or unholy forces, a paladin's power to channel the divine is well known and rightly feared by those on the wrong end of it.

PROFICIENCIES: WEAPONS: FIREARMS

If your DM uses the rules for renaissance firearms in the DMG (pg. 266), you are proficient with firearms.

FIGHTING STYLE: DIVINE POWDER

While you're wielding a firearm, you may use your Divine Smite feature on attacks with that firearm. In addition, your attacks with that firearm can trigger Smite spells from the Paladin spell list.

RANGER FEATURES

Widely known for their tracking skills and knowledge of different environments, a ranger is often prized among a wildjammer's crew due to the wide number of environments a wildjammer is likely to encounter.

PROFICIENCIES: WEAPONS: FIREARMS

If your DM uses the rules for renaissance firearms in the DMG (pg. 266), you are proficient with firearms.

FEATURE: NATURAL EXPLORER

Starting at 1st level, in addition to the other favored terrain options, you can also choose wildspace. This favored terrain applies to navigating wildspace as well as when traveling for more than an hour in an unusual environment not covered by a different terrain.

FIGHTING STYLE: POWDER MONKEY

You gain a +1 bonus to attack rolls and damage rolls with firearms.

ROGUE FEATURES

Rogues are masters of stealth and deception, capable of staying unseen until just the right moment to strike. When they strike, rogues usually know exactly the right spot to make their strike count.

FEATURE: SNEAK ATTACK

Beginning at 1st level, when you are in the Gunner role and using a ballista, you can use a bonus action to find a vulnerable point on a ship or mega creature and take aim. Until the end of your turn, the first time you deal damage with a *ship weapon attack* using a ballista, you add your sneak attack damage dice as mega damage to the damage roll.

WARLOCK FEATURES

There are countless beings of great power to be found across the countless crystal spheres, most of which forge pacts and bargains with mortals. These mortals who travel the spheres wielding the power of these great beings are known as warlocks.

ELDRITCH INVOCATION: GIFT OF THE VOID

Prerequisite: 5th level

You can breathe and move normally in the void of space, even when no air or gravity is present.

ELDRITCH INVOCATION: HEX BOMBARDIER

Prerequisite: None

You forge a link between your powers and a ship weapon. You may use your Charisma modifier instead of your Strength or Dexterity modifier for making attack and damage rolls with that weapon.

SUBCLASSES

In this section, I'll be outlining a handful of hopefully interesting subclasses that are flavored around various aspects of the Wildjammer. That said, these subclasses might have their origins in Wildjammer, but they can easily fit in any classic D&D adventure as well. Please consult with your DM before choosing to use one of these subclasses.

Each of these subclasses are designed to work with one of the classes outlined in the fifth edition Players Handbook. Please see that book for core class features.

DRUID: CIRCLE OF THE CHAIN

Many scholars in wildspace have noted the tendency for either community-oriented or imperial civilizations to be the ones that make it out to the stars. In a place like Faerun, the various nations are often too busy fighting one another to ever focus on something as costly and risky as wildjammers. Whether it be the colonies of illithids, herds of dragon, hives of thri-kreen, waddles of dohwar, armies of giff, or communities of elves, these species have a strong focus on unity and working together.

It is from these kinds of civilizations that arose the Circle of the Chain. These druids specialize in binding the life energy of a handful of creatures into a single collective called a chain. These druids cultivate the life of those in their chain both through their restorative magics and through draining the life of other creatures into the chain.

Although these practices originally arose among some communal species to help them move out into the stars, they have since caught on as a valuable skill set to adventuring groups and wildjammer crews.

CIRCLE SPELLS

You gain access to some spells when you reach certain levels in this class, as shown on the Circle of the table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE CHAIN SPELLS

Druid Level	Spells
2nd	<i>cure wounds, inflict wounds</i>
3rd	<i>enhance ability, blindness/deafness</i>
5th	<i>plant growth, vampiric touch</i>
7th	<i>blight, death ward</i>
9th	<i>mass cure wounds, enervation</i>

FORM CHAIN

Starting at 2nd level, you learn how to bind the life energy of a group of creatures into a collective called a chain. As a bonus action, you can expend a use of your Wild Shape feature to link up to 6 willing creatures within 60 feet of you into a chain, rather than transforming into a beast.

Until the network ends, all creatures in the chain feel a sense of connection each other creature in the chain, as if they are all an extension of their own physical being. All creatures in the chain know the exact hit points and conditions afflicting any other creature in the chain at any time. The chain lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again. The chain

ends early on a creature if they are on a different plane of existence than you are.

Always Near. Whenever you expend a spell slot to cast a spell that restores hit points to a creature in your chain, you ignore any range limitations of that spell.

Recycle. Whenever you expend a spell slot to cast a spell that deals necrotic damage to a creature not in your chain or that restores hit points to a creature in your chain, you or another creature in your chain can regain hit points equal to 1d8 + your Wisdom modifier.

ENHANCED CHAIN

Starting at 6th level, your ability to bind the life energy of a chain grows stronger. While your chain is active, whenever you regain hit points, you may instead distribute any number of those hit points among other creatures in your chain.

EMPOWERED RECYCLING

Starting at 10th level, your ability to recycle the life energy of other creatures into your chain is empowered. Whenever you use your Recycle feature, the 1d8 becomes a 2d8.

Additionally, as an action you can redistribute current hit points between any number of creatures in your chain. The maximum number of hit points you can transfer is 5 times your Druid level. A creature cannot be reduced below 50% its maximum hit points this way. Once you have used this ability, you must finish a short or long rest before you can use it again.

UNBROKEN CHAIN

Starting at 14th level, your chain has become strong enough to even withstand a lethal attack. When a creature in your chain other than you is reduced to 0 hit points, you can use your reaction to immediately redistribute hit points from your chain to that creature. You restore twice the number of hit points you remove from creatures in your chain, up to 50% of their maximum hit points.

Once you've used this ability, you can't use it again until you complete a long rest.



SORCERER: REKINDLED

Between the countless worlds and crystal spheres, there exists the phlogiston. This rainbow colored substance suffuses the universe, acting as insulation against the gods and the planes, keeping each crystal sphere free of the influence of other settings. It is known for its explosive properties and the way it grounds teleportation and planar magic, even things as simple as a bag of holding.

Every so often, a sailor that falls overboard will end up lost and adrift in the phlogiston. As their air bubble slowly depletes, the sailor will find their body slowly petrifying, turning to stone rather than dying. There they float in the phlogiston, statues of the unfortunate soul that fell overboard.

Hope is not completely lost for these unfortunate sailors. In the highly unlikely case that a ship comes across a drifting, petrified sailor, they can save the poor soul and bring them aboard. As soon as air returns to the sailor, the stone dissipates and the sailor regains their mobility. Although these people go on to live as they were, their long stay in the phlogiston has caused their body to become suffused with its unnatural energy.

One of your ancestors was one such sailor, lost in the phlogiston and rescued. The phlogiston's influence on your bloodline may have remained dormant for a time, but in you, the prismatic flames of the phlogiston are rekindled and manifest as sorcery.

REKINDLED SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Rekindled Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or evocation spell from the sorcerer, warlock, or wizard spell list.

REKINDLED SPELLS

Sorcerer Level	Spells
1st	<i>absorb elements, hellish rebuke</i>
3rd	<i>heat metal, hold person</i>
5th	<i>chill fire*, magic circle</i>
7th	<i>mordenkainen's private sanctum, fire shield</i>
9th	<i>immolation, hold monster</i>

* This spell is found in the Spells section of this supplement.

REKINDLED FLAME

Starting at 1st level, you are able to channel the unusual properties of the phlogiston into nearby flames. Once during each of your turns when you deal fire damage to a creature, you can cause the flames to flare up and explode, dealing fire damage equal to half your sorcerer level (rounded up) to all creatures within 5 feet of your target, including the target. A creature dealt damage this way can't teleport or planar travel until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

FLOW INFUSION

Starting at 6th level, you learn how to infuse your fire spells with the incredible potency of the phlogiston. When you cast a spell, you may expend a number of

sorcery points equal to that spell's level (1 sorcery point if the spell is a cantrip) to cause that spell to bypass immunity to fire damage. A creature that is immune to fire damage takes damage from the spell as if they were resistant to fire damage. Damage dealt this way can never bypass this damage resistance.

PRISMATIC FORM

Starting at 14th level, you can unleash the power of the phlogiston from within for a short time. As a bonus action, you can enter this state for 1 minute. For the duration, rainbow energy flows out from you in every direction in a 60 foot radius aura. Nothing can teleport into or out of this area and planar travel is blocked within it. A creature which starts its turn in the aura can't teleport or planar travel until the start of their next turn.

PHLOGISTON'S EMBRACE

Starting at 18th level, you can unleash the unusual magic of the phlogiston around you. Each creature of your choice within 30 feet of you must make a Constitution saving throw against your spell save DC. On a failed save, the creature is petrified until the end of your next turn. On a successful save, the creature takes 3d6 fire damage.

Once you use this action, you can't use it again until you finish a long rest, unless you spend 8 sorcery points to use it again.



WARLOCK: PACT OF THE 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 Wildjammer Helms are born. Each Wildjammer 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 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 Wildjammer 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 on their hands.

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 spellcaster who has ever attuned to a Wildjammer Helm. You have glimpsed the depths of the knowledge it has accrued and recognized that it may know more than even the gods. You don't know what exactly the First Helm seeks or what it values, whether it is benevolent or malevolent, you only know just how much knowledge it has gathered... At this point, the only reasonable thing to do is join it.

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>enhance/reduce maneuverability, confusion</i>
5th	<i>modify memory, vary's telepathic bond</i>

* This spell is found in the Spells section of this supplement.

ATTUNED MIND

Starting at 1st level, the influence of the First Helm has granted you unique knowledge of wildjammers. You gain tool proficiency with water vehicles.

In addition, while attuned to a Wildjammer Helm, you can telepathically speak to any creature within your wildjammer's air envelope. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

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 one of your known spells. 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 spell components with a gold cost 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.

In addition, your Mystic Arcanum class features count as spell slots for Spell Surge and Hover Sailing.

PERFECTLY ATTUNED

Starting at 14th level, when you attune to a Wildjammer Helm, you are no longer rendered helpless. So long as you remain within the air envelope of your wildjammer, you can continue to control the wildjammer as if you were sitting on the Helm.

During combat, you can act both as a Helmsman in wildjammer combat and using your character abilities against boarding parties in ground combat.

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

BACKGROUNDS

Backgrounds play an interesting role in designing a character for a D&D 5e game. They not only provide a degree of mechanical benefit, but they help you fine tune who your character is and what they are good at. Since Wildjammer makes it possible to bring people together from any world you can imagine, the options for backgrounds is virtually endless.

Who was your character before they were in wildspace? A bounty hunter, a merchant, a guard? It could be that they were a sailor that was brought into wildspace by a people from the stars in a story similar to Styx's *Come Sail Away*. Or maybe your character has always been in wildspace, born on one of the asteroid cities. Whatever it is, your character's background gives you a good idea of how your character exists in the universe.

That said, there are some things to consider with your background. Some tool proficiencies simply have more value in a Wildjammer game than they might otherwise have in another D&D 5e game. Additionally, the backgrounds from the *Ghosts of Saltmarsh* (pg. 29) book require some slight adjustment to work in a Wildjammer game. In this section, we'll talk about both of these.

TOOLS TO CONSIDER

Depending on the type of game your DM runs, you might find that some tools have more value than others. If you're in an underwater adventure, your vehicles (land) proficiency might not end up being as useful as they otherwise would. Similarly, the nature of sailing through space means that a few tools have more value than they might otherwise have. I usually encourage players to use the customizing background rules from the *Player's Handbook* (pg. 125) to get at least one of these tool proficiencies:

- **Vehicles (Water).** This tool proficiency represents a character's ability to handle a ship sailing in the water. Since a wildjammer functions similar to a nautical ship, anyone who is proficient with vehicles (water) is also treated as proficient with handling a wildjammer. Your DM may call for you to make an Intelligence (water vehicles) check to understand how the ship's sails work, or a Dexterity (water vehicles) check for the Helmsman to avoid hitting an asteroid.
- **Carpenter's Tools.** These tools have unique value in a Wildjammer game as they are the tools you'd use for making repairs to your ship. The vast majority of ships in this supplement are wooden ships, meaning it takes a carpenter's tools check to repair it. Nevertheless, through play you might end up with a metallic ship, in which case you'd want to use smith's tools instead. Anyone who wants to be a ship's boatswain should have this.
- **Navigator's Tools.** These tools allow someone to accurately read a star chart and plot a course through wildspace. Take this tool proficiency if you want to be able to keep the ship on course!

I strongly encourage DMs to allow players to use the Training rules in the *Player's Handbook* (pg. 187) or *Xanathar's Guide to Everything* (pg. 134) to acquire these proficiencies as they play. While training does require a specialist, there is no shortage of specialists to be found in a port city or even among a crew!

GHOSTS OF SALTMARSH

While looking at backgrounds, a player might notice that there are a variety of nautical themed backgrounds presented in the book *Ghosts of Saltmarsh* (pg. 29-35). While these backgrounds are full of flavor, they include a background feature that is incompatible with the vehicle combat system presented in this book. In place of the background feature shown in that book, I recommend using the following features instead.

FISHER FEATURE: NIGHT FISHING

You gain advantage on ability checks made to use fishing tackle. While your ship isn't moving and is in wildspace, you can set up traps in the area around your ship to gather wild birds and space fish. So long as you have a few hours each day to fish, you can catch enough to feed yourself and up to five other people each day without making use of your ship's food stores.

SHIPWRIGHT FEATURE: I'LL PATCH IT!

Thanks to your years working as a shipwright, you know how to get the most out of a day's work to repair a ship's hull. When you make an Intelligence (carpenter's tools) check to repair a ship's hull, you add your proficiency bonus twice to the roll.



WEAPONS

When you start making your character for a Wildjammer campaign, there's plenty of things you should consider about space. In this section, we're going to talk about some of these things as well as a variety of new character options to fit a Wildjammer themed game. This includes an overview of some background considerations, the prevalence of gunpowder in the Age of Sail and how to run it in a Wildjammer game, a set of new weapons your character may want to use, some subclasses and new class features to help characters feel more at home in a Wildjammer game, and lastly some spells.

GUNPOWDER

Many DMs shy away from using gunpowder firearms in their games. It might be because it doesn't fit the aesthetic of the game or because it feels too underpowered or unrealistic when compared to other weapons. As Wildjammer is influenced by the Age of Sail and the Golden Age of Piracy, I strongly encourage DMs to allow firearms in their Wildjammer game.

Some fans of Spelljammer may be readying to throw tomatoes at me. In Spelljammer, there wasn't as much emphasis on gunpowder, instead cannons made use of a highly volatile and dangerous substance called *smoke powder*. Based on [a tweet by Ed Greenwood](#), it seems like *smoke powder* was created due to concerns by TSR executives rather than out of a design choice. Since black powder is so prominent in Age of Sail stories, I feel it is essential to include!

As such, a Wildjammer game should make use of firearms. I suggest the rules presented in the Dungeon Masters Guide (pg. 266) or those in Valda's Spire of Everything Else (pg. 295). The rules presented there are easily adaptable. Additionally, they are compatible with the Gunner feat from Tasha's Cauldron (pg. 80). The firearms presented in the next section are built along these same lines.

Some people question the realism of how firearms are presented in these rules. To that, I say D&D isn't a realistic game and Wildjammer even less so. We have magic, we have monks running 90 feet up a vertical wall, and so much more. Concerning verisimilitude, perhaps instead of era appropriate muzzle-loaded guns, guns are breach-loaders that a character can flip forward and load in the back. Helps it feel real while maintaining the fantasy of a gunslinger.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Hook Hand	1gp	1d4 piercing	1 lb.	Light, special
<i>Martial Melee Weapons</i>				
Boarding Axe	10gp	1d8 slashing	5 lb.	Climbing
Boarding Pike	5gp	1d6 piercing	3 lb.	Climbing, versatile (reach)
Man Catcher	25gp	1d4 bludgeoning	6 lb.	Two-handed, reach, special
Partisan	10gp	1d8 piercing	5 lb.	Thrown (10/30 ft.), versatile (reach)
<i>Martial Ranged Weapons</i>				
Harpoon Gun	50gp	1d8 piercing	10 lb.	Ammunition (range 40/120), heavy, two-handed, special
<i>Firearms</i>				
Blunderbuss	400gp	1d10 piercing	6 lb.	Ammunition (30/90 ft.), loading, scatter (2d6), two-handed
Dragon	350gp	1d10 piercing	4 lb.	Ammunition (20/60 ft.), loading, scatter (1d12), two-handed
Flintlock Pistol	200gp	1d10 piercing	3 lb.	Ammunition (30/90 ft.), loading
Muskatoon	450gp	1d12 piercing	8 lb.	Ammunition (30/90 ft.), loading, two-handed
Pocket Pistol	150gp	1d6 piercing	1 lb.	Ammunition (20/60 ft.), light, loading, special
Volley Gun	900gp	2d8 piercing	20 lb.	Ammunition (20/60 ft.), heavy, scatter (2d10), special, two-handed

NEW WEAPONS

Weapons in a Wildjammer game will generally range from your standard fifth edition simple and martial weapons up to Renaissance era firearms. Although DMs are free to add more futuristic weapons as they see fit (after all, you might end up in a science fiction sphere!), this supplement will focus on era appropriate weaponry and Renaissance era firearms as described in the DMG.

The DMG provides rules for two Renaissance era firearms, the pistol and the musket, on page 268. The same table includes ammunition for those weapons. In addition to the weapons on that table, I have listed some new firearms here for use in a Wildjammer game. Please note that the guns here use the same ammunition as the guns in the DMG.

WEAPON DESCRIPTIONS

These are just a few of the possible weapons that can be found for the crew of a ship sailing through space.

Blunderbuss. The classic blunderbuss is a roughly 3 foot long gun with a barrel that flares out into a bell shape. It is able to deliver shot in a wide arc, devastating whoever is on the receiving end.

Boarding Axe. This axe is a heavier but more compact version of the battleaxe. Due to its smaller size, it can't be wielded in two hands, but it does allow the wielder to use it to aid them in climbing aboard enemy ships.

Boarding Pike. Much like a heavier spear, the boarding pike is a favorite among sailors. While it doesn't have the same throwing range as a spear, it is far better at puncturing armor, carapace, and flesh. When wielded with two hands, the boarding pike acts much like a glaive or a halberd, just marginally weaker.

Dragon. A dragon is really nothing more than a shorter blunderbuss. Nevertheless, the shorter barrel results in it being a shorter range weapon that can pack quite the punch.

Flintlock Pistol. The classic flintlock pistol is a muzzle-loaded gun that can deliver considerable damage at short range.

Harpoon Launcher. This large two-handed crossbow has a spool of thin but strong rope that can be attached to a crossbow bolt. After firing this weapon, you must use a bonus action to crank the rope back into the spool before making an attack.

When you hit a creature with this weapon, that creature is anchored to you, unable to move any farther away from you than they were when you hit them with the attack. If the creature is larger than you, you are anchored to it instead. While a creature is anchored to you, you may use your action to attempt to pull them close. Make a contested Strength check against the anchored target. On a success, they are pulled 10 feet closer to you.

The rope has 10 AC and 2 hit points. It can also be burst with a DC 17 strength check. If the rope reaches 0 hit points or is broken, the remaining rope immediately snaps back to the spool, ready to be attached to a new bolt.

Hook Hand. This weapon is little more than a hook attached to a grip. This weapon can be gripped like a normal weapon or it can be affixed to the end of a creature's forearm in place of a hand.

Man Catcher. This specialized polearm is designed with a circular contraption at the end that can snap closed around an adversary's neck. When you deal damage with this weapon to a humanoid that has a neck, you may attempt a grapple check against that creature. While grappled, you can't use this weapon to make another attack without first ending the grapple.

Muskatoon. Much like the dragon is a shorter version of the blunderbuss, the muskatoon is a shorter version of the musket. It packs all the same punch as a musket does, but it can't fire quite as far.

Volley Gun. This giff favorite is a seven-barreled gun built to fire from all barrels simultaneously. The recoil from the gun is considerable, enough that when you fire it, you must succeed on a DC 13 Strength save or be knocked prone. In addition, loading the gun is far more difficult than other gunpowder firearms. After you use this firearm to make an attack, you can't do so again until a creature uses their action to reload it.

The unwieldy nature of the Volley Gun has led to most using this gun for a quick opening shot before dropping it for a more easily handled weapon.

Pocket Pistol. This compact pistol is easy to slip away and conceal. Not only are these pistols small enough to effectively wield in both hands, but you can draw two of them with a single object interaction.

WEAPON PROPERTIES

Most of the properties on the weapons table are standard for fifth edition. There are two new properties added in this supplement.

Climbing. While you're wielding a weapon with the climbing property, you have advantage to climb surfaces made out of wood or other materials that the weapon could reasonably puncture.

Scatter. If you make an attack against a target that is within half of this weapon's normal range, you may roll the scatter damage dice instead of the weapon's usual damage dice.



SPELLS

In this section, we'll be talking about some spells that characters can take to aid their wildjammer in their voyage across the stars. Remember that when sailing through the phlogiston, there are some specific limits on spellcasting:

- 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.
- Conjunction spells automatically fail if they pull energy from the planes.

Generally speaking, sailing through the phlogiston is a time for downtime activities and roleplay. While combat encounters can happen, they are like running into another ship on the open ocean, a rarity rather than the norm. Most traffic and encounters happen where there is more local traffic, in a sea or archipelago (that is, inside of a sphere).

At this point, I'd like to remind DMs that it generally isn't fun to have your class abilities hampered. While being isolated from the planes in the phlogiston helps build that feeling of isolation from a long ocean voyage, if you throw too many combat encounters at player characters that rely on planar stuff for their power, they are going to have a bad time. Use the phlogiston as a way to convey the space between settings and the isolation of long voyages, not to make your spellcasters regret their class choice!

MEGA SPELLS

Mega spells are massive spells created to battle wildjammers or mega creatures found in wildspace. These spells have no effect on creatures or objects not on mega scale or when used on a planet or settlement. They are only intended for ship to ship combat or for ship scale utility. During ship combat, a spellcaster can cast these spells on their turn instead of using one of their bridge crew roles.

While concentrating on a mega spell, you roll concentration as normal if you take damage or if the wildjammer you're on takes hull damage. You do not need to roll concentration for damage absorbed by bulwark points. For determining the DC of a concentration check, treat mega damage as if it were regular damage.

If a mega spell has a range of Self, it encompasses the entire wildjammer you are casting the spell from.

Some DMs may wish to allow some spellcasters with a fixed number of known spells (sorcerers, warlocks) to learn one mega spell for free every few levels to not hamper their normal spell list.



SPELL DESCRIPTIONS

The spells are grouped by spell level and then presented in alphabetical order.

AETHER CLOUD

1st-level transmutation (mega)

Casting Time: 1 action

Range: 5,000 feet

Components: V, S

Duration: Concentration, up to 1 hour

You stir up the aether in a 2,000-foot radius sphere, causing it to become heavily obscured for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the cloud increases by 1,000 feet for each spell slot above 1st.

Classes: Cleric, Druid, Sorcerer, Warlock, Wizard.

AUTOMATIC HELM

1st-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M. (a quartz crystal)

Duration: 1 hour

You touch a wildjammer Helm and grant it the limited ability to fly without a Helmsman. For the duration, the wildjammer flies in a straight line. If there are crew ready to work the sails, the wildjammer has 45° maneuverability. If it encounters obstacles, it will do its best to avoid the obstacle and then correct course. If the wildjammer has to make an ability check or saving throw, it rolls a flat 1d20.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 12 hours.

Classes: All Spellcasters and Pact Casters

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 gain the next point of exhaustion as normal.

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, Ranger, Wizard

DISTRESS BEACON

1st-level evocation (ritual)

Casting Time: 1 minute

Range: Self

Components: S

Duration: 24 hours

For the duration, your wildjammer sends out a pulse of energy every minute that can be perceived by the Helmsman of other wildjammers. This pulse is perceived as three short beeps, three long beeps, and then three short beeps all in rapid succession. Any Helmsman that perceives these sounds can easily follow it back to its source.

Classes: Bard, Cleric, Druid, Ranger, Wizard

LOCATE WORLD

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a spyglass)

Duration: Concentration, up to 1 hour

This spell shows you the direction and distance to the nearest planet, planetoid, moon, or other celestial body in your current sphere. If you cast this spell while on a celestial body, it points at you and then ends.

Classes: Artificer, Bard, Cleric, Druid, Ranger, Wizard

TURBULENT AETHER

1st-level evocation (mega)

Casting Time: 1 action

Range: 10,000 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a wildjammer you can see within range. The target wildjammer's Helmsman must make a Dexterity saving throw. On a failed save, the wildjammer's speed is halved for the duration. The target wildjammer's Helmsman can repeat this save at the end of each of their turns, ending this effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional wildjammer or mega creature for each spell level above 1st.

Classes: Bard, Cleric, Druid, Wizard

ANCHOR HELM

2nd-level abjuration (mega)

Casting Time: 1 action

Range: 5,000 feet

Components: V, S

Duration: Concentration, up to 10 minute

Choose a wildjammer you can see within range. The target's Helmsman must make a Wisdom saving throw. On a failed save, the target wildjammer loses any progress it had to accelerating to wildjammer speed and can't start accelerating to jamming speed for the duration. The target's Helmsman can attempt the saving throw again at the end of each of their turns, ending the effect on a success.

Classes: Cleric, Warlock, Wizard

BLURRY

2nd-level illusion (mega)

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 minute.

A wildjammer or mega creature you touch becomes blurry, appearing as a shifting and ever moving object in space. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Classes: Artificer, Sorcerer, 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 you leave 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. When 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 thrown at the sphere)

Duration: Instantaneous

Casting this spell before entering a crystal sphere will allow you to determine if there are compatible powers (deities, ideals) that align with your faith and will allow you to regain spell slots naturally.

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

Classes: Cleric, Paladin

JETTISON

2nd-level conjuration (mega)

Casting Time: 1 action

Range: 10,000 feet

Components: V, S, M (seven sharp asteroid pebbles)

Duration: Concentration, up to 10 minutes

You conjure up a massive globe of space debris that expands outward in a 1,000 foot radius from a point in range. This area becomes difficult terrain for the duration. When a wildjammer or mega creature moves into or within the area, it takes 2d4 mega piercing damage for every 500 feet it travels.

Any ship attacks made that would pass through this area treat the target as having half-cover.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for every two slot levels above 2nd.

Classes: Druid, Sorcerer, Wizard

LOCATE HELM

2nd-level divination (mega)

Casting Time: 1 action

Range: Self

Components: V, S, M. (a forked twig of a starfly plant)

Duration: Concentration, up to 24 hours

Your senses reach out and detect the presence of the nearest 5 Wildjammer Helms in the sphere. This spell doesn't tell you what kind of Helm, what kind of wildjammer it is attached to, whether the wildjammer is hostile or friendly, only that it exists and where it moves to over the duration.

Classes: Artificer, Cleric, Sorcerer, Wizard

LOCATE PORTAL

2nd-level divination (ritual)

Casting Time: 1 action

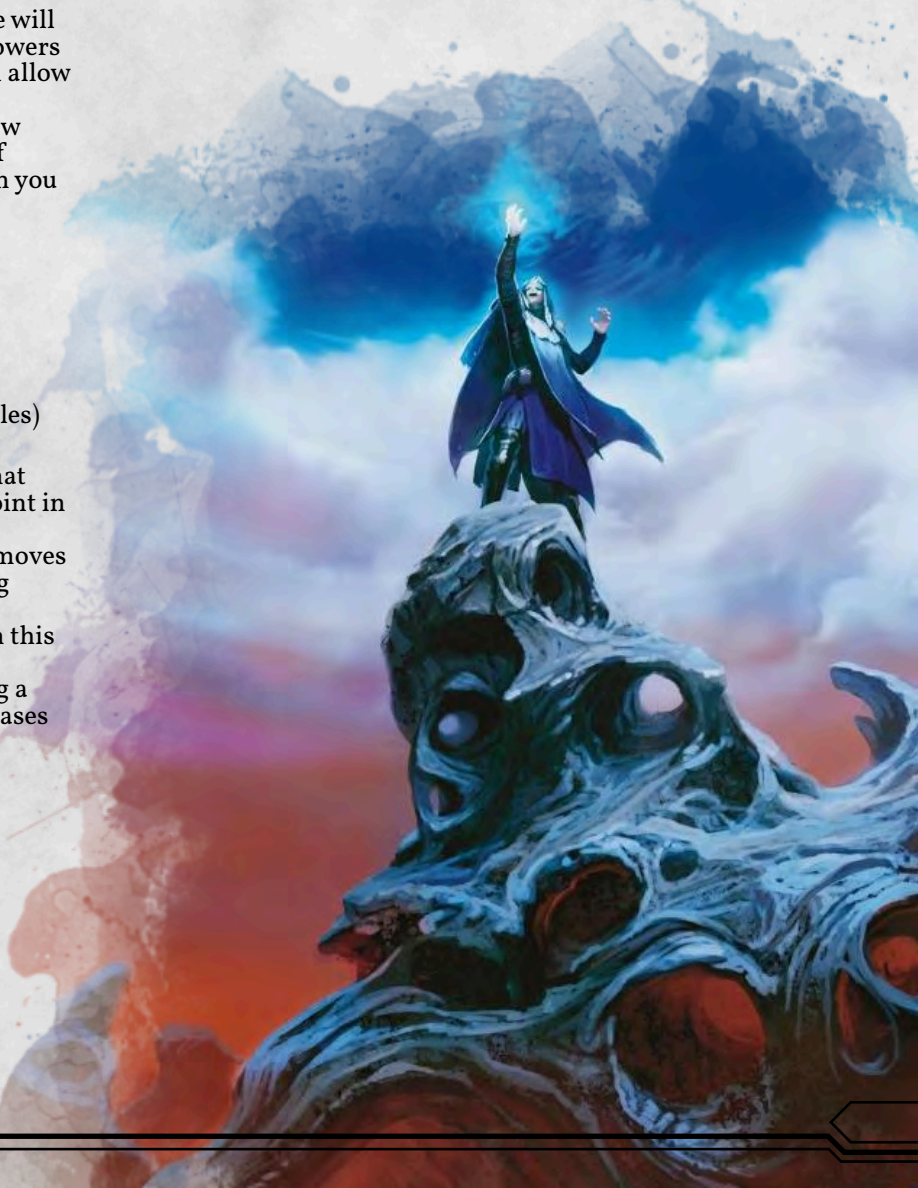
Range: 600 feet

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

Duration: Instantaneous

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, Ranger, 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, Ranger, 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.

Classes: Druid, Sorcerer, Wizard

CONJURE BALLISTA

3rd-level conjuration (mega)

Casting Time: 1 action

Range: Self

Components: V, S, M (a miniature ballista bolt)

Duration: Concentration, up to 1 minute

You conjure up a magical ballista aboard your wildjammer. This ballista has the same damage and properties of a Heavy Ballista, except that it deals mega force damage instead of mega piercing and it doesn't require any crew to help operate it. You or any Gunner can operate this as a normal ship weapon.

This spell doesn't use up a hardpoint slot, but a ship can only have one conjured weapon aboard at a time.

Classes: Artificer, Sorcerer, Warlock, Wizard

HOLD HELM

3rd-level enchantment (mega)

Casting Time: 1 action

Range: 5,000 feet

Components: V, S, M (a small, straight piece of thick wood)

Duration: Concentration, up to 1 minute

Choose a wildjammer that you can see within range. The target wildjammer's Helmsman must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of their turns, the target can make another Wisdom saving throw. On a success, the spell ends.

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

MELF'S METEORS

3rd-level evocation (mega)

Casting Time: 1 action

Range: 10,000 feet

Components: V, S, M (niter, sulfur, and pine tar formed into a bead)

Duration: Instantaneous

You hurl a cluster of meteors at a point you choose within range. Each mega creature and Helmsman of a wildjammer within a 1,000-foot radius sphere must make a Dexterity saving throw. A target takes 8d6 mega bludgeoning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 mega bludgeoning damage for each spell slot above 3rd.

Classes: Sorcerer, Wizard

REPAIR HULL

3rd-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V

Duration: Instantaneous

This spell repairs damage done directly to the hull of a wildjammer that you touch as you cast this spell. You repair the target wildjammer for 2d8 hull points. A wildjammer can't be repaired by this spell more than once per day.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the amount of hull points you repair is increased by 1d8 for each spell slot above 3rd.

Classes: Artificer, Cleric, Druid, Wizard

STABLE GRAVITY

3rd-level transmutation (mega)

Casting Time: 1 action

Range: 500 feet

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

Duration: Concentration, up to 1 minute

You create a stable bubble of gravity around a wildjammer or mega creature within range. For the duration, that wildjammer 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 wildjammers or mega creatures.

Classes: Artificer, Cleric, Druid, Sorcerer, Wizard

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

By manipulating the magic around the sails or body of a wildjammer or mega creature within range, you enhance or reduce its maneuverability by 1 step. If a target is unwilling, they make a Constitution saving throw. On a failure, the spell takes hold.

Classes: Artificer, Cleric, 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, spongy 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 wake up.

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, Cleric, Druid, 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 wildjammers or mega creatures. If this spell is ended early while a wildjammer or mega creature is partially through the portal, that wildjammer or mega creature must make a DC 15 Dexterity saving throw. On a failure, the wildjammer or mega creature takes 10d10 mega force damage. On a success, they take no damage. In either case, the wildjammer 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 Wildjammer Helm suitable for use in powering a wildjammer through space. The spell must be cast again each day to stay active.

Classes: Bard, Sorcerer, Wizard

HOLD MEGA CREATURE

6th-level enchantment (mega)

Casting Time: 1 action

Range: 5,000 feet

Components: V, S, M (a small piece of thick wood)

Duration: Concentration, up to 1 minute

Choose a mega creature that you can see within range. The mega creature must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of each of their turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Classes: Bard, Sorcerer, Wizard

COLLAPSE PORTAL

8th-level abjuration (mega)

Casting Time: 1 action

Range: 3,000 feet

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

Duration: Instantaneous

This rare spell allows you to instantly close an active portal at the threshold of a crystal sphere. A mega creature or wildjammer that is only partially through the portal when it is collapsed must make a Dexterity saving throw against your spell save DC. On a failure, they take 10d10 mega force damage. On a successful save, they take no damage. After the saving throw, the wildjammer or mega creature chooses which side of the sphere they end up on.

Classes: Bard, Sorcerer, Wizard

BLACK HOLE

9th-level transmutation (mega)

Casting Time: 1 action

Range: 6,000 feet

Components: V, S, M (an obsidian marble)

Duration: Concentration, up to 1 minute

You bring your greatest arcane powers to bear and rip a hole in space itself, creating a black hole at a point in range. The black hole itself is incredibly small, but it affects all wildjammers and mega creatures within 1,500 feet of it. As soon as the black hole appears, all wildjammers or mega creatures are moved 500 feet closer to the black hole if possible. For the duration, any wildjammer or mega creature moving through this area must spend 4 feet of movement for every 1 foot it moves.

When a wildjammer or mega creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the wildjammer or mega creature takes 10d6 + 40 mega force damage. On a successful save, the wildjammer or mega creatures takes half damage.

Classes: Sorcerer, Wizard



CHAPTER 3: WILDJAMMERS

No game of Wildjammer would be complete without the wildjammers themselves! It doesn't matter if you're looking to be pirates, privateers, part of a trading company, a group of mercenaries or bounty hunters, or explorers into the great unknown, you're going to need a ship to move around wildspace. This chapter is going to focus on describing everything you need to know about wildjammers, from how they work to their statistics and even how to fight with them!

This chapter will begin by reviewing the five major components that make up a wildjammer. They are:

- **The Helm.** A throne through which a Helmsman can control and propel the ship through space.
- **Ship Weapons.** The powerful armaments that help to protect a wildjammer on its travels.
- **Modules & Upgrades.** Additions to a wildjammer which grant it unique abilities or extra statistics.
- **The Fore Mantle.** A mount secured to the front of a wildjammer that can equip special ship weapons, a magical figurehead, or a ram.
- **The Hull.** The general shape and structure of the ship that primarily determines its statistics.

THE HELM

On traditional Age of Sail ships, a ship's helm is that large steering wheel with spokes extending from it. In Wildjammer, helms take on the appearance of large thrones that act as magical conduits. If a spellcaster sits on one of these and attunes to it like a magic item, their senses and perceptions are extended across the entire wildjammer as if it was their own body. While in this bond, this Helmsman can propel the ship rapidly to cover the vast distances of space.

The helm I just described is a *Windjammer Helm*, the most easily found type of helm thanks to the effort of their main purveyors, **the Arcane**. That said, there are many kinds of helms found in wildspace. Mind flayers use a *Pool Helm*, a type of brine pool filled with illithid slugs which draws power from the psionics of the Helmsman. There's the *Orbus*, a weak and enslaved beholder-kin who is used by other beholders to propel their Tyrant Ships. Dwarves favor a helm called the *Forge Helm*, which when installed into the core of a mountain can create propulsion from the energy of their creations, resulting in flying mountains. The neogi favor a type of helm called a *Lifejammer Helm*, an iron maiden like device that drains the blood and essence out of slaves and converts it into propulsion.

Even these helms are only the tip of the iceberg. While the *Wildjammer Helm* is the most popular due to how easily they are to get, there are countless designs!

ACQUIRING A HELM

A species of blue skinned giants called the Arcane run an incredibly powerful cartel that controls the sale and distribution of all *Wildjammer Helms* in the spheres. No one knows where the Arcane come from or how they build the *Wildjammer Helms*, just that they are the only ones who sell them and anyone who tries to cut in on that market quickly ends up dead.

Luckily the Arcane make it easy to get a hold of them. By simply spreading around any major city in any of the spheres that you're looking for the Arcane, word will get back to them and they will contact you in

a short time. This means *Wildjammer Helms* are never hard to find if you know how to contact the Arcane.

As mentioned, there are helms beside *Wildjammer Helms*. Most of these are designed for specific types of ships or have limited functionality. This leads to most wildjammers making use of a *Wildjammer Helm*.

USING A HELM

To make use of a helm, a spellcaster needs to meet the prerequisites to attune to the helm as shown on the item's description. Although this is an attunement, attuning to a *Wildjammer Helm* doesn't use up one of the character's attunement slots, it just takes a half-hour to become attuned.

When a spellcaster becomes attuned to a *Wildjammer Helm*, they are treated as that ship's Helmsman. Their body is partially paralyzed, leaving them only control over their mouth and hands. In this state, they are unable to defend themselves from attack unless they first break attunement with the helm. Similarly, they are unable to get up from the helm until they break attunement with it by taking another half-hour. Due to this vulnerability while attuned to the helm, most wildjammers are designed with the helm in a highly defensible room.

Although the Helmsman loses a great deal of control over their own body, they gain considerable control over the ship, as if it was their body. Their senses are extended across the ship and can move it the same way they would start walking. Additionally, while attuned to the helm, the Helmsman is also able to deploy their senses to any spot on the wildjammer, as if they had an ethereal body to walk around with.

If a wildjammer ever has to make a saving throw or skill check, the Helmsman makes that roll with their own character's statistics.

A Helmsman can stay attuned for up to 12 hours a day before they start risking exhaustion, as per the Forced March rules (PHB, pg. 181). Attunement can be ended at any time, though some helms may have a backlash effect when you do.

THE ARCANE'S MONOPOLY

A species of highly secretive merchants, the Arcane are the only known distributors of *Wildjammer Helms*. Anyone who is aware of wildjammers and wants to buy a *Wildjammer Helm* need only circulate around the rumor mill of a large city that they are looking for the Arcane. Usually within a week, they will have a secretive meeting with one of these blue giants.

As eager as the Arcane are to make deals, they are just as protective of their status as the sole purveyors of *Wildjammer Helms*. Just about everyone who sails through wildspace and the flow has heard a story of some captain trying to sell a *Wildjammer Helm* they looted secondhand. The stories always end with a gruesome death at the hands of Arcane enforcers. They seem to have some type of ability to track *Wildjammer Helms* and know if someone is the licensed owner. Thanks to this combination of seemingly omnipotent knowledge of every helm and the severity of their enforcement, no black market has ever emerged.

If a captain does acquire a *Wildjammer Helm* that they wish to sell, the Arcane will pay 10% of the *Wildjammer Helm's* value as a finder's fee. Alternatively, they can transfer ownership of the helm to the captain for a fee of 10% of the helm's value

SPEEDS

There are three speeds we deal with in Wildjammer: tactical, jamming, and planetary.

TACTICAL SPEED

When moving at tactical speed, a Helmsman and crew have considerable control over a ship's movement. At this speed, the ship can move according to its speed and its maneuverability. This allows it to move up to docks, up to another ships, or engage in ship combat.

In this system, tactical speed is based on the stats of the wildjammer itself. Smaller wildjammers tend to move quicker and work with cheaper helms, while the heavier wildjammers tend to have lower speeds and require stronger helms to move them.

JAMMING SPEED

While tactical speed is great for maneuvering, it isn't as great for covering the vast distances in wildspace. For that, we need jamming speeds. A Helmsman can propel their ship to jamming speeds by channeling magic into the helm for a minute. A wildjammer can't accelerate to jamming speed while in the gravity field of another mega scale object or mega creature.

When moving at jamming speed, the ship always moves in a straight line at a speed of 100 million miles per day, or 4 million miles per hour (mph). With multiple spellcasters to take the Helm, a ship could travel from Earth to the Sun in just under a day.

While at jamming speed, small debris is ignored. It's only when encountering an object on mega scale that jamming speeds fail. Should a wildjammer be traveling and get close to a mega creature, wildjammer, celestial body, or some other large object on mega scale, the wildjammer immediately slows to tactical speed. This

sudden loss of speed doesn't cause any whiplash for those aboard, but it does mean the wildjammer has to maneuver around the obstacle and spend another minute charging the helm to accelerate back to jamming speeds.

PHLOGISTON TRAVEL

Travel through the phlogiston happens like wildspace travel, with tactical speeds and jamming speeds. There are two major differences though. First, distance isn't well understood between the spheres, so the trip from one sphere to another is best expressed as how long it takes to travel there. This time is entirely up to the DM.

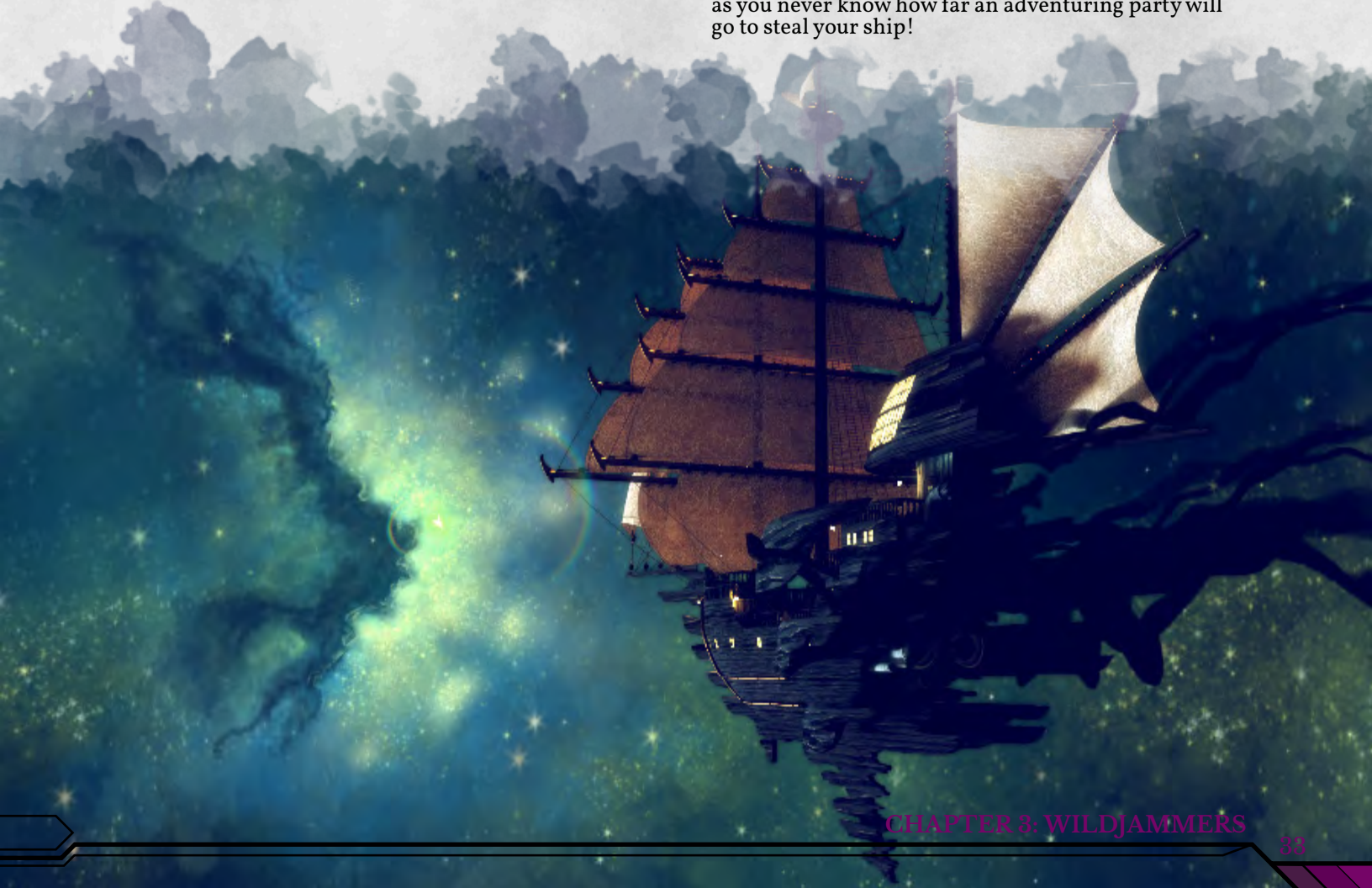
The second major change is the existence of flow rivers. Flow rivers are currents that naturally appear in the phlogiston between crystal spheres. These flow rivers act as guides for a ship's Helmsman who can see them while attuned to the Helm.

PLANETARY TRAVEL

The last type is planetary travel. On average, sailing ships tend to travel at 4 mph over water and an airship at 9 mph through air. A wildjammer's tactical speed leaves both of these in the dust, but a wildjammer's tactical speed is designed for the gravity free, open environment of wildspace.

While in a planet's atmosphere, a wildjammer can use *Hover Sailing* to travel through the air up to 20 mph for each level of the highest unexpended spell slot the Helmsman has. For example, a Helmsman with an unexpended 3rd level spell slot and no higher spell slots can *Hover Sail* up to 60 mph. For ease of play, if you get into a ship fight in a planet's atmosphere, use your ship's tactical speed as if you were in wildspace.

While this method of travel is convenient, it isn't inconspicuous. Be wary of calling attention to yourself, as you never know how far an adventuring party will go to steal your ship!



MANEUVERABILITY

The mechanics of wildjammer combat I've discussed so far are all fairly simple. In the combat section, I talked about how mega scale encounters attempt to mimic ground scale combat as closely as possible. Sadly, there is one mechanic that needs to be added that has no ground scale equivalent: maneuverability.

Generally speaking, maneuverability is the degree to which the wildjammer can turn while in motion. In ground scale combat, we're used to being able to move in any direction up to our speed. While controlling a ship in a mega scale encounter, we are limited in how much we can turn.

Picture a ship sailing on the sea. If they wanted to turn around, could they pivot on the spot? Not really. They could try doing some fancy maneuvers, but turning a large ship generally takes a bit of time and an arc in the path they sail.

To deal with this mechanically, every wildjammer has a maneuverability score. This score can be 360°, 180°, 135°, 90°, 45°, and 0°. When a wildjammer moves, it moves up to its speed within a forward cone equal to the maneuverability score (see the diagrams below). After moving, the ship turns that many degrees left or right. For ease of play, you can just reasonably estimate the cones of maneuverability.

These maneuverability values are multiples of 45°, which corresponds well to a grid. Each square of a grid has 4 sides and 4 corners. A 45° turn is turning from a face to an adjacent corner or from a corner to an adjacent face. For example, if your ship's speed is 3,000 ft. (90°) and it's facing to the left on your battle map, the ship can move up to 3,000 feet in a 90° cone facing left, and then turn from facing left to face up-left, up, down-left, or down.

For those of you who play gridless or use hexes, use whatever works at your table! Just adjust these rules to take account of it. Hex play will probably be the toughest as this system is designed around grid or gridless to match up with normal fifth edition combat.

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

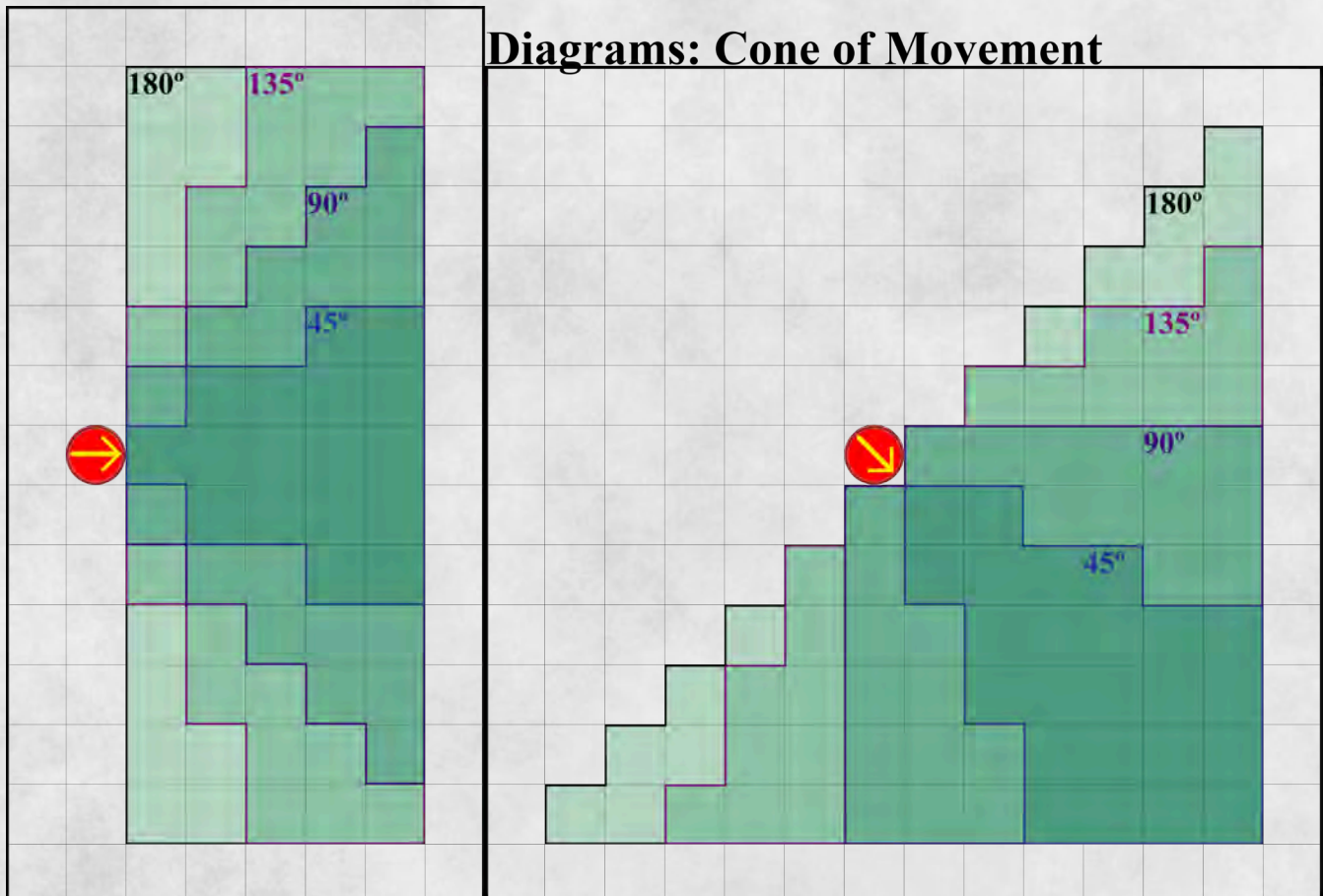
INTERACTION WITH THE CREW

Although the propulsion of a wildjammer is primarily from the Helmsman, it is the crew working the sails that give the wildjammer its maneuverability. Every wildjammer has a minimum number of crew required, representing how many people it takes to properly work the sails. When your wildjammer has fewer than the minimum number of crew necessary, your ship's maneuverability is reduced based on the deficit. The degree of penalty is ultimately up to the DM discretion based on circumstance, but the below table can be used as a rough guideline for penalties.

Note that if a ship's sails are attacked and disabled, the ship's maneuverability is always reduced to 0°.

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°



TYPE OF HELMS

The helms in this section are presented in alphabetical order. A helm's description gives its name, value, any prerequisites to attune to it, and its properties. Only wildjammers of schooner size (mega small) or larger can have a helm installed unless the wildjammer's description says otherwise.

ARTIFURNACE

Wondrous item, artifact (requires attunement), Priceless

This helm is a modernized version of the Furnace Helm. Like the Furnace Helm, the Artifurnace is designed to burn magical items and convert their power into propulsion. However, the Artifurnace is designed to draw power from an artifact tier magic item, which are known to be indestructible. As a result, the Artifurnace is an endless source of propulsion.

This Helm counts as an 11th level spellcaster for *Spell Surge* and *Hover Sailing*, though a Helmsman is still required to control the helm.

If a sentient magic item is used as the artifact in the Artifurnace, that sentient magic item becomes the Helmsman of the wildjammer.

CROWN OF STARS

Wondrous item, artifact (requires attunement by a creature with spellcasting or pact magic), Priceless

This helm functions exactly the same as a Wildjammer Helm (minor), except that it takes the form of a crown. While wearing this helm, a Helmsman does not become helpless while attuned. They can act both in mega scale combat as a Helmsman and in ground scale combat aboard their ship. If the Helmsman leaves the air envelope of the wildjammer, attunement to this helm immediately ends.

DEATH HELM

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

This helm is identical to a Wildjammer Helm (major), except it also has the following properties.

Cursed Item. When a creature attunes to this helm, the creature must make a DC 20 Wisdom saving throw or be charmed by the helm. While charmed, the creature finds themselves deeply enjoying being attuned to the helm. Each day that the creature attunes to the helm, the helm drains more and more of their life away, resulting in a point of exhaustion that doesn't go away with a long rest.

In addition, each day the helmsman uses the Death Helm, they must make a special death saving throw. These saving throws don't reset on a long rest and they are not cleared when the creature reaches three successes. The death saving throws are made until attunement is broken or the creature has three 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. When a Helmsman unattunes from this helm, the Helmsman suffers a point of exhaustion and must make a special death saving throw that accumulates with the cursed item effect. Once unattuned, the creature can recover from the lost exhaustion and death saves.

FURNACE HELM

Wondrous item, artifact (requires attunement), 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. Since the Furnace Helm depend upon fire, they are never used in the Flow.

The minor variant of this helm can only be used on fighters (mega tiny) or schooner (mega small) size wildjammers, as it doesn't produce enough power to move a larger wildjammer.

The major variant of this helm can be situated on a wildjammer ranging from schooner (mega small) size to frigate (mega large) size. When *hover sailing*, every 1,000gp burned corresponds to one spell slot level (maximum of 5). To use *Spell Surge*, you burn additional items. Every 1,000gp corresponds to one spell slot level (maximum of 5), though each of these items have a 25% chance of causing an explosion that deals 10d10 mega fire damage to your wildjammer.

SERIES HELM

Wondrous item, artifact (requires attunement by a creature with spellcasting or pact magic), 75,000gp per link

This rare Helm is a series of specialized Wildjammer Helms. Each link can be attuned to by a different creature, but only one attuned creature can be the Helmsman at a time. The role of Helmsman can be transferred as an action instead of a bonus action.

When the Helmsman uses *Spell Surge* or *hover sailing*, each creature can add up to 3 spell slots worth of levels to amplify the power of the helm, up to a maximum of 9 levels.

Quick Attunement. Functions identically to a minor Wildjammer Helm.

Unattunement Backlash. Functions identically to a minor Wildjammer Helm.

WILDJAMMER HELM

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

This ornamental throne covered in Arcane runes comes in two varieties: minor and major. The minor variant can be installed into any wildjammer ranging from schooner (mega small) size to frigate (mega large) size. The major variant is required for heavy frigates (mega huge) or ships of the line (mega gargantuan).

Quick Attunement. A spellcaster can immediately attune to this Helm instead of taking an hour by expending a 2nd-level spell slot (minor) or 5th-level spell slot (major).

Unattunement Backlash. When a Helmsman unattunes from this helm, the Helmsman is unable to cast spells using spell slots for 1d4 rounds (minor) or 2d4 rounds (major).

SHIP WEAPONS

Weapon Type	Size	Cost	Damage	Properties
<i>Ballistae</i>				
Light Ballista	Small	1,000gp	2d4 mega piercing	Ammunition (2,500/7,500 ft.), crew 1
Medium Ballista	Medium	2,000gp	2d6 mega piercing	Ammunition (3,000/9,000 ft.), crew 2
Heavy Ballista	Large	4,000gp	2d8 mega piercing	Ammunition (3,500/10,500 ft.), crew 3
<i>Catapults</i>				
Light Catapult	Small	1,000gp	3d4 mega bludgeoning	Ammunition (3,500/10,500 ft.), fixed, crew 1
Medium Catapult	Medium	2,000gp	3d6 mega bludgeoning	Ammunition (4,000/12,000 ft.), fixed, crew 3
Heavy Catapult	Large	4,000gp	3d8 mega bludgeoning	Ammunition (4,500/13,500 ft.), fixed, crew 5
<i>Cannons</i>				
Carronade	Small	2,000gp	3d6 mega bludgeoning	Ammunition (2,500/7,500 ft.), fixed, loading, backfire 1, crew 2
12-Pounder Long Gun	Medium	4,000gp	3d8 mega bludgeoning	Ammunition (5,000/15,000 ft.), fixed, loading, backfire 2, crew 4
24-Pounder Long Gun	Large	6,000gp	3d10 mega bludgeoning	Ammunition (6,000/18,000 ft.), fixed, loading, backfire 3, crew 6
36-Pounder Long Gun	Large	10,000gp	4d20 mega bludgeoning	Ammunition (6,000/18,000 ft.), fixed, overheat, backfire 4, crew 8
<i>Dual Ballistae</i>				
Light Dual Ballista	Small	2,000gp	2d4 mega piercing	Ammunition (2,500/7,500 ft.), automatic, fixed, crew 2
Medium Dual Ballista	Medium	4,000gp	2d6 mega piercing	Ammunition (3,000/9,000 ft.), automatic, fixed, crew 3
Heavy Dual Ballista	Large	8,000gp	2d8 mega piercing	Ammunition (3,500/10,500 ft.), automatic, fixed, crew 4
<i>Deployables</i>				
Helmseeker Launcher	Medium	3,000gp	3d10 mega fire	Deployable (4,500 ft.), fixed, loading, special, crew 4
Aether Charge Launcher	Medium	5,000gp	6d8 mega fire	Deployable (0 ft.), fixed, loading, special, crew 4
<i>Special</i>				
Fire Projector	Small	2,000gp	3d4 mega fire	Ammunition (1,000/3,000 ft.), fixed, special, crew 1
Grappling Ballista	Small	2,000gp	1d4 mega piercing	Ammunition (1,500/4,500 ft.), special, crew 2
Matick's Cannon	Medium	5,000gp	2d4+2 mega force	Ammunition (2,500/7,500 ft.), automatic, special, crew 1

SHIP WEAPONS

A wildjammer's weapons generally consist of classic siege weaponry and cannons. These weapons were designed for use in space, packing significant power and range for fending off dangerous adversaries.

A creature that is proficient with firearms or martial weapons is proficient with ship weapons. To use one of these ship weapons, a creature usually needs to be in the Gunner or Fighter Helmsman bridge crew role.

Each of these weapons, just like the ship's sails and modules, have 10 hull points each. When disabled, they can't be used until repaired by a Boatswain.

Attacks made with these ship weapons are *ship weapon attacks*, not melee or ranged weapon attacks. Ship weapon attacks use a creature's Strength or Dexterity modifier (their choice) for the attack roll, but don't add any modifier to the damage roll. Ship weapon attacks can only target ships, mega creatures, or other objects at mega scale.

WEAPON DESCRIPTIONS

The following is a list of common ship weapons.

Ballistae. These top loaded siege weapons look much like a large crossbow. These ballistae are mounted with a reinforced central pivot allowing it to aim in any direction. The heavy version makes use of a two-point anchor, but 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 wildjammer variant is built into the hardpoint itself. Although cannons tend to have greater damage and range, they are unusable in the phlogiston and they have a risk to backfire. As a result, catapults are still a favorite weapon for wildjammers.

Carronade. These short barreled cannons were among the first gunpowder based cannons to be built for wildjammer use. These cannons have a smoothbore design rather than any rifling, resulting in them being shorter ranged than other cannons. Nevertheless, its efficiency at short range has resulted in the carronade still having a place in the market.

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 over-sized 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.

Dual Ballistae. A dual ballista is a specialized ballista crafted to have two flight grooves for loading and firing two bolts at the same time. This requires a more substantial hardpoint mount, causing the weapon to become fixed. Additionally, firing two bolts at the same time makes it difficult to aim at long range.

Helmseeker Launcher. The helmseeker is a special type of explosive device designed to track the magical signature of a helm. It can track any helm capable of accelerating to jamming speeds. When deployed, you choose a wildjammer within 10,000 feet of you. After your turn, the helmseeker moves at a speed of 4,500 ft. (90°) toward the target. If it hasn't hit its target after 3 rounds of moving, the seeking magic is depleted and it loses all maneuverability, causing it to fly aimlessly until it hits something.

Aether Charge Launcher. This mine launcher is designed to place explosive devices that are sensitive to movements in the aether. If a ship or mega creature moves within 1,000 feet of it, the aether charge activates and you make a ship weapon attack against the target to hit them with the explosive charge.

Fire Projector. This small cannon consists of a series of tubes that pump a special chemical compound that ignites into flame when it touches air.

Unlike splintered wood and broken hull, damage from a fire projector is not as easy to quickly patch. As a result, this weapon deals double damage to bulwark point, more easily breaking it and dealing lasting damage to a ship's hull.

Grappling Ballista. A grappling ballista is a specially designed ballista meant to fire a bolt that embeds into the side of a ship and aids in a ship grapple.

When this weapon deals damage to the hull points of another ship, your ship's Captain has advantage on ship grapple checks against the target. This advantage is lost when the ropes are cut or when the target ship moves more than 1,500 feet away from your ship.

Matick's Cannon. The Matick's Cannon is a special kind of ship weapon. By using the magic of a spellcaster Gunner, the cannon enchants and propels a small, smooth stone that turns into bolts of brilliant energy, not unlike a magic missile.

To use this ship weapon, a Gunner must have the spellcasting or pact magic feature. When using this weapon to make ship weapon attacks, the Gunner uses their spellcasting ability modifier instead of Strength or Dexterity for the attack roll. Additionally, if the spellcaster doesn't have the Extra Attack feature but does have access to 3rd level spell slots, they are considered to have the Extra Attack feature for attacks with this ship weapon.

WEAPON PROPERTIES

These are the properties found on ship weapons.

Automatic. When you make an attack with this ship weapon on your turn against a target in your normal range, you can choose to instead make two attacks at disadvantage. These attacks always have disadvantage, regardless of circumstances.

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.

Deployable. Weapons with the deployable property are weapons which release ammunition into the battlefield as a token. These deployables might sit in place waiting for something to get close, or it may have its own speed as indicated in the parentheses.

When you would attack with this weapon, you instead use your action to deploy it into the fight, in an unoccupied space within 500 feet of your ship. When the deployable weapon makes contact with a ship or mega creature, you make a ship weapon attack against the target. Once you do, the deployable is destroyed.

If the deployable has a movement speed, it travels in a straight line up to that speed immediately following your turn. Most deployables have a special trait that give them the ability to maneuver at a target for a short time after it has been deployed. See the weapon description for more details. If the deployable doesn't provide instructions on how it moves, it travels in a straight line each turn until it makes contact with an object at mega scale, a ship, or a mega creature.

A deployable can be targeted by ship weapon attacks. Deployables have an AC of 10 and 1 hull point.

Fixed. When mounted, this weapon is affixed to face a certain direction. It can only make attacks against targets within a 90° cone in the direction it is facing based on the direction the ship 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 is reduced to 0 hull points and becomes disabled.

If the backfire score of a weapon is reduced to 0, there is no chance of a backfire. Backfire can be reduced by having a trained or expert Gunner operating it, by the Gunner being a Giff, or having Giff mercenaries act as crew for that ship mounted weapon.

Crew. Crew represents how many crew members in excess of a ship's minimum crew requirement is necessary to operate this weapon. If there aren't any crew members available, the weapon can't be operated.

AMMUNITION & DEPLOYABLES

Weapons that have the ammunition or deployable property expend a resource when fired. These can be purchased at any major port in wildspace. A ship can carry up to 20 ammunition or 5 deployables for each weapon without using up cargo storage space. Any amount in excess does take up cargo storage space, as it has to be held in the cargo hold instead of with the weapon itself.

AMMUNITION & DEPLOYABLES COSTS

Type	Cost	Weight
<i>Ammunition</i>	(x1 / x20)	(x1 / x20)
Ballista Bolts	5gp / 100gp	0.02 tons / 0.4 tons
Catapult Stones	5gp / 100gp	0.05 tons / 1 ton
Cannonballs	20gp / 400gp	0.05 tons / 1 ton
Fire Projector Cartridge	N/A / 100gp	0.02 tons / 0.4 tons
Matick's Cannon Pellets	2.5gp / 50gp	0.01 tons / 0.2 tons
<i>Deployables</i>	(x1 / x5)	(x1 / x5)
Helmseeker	75gp / 375gp	0.2 tons / 1 ton
Aether Charge	250gp / 1,250gp	0.5 tons / 2.5 tons
<i>Special Ammunition</i>	(x1 / x20)	(x1 / x20)
Alchemist's Fire Canister	25gp / 500gp	0.04 tons / 0.8 tons
Chainshot	100gp / 2,000gp	0.06 tons / 1.2 tons
Helmshackle Bolts	50gp / 1,000gp	0.03 tons / 0.6 tons

SPECIAL AMMUNITION

In addition to the basic ammunition, there is also some special ammunition a wildjammer can purchase.

Alchemist's Fire Canister. These canisters contain a large amount of alchemists fire. When launched by a catapult, the damage type of the attack becomes fire and damage dealt against bulwark points is doubled.

Chainshot. This catapult ammunition is made up of a pair of stones with a chain connecting them. When you fire this ammunition at an enemy ship, it hampers the smooth operation of the sails and rigging. On hit, the Helmsman must make a DC 13 Strength saving throw. On a failure, the ship's maneuverability is reduced by 1 step until the end of your next turn.

Helmshackle Bolts. These specialized ballista bolts stick into the hull of a wildjammer and leech power from the helm to snare it. On hit, the Helmsman must make a DC 13 Constitution saving throw or have the movement speed of their ship reduced by 500 feet until the end of your next turn.

CREW

What kind of sailing adventure is it with no crew? Not only are they needed to handle the sails, but they are also necessary for operating ship mounted weapons. Dealing with crew can add a fun element of resource management, or it can be a tedious and dull experience. Speak with your group to decide how detailed you want to be in managing the crew.

I tend to favor light guidelines rather than Sims level micromanagement, so the method offered in this supplement is simple. There are a few options for crew, each of which uses a creature template from the Monster Manual or Mordenkainen's Tome of Foes. The cost for the crew included in the Crew Costs table is inclusive of everything they require, including income and the cost of food and water for the voyage. As a result, the extent of crew management is knowing how much the PCs have to pay the crew each month. Feel free to go into more detail if your table will enjoy it!

CREW COSTS

Crew Type	Cost per 1 (Day/Month)
Green Crew	1.5gp / 45gp
Veteran Crew	3gp / 90gp
Mercenaries	5gp / 150gp
Giff Mercenaries	6.5gp / 195gp
Hurwaeti Mercenaries	8gp / 240gp

GREEN & VETERAN CREW

Green crew are new sailors getting their footing. They are not combat ready and basically just do their job to keep the ship moving. In combat, they will act purely in self-defense, seeking to flee and only fight if they are backed into a corner. A party can't depend upon green crew to help in a fight! Use the Bandit (CR 1/8) from the Monster Manual (pg. 343) as a template.

After at least a year sailing the Sea of Night, green crew become veteran crew. These crew members have been sailing for a bit and they have a good bit more experience under their belt. Unlike green crew, they won't flee from combat, but they will only aid in defending the ship. A party can't depend upon veteran crew members to join them in boarding another ship, but they can depend upon veterans to defend the ship while they're away. Use the Thug (CR 1/2) from the Monster Manual (pg. 350) as a template.

MERCENARIES

Just as green crew eventually become veterans, mercenaries are usually former veteran crew who decide to focus on making extra money by selling their combat prowess. They will work alongside the crew, defend the ship, and join in boarding an enemy ship. Use the Berserker (CR 2) from the Monster Manual (pg. 344) as a template.

GIFF MERCENARIES

Up until recently, the giff lacked any magical ability of their own. As a result, they fell into mercenary work as a means of traveling the stars. Luckily, mercenary work fit them well! It allows them to indulge their greatest passion: Gunpowder! Giff are never shy about using gunpowder and have a childlike fascination with explosions. Giff mercenaries will work alongside the crew, defend the ship, and join in boarding parties.

The one major hitch is that giff refuse to combat other giff in combat. If both sides of a fight have giff mercenaries, the giff mercenaries don't contribute to

the fight in any way. If the ships continue to fight without them, the giff aboard the winning ship will rescue the giff aboard the losing ship and drop them off at the next port.

Gunpowder Experts. When a weapon is crewed by a 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, nullifying the chance of a backfire.

Use the Giff (CR 3) from Mordenkainen's Tome of Foes (pg. 204) as a template.

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 wildjammer captains for their natural ability to purify air around them.

Air Replenishment. When calculating the amount of air available in a wildjammer's air bubble, for each hurwaeti aboard the ship, reduce the crew count by 2. For example, if your ship has 40 crew and 10 are hurwaeti, calculate air as if you had only 20 crew members aboard.

Use the Lizardfolk Render (CR 3) as a template from Ghosts of Saltmarsh, but treat them as medium sized.



MODULES & UPGRADES

Modules and upgrades are enhancements you can add to your ship to increase their performance or unlock new abilities. Most ships have at least some modules or some upgrades as a way of fine tuning the ship to make it better at doing whatever it needs to be doing. A ship can carry as many modules as it has space and can be upgraded with multiple options, but only once per type of upgrade unless it says otherwise.

MODULES

Modules are sizable upgrades to a ship, usually sizable enough that they actually take up space. This could be something like a reinforced brig for locking people up or a large jettison on the rear of your ship that you can pile trash in and release back at pursuers during a fight. Installing these consume a portion of a ship's cargo storage. Cargo storage can't go below 0.

Modules, like ship weapons and a ship's sails, have 10 hull points. If the module takes damage, such as from the Fighter Helmsman's *Targeted Attack* feature and is reduced to 0 hull points, the module is disabled until the Boatswain repairs it using their *Fix It Up* bridge crew action.

Most shipwrights can install a module at any major port city, but they may not have all modules available to buy. If you come in with your own module, expect the shipwright to charge you for the labor of installing your new module.

MODULES TABLE

Module Name	Cargo Usage	Cost
Anchor	1 ton	1,000gp
Arcane Amplifier	0 tons	10,000gp
Arcane Font	1 ton	1,500gp
Astrolabe	1 ton	2,000gp
Brig	3 tons	3,000gp
Chameleon Orb	3 tons	6,000gp
Fighter Bay	4 tons	4,000gp
Invisibility Amplifier	1 tons	12,000gp
Jettison	3 tons	3,000gp
Lifeboats	1 ton	1,000gp
Passage Device	5 tons	12,000gp
Plane Shift Amplifier	1 ton	50,000gp
Portal Locator	1 ton	1,000gp
Sending Chamber	4 tons	12,000gp
Sick Bay	2 tons	5,000gp
Workshop	4 tons	4,000gp

ANCHOR

Ship module

Shaped exactly like its seafaring counterpart, this anchor can be lowered down from a ship to land, creating a magical field to keep the wildjammer afloat even if a Helmsman isn't at the helm powering it.

ARCANE AMPLIFIER

Ship module, requires a hardpoint of medium or large size

The arcane amplifier is a unique module in that it must be installed in a medium or large hardpoint rather than using up cargo space. In place of that hardpoint, this cannon allows a spellcaster to amplify offensive evocation spells to mega scale as mega spells. To use the arcane amplifier, you must be a spellcaster and you must be in the Gunner bridge crew role.

To use the arcane amplifier, you must first use your action to charge it for one round. Charging the weapon doesn't expend a spell slot, but if the amplifier 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 amplifier, you may choose a ship or mega creature instead of a creature as the target for the spell. 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 to be magnified by the amplifier.

The arcane amplifier transforms the spell into a mega spell, and is subject to all the normal limitations of mega spells. 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.

ARCANE FONT

Ship module, requires Wildjammer Helm

This device is another creation by the Arcane to add value to using their helms over others. When installed, this device is attached to a ship's hull and has a magical connection to the ship's *Wildjammer Helm*. As a ship sails, it gathers residual magical energy from the aether and phlogiston.

A creature can activate this as an action. When they do, the device casts the *Automatic Helm* spell at 3rd level. Once this device has been activated, it can't be used again for 24 hours.

ASTROLABE

Ship module

This large illusion generated can be affixed to a ship inside of a dark room. When within a crystal sphere, it can be activated to generate an illusory representation of nearly celestial bodies in a 3-dimensional image. It displays their orbital paths, rotations, and current locations relative to your ship. Unfortunately, it can't pick up particularly small celestial bodies.

Although not on the market, it is said there are versions of the Astrolabe that work in the phlogiston to show nearby crystal spheres should you get lost. Unfortunately, they are rare to find.

BRIG

Ship module

For whatever reason, a ship might have need of a space where they can lock people up. It might be for keeping a criminal alive on their way back to the law, it could be for disciplining mutinous crew members, or even for transporting slaves.

This room is designed for containing up to 5 medium creatures with a reasonable assurance against their escape. The details of the room and the security on it are decided at module installation. If this module is disabled, anyone in the brig is freed to move about the ship as normal.

CHAMELEON ORB

Ship module

The chameleon orb is a large, room-sized orb covered in arcane runes that builds up residual magical energy during a ship's travels through wildspace which it can use to create a convincing illusion while landed.

Anyone aboard a ship can activate the chameleon orb. When activated, it generates an illusion of the surrounding landscape, hiding the ship from the sight of those outside of where the air bubble would be. A

creature can make a DC 20 Intelligence (Investigation) check to attempt to see through the illusion.

This illusion can persist for up to a month before deactivating. Unfortunately, the illusion ends early if a Helmsman attunes to the ship's helm, as the magic of the helm disrupts the chameleon orb.

FIGHTER BAY

Ship module, requires a ship of Sloop size or larger

This fighter bay can store one fighter-sized ship for use by a Fighter Helmsman.

INVISIBILITY AMPLIFIER

Ship module

The invisibility amplifier is another in the amplifier family of ship modules, taking the form of a pair of large gems embedded on opposite ends of the hull.

When a creature casts the *Invisibility* spell, they can touch the ship and have the spell amplified to mega scale. Until the spell ends, everything inside of the ship's air bubble is invisible to anyone outside of it. The spell ends early if anyone aboard the ship makes a *Ship Weapon Attack*, casts a mega spell, or if the ship moves more than 500 feet in a turn.

JETTISON

Ship module

A jettison is a sectioned off portion of a ship's cargo hold, usually at the aft section of the ship. When filled with trash and debris, any bridge crew officer can use an action to release it behind the ship. This functions as a physical version of the *Jettison* spell, cast at 2nd level. Once you use this feature, you can't use it again until you refill the jettison with debris and trash.

The cargo storage of the debris and trash is included in the installation of the jettison. If you choose to store valuables in the jettison, it can hold up to 2 tons of cargo. Be wary, if a jettison is disabled, everything stored inside spills out into wildspace.

LIFEBOATS

Ship module

These specialized pods are enchanted to hone in on the nearest planet-sized celestial body with air and fall onto it. If there is no valid target, the lifeboat drifts aimlessly through wildspace, conserving air for those inside for up to a month.

Lifeboats are reinforced enough that they can protect the occupants from most damage, and they are small enough that ship weapons lack the precision to hit them. They are too small to have a wildjammer helm or to travel at jamming speeds. Once the lifeboat lands on a planet or runs out of its month of air, it is disabled and becomes inoperable.

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

PASSAGE DEVICE

Ship module, requires a Wildjammer Helm

A passage device is an arcanomechanical invention by the Arcane designed to help sell *Wildjammer Helms*. The device collects residual magical energy during travel which can be accessed by the Helmsman to cast the *Create Portal* spell once every 24 hours, but it can only be used on ships with a *Wildjammer Helm*. This added convenience in bypassing the threshold of a crystal sphere has helped to make the *Wildjammer Helm*

PLANE SHIFT AMPLIFIER

Ship module, requires a ship with an attuned Helmsman

Another in the amplifier line, this module is a pair of planar attuned gems affixed to the hull of your ship which can resonate with and amplify the power of the *Plane Shift* spell.

When a creature casts the *Plane Shift* spell, they can touch the ship with their tuning fork and have the spell amplified to mega scale. The spell now transports the ship along with everything and everyone aboard it to the destination of the spell.

This amplification doesn't work unless there is a Helmsman actively attuned to the helm. If this spell is cast on a ship with an unwilling Helmsman, they must succeed on a Charisma saving throw against the spell save DC of the caster to resist the effect.

PORTAL LOCATOR

Ship module, requires a Wildjammer Helm

Much like the *Passage Device*, the *Portal Locator* was built by the Arcane to help ships get in and out of spheres more easily. Unlike the *Passage Device*, the *Portal Locator* isn't limited to just ships with a *Wildjammer Helm*.

When activated by the Helmsman as an action, this instrument casts the *Locate Portal* spell and provides the information back to the Helmsman.

SENDING CHAMBER

Ship module

A *Sending Chamber* is a room in the ship with a special sending orb installed. This crystal clear orb allows for long distance communication between ships with a *Sending Chamber* without the limitations of *Sending*. This has become an essential tool for many wildjammers.

A creature can activate this orb as an action, sending a magical link to the *Sending Chamber* of another ship with which they are familiar. This link can reach across the spheres, but not between planes. When this link is sent, both orbs become cloudy and the Helmsman of each ship becomes aware of the attempted link. Nothing is conveyed between the link until either the Helmsman or a creature in the *Sending Chamber* of the destination ship accepts the link.

When the link is established, either Helmsman and any creature touching either orb may project their mind into a shared mental space. While in this shared space, the creature's body is incapacitated and they are not aware of or able to act aboard their ship. Until they leave, they can speak with anyone else in the shared space, as well as project their thoughts and memories into the space around them.

If all creatures on one side disengage, the link is severed and the creatures of the other side return to their bodies safely.

SICKBAY

Ship module

Illness and injury are bound to happen when traveling the stars, and without a dedicated healer aboard, a sickbay is a critical facility. The system has a pool of 6 medical dice, which are 1d8s. Each of these dice recharge 24 hours after being used. Anyone aboard can spend 1 minute in the sickbay to expend one of these dice to regain hit points equal to the die rolled. Alternatively, you can expend 3 medical dice to cure one non-magical poison or disease.

WORKSHOP

Ship module

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 ship to make it function more efficiently. You can add each upgrade once unless specified otherwise. It takes a week to complete an upgrade.

UPGRADES TABLE

Upgrade Name	Cost
Aethersails	4,000gp
Arcane Weaponry	1,000gp
Assault Port	3,000gp
Enchanted Hull	5,000gp
Enhanced Weapon	1,000gp
Gunpowder Station	2,500gp
Helm Link	5,000gp
Reinforced Bulwark	5,000gp
Reinforced Component	2,500gp
Reinforced Hull	4,000gp
Turreted Hardpoint	2,000gp

AETHERSAILS

Sails upgrade, requires a ship of Sloop size or larger

These specialized sails are designed to pick up on the movements in the aether to aid in moving a ship. Aethersails come in two varieties, and only one can be installed on a ship at a time.

Adaptable Sails. After moving, your ship can turn an additional 45°. This doesn't increase the cone in which your ship can move, just how much you turn after.

Gliding Sails. Your ship has an extra 500 feet of movement when moving in a straight line.

ARCANE WEAPONRY

Ship weapon upgrade, requires a ship weapon

One ship weapon's firing system is changed from a physical system to a magical one. To use this weapon, a Gunner must have the spellcasting or pact magic feature. When the Gunner makes a ship weapon attack using this ship weapon, they use their spellcasting ability modifier instead of their Strength or Dexterity modifier for the attack roll. Additionally, if the Gunner lacks the Extra Attack feature but has access to 3rd level spell slots, they are considered to have Extra Attack when using this ship weapon.

ASSAULT PORT

Module upgrade, requires a Fighter Bay module

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

ENCHANTED HULL

Hull upgrade

Your ship's hull is enchanted to be stronger, making it better able to shrug off attacks.

Your ship's AC is increased by 1.

ENHANCED WEAPON

Ship weapon upgrade

This enchantment upgrades a ship weapon so that ammunition fired from it actively seeks to home in on helms or mega creatures. This weapon has a +1 bonus to attack rolls and has its normal range increased by 500 ft.

This bonus can increase to +2 and +3, but such magic is not readily available on the market. Enchantment of this power level is the work of highly skilled enchanters and shipwrights.

GUNPOWDER STATION

Hardpoint upgrade, requires a ship hardpoint

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

HELM LINK

Helm upgrade, requires a helm

Your ship's helm can be linked to the helm of another willing wildjammer. When either ship accelerates to jamming speeds, the other is carried along.

Your wildjammer must be able to have a helm to accept this upgrade.

REINFORCED BULWARK

Hull upgrade

The ship's internal reinforcements are fine tuned with the help of the Boatswain.

Your ship's bulwark points increase by 8.

REINFORCED COMPONENT

Module, sails, & ship weapon upgrade

One of your wildjammer's weapons, modules, or your ship's sails is reinforced. This weapon, module, or the ship's sails have 20 hull points instead of 10. You can choose this upgrade more than once, applying it to a different weapon, module, or to your ship's sails.

REINFORCED HULL

Hull upgrade

You have improved the integrity of your wildjammer by padding the hull with lightweight reinforcement.

Your ship's hull points increase by 16.

TURRETED HARDPOINT

Hardpoint upgrade, requires a ship hardpoint

One of your wildjammer's hardpoints has a turret platform added to it. When a Gunner uses a weapon mounted on this hardpoint, they can use a bonus action to turn the hardpoint to change the facing of the mounted weapon. You can choose this upgrade more than once, applying it to a different hardpoint.

FORE MANTLE

Every wildjammer is created with a heavily reinforced mount on the front of the ship called a fore mantle. This fore mantle can be equipped with a special device for use by the Helmsman while sailing the ship. There are two major types of fore mantle items: ship melee weapons including rams and magical figureheads. A wildjammer can have only one equipped at a time. The items listed in this section are only those regularly available to player characters. There are still other items unique to certain wildjammer designs.

Like ship weapons, sails, and other modules, fore mantle equipment have 10 hull points and are disabled when reduced to 0 hull points until repaired.

FORE MANTLE MODULE TABLE

Module Name	Cost
Ram	2,500gp
Grappling Ram	2,500gp
Grappler Arms	10,000gp
Dragon Figurehead	5,000gp
Couatl Figurehead	5,000gp
Displacer Beast Figurehead	7,500gp

RAMS & SHIP MELEE WEAPONS

Rams and ship melee weapons can be affixed to the front of a wildjammer. A ram is a heavily reinforced fore mantle attachment that can reduce the damage your ship takes when intentionally colliding into a ship or mega creature. A ship melee weapon is usually some form of physical attachment allowing the ship's Helmsman to attack another ship or mega creature.

RAM

Fore mantle ship module

This large ram is affixed to the front of a ship is built to absorb the backlash from colliding with another ship. While this ram is equipped, when the Helmsman takes the *Collide* bridge crew action and hits, the damage dice this ship takes is reduced to d4s.

GRAPPLING RAM

Fore mantle ship module

Unlike the a normal ram, a grappling ram isn't built for absorbing damage from a forward collision. Instead, it is designed for grappling another ship so the boarding party can get aboard quickly and easily.

While this ram is equipped, when the Helmsman takes the *Collide* bridge crew action and hits, both ships are immediately in a ship grapple (escape DC 13).

GRAPPLER ARMS

Fore mantle ship weapon, Frigate-sized (1x1) or larger

These fore mantle attachment is a set of manipulators that extend out from the front half of the ship. In lieu of colliding with an enemy ship, the Helmsman can use these manipulators to bludgeon or grapple a ship or mega creature. Grappler arms must be installed at ship creation, and they cannot be added, removed, or later replaced by another fore mantle option.

When the Helmsman takes the *Collide* bridge crew action while at the Helm of a ship with these arms, the Helmsman instead moves the ship up to half its speed within its cone of movement and makes a special *ship weapon attack* using their spellcasting ability modifier instead of their Strength or Dexterity against a ship or mega creature within 500 feet. The Helmsman is

considered proficient with this weapon. On hit, these arms deal 2d10 mega bludgeoning damage.

Instead of attacking with these arms, the Helmsman may attempt to grapple a ship or mega creature. The Helmsman makes an Athletics check using their spellcasting ability modifier contested by the target's Strength (Athletics) or Dexterity (Acrobatics). If the target is a ship with a Helmsman, that Helmsman may use their spellcasting ability modifier instead of Strength or Dexterity for this contested check. The target of the grapple must be no more than one size larger than your ship, and it must be within 500 feet of your ship.

FIGUREHEAD

Most figureheads that a sailor sees are purely ornamental, decoration added to the front of a ship for appearances only. Nevertheless, there are some shipwrights and enchanters that have worked together to build magical figureheads that provide boons to a ship. The magic of these figureheads is activated by the Helmsman on their turn.

DRAGON FIGUREHEAD

Fore mantle ship module

The shape of a dragon's upper body is affixed to the front of the ship, just below the bowsprit (if any). This dragon's head gathers up residual magical power from the aether that it can release as a breath weapon.

As an action, you may have the figurehead breath fire in a 3,000-foot cone ahead of the ship. Each ships or mega creatures in the area must make a Dexterity saving throw against the Helmsman's spell save DC. On a failure, they take 28 (8d6) mega fire damage and can't regain bulwark points until the end of your next turn. On a success, they take half damage and can regain bulwark points as normal.

Once this ability has been activated, it can't be used again for 1 hour.

COUATL FIGUREHEAD

Fore mantle ship module

A serpentine couatl with rainbow wings is affixed to the front of the ship, just below the bowsprit (if any). This couatl gathers up residual magical power from the aether that it can use to repair the ship.

As an action, you may unleash the power of the figurehead to repair the ship for 4d4 + your spellcasting ability modifier.

Once this ability has been activated, it can't be used again for 24 hours.

DISPLACER BEAST FIGUREHEAD

Fore mantle ship module

The image of a displacer beast with its tentacles out to its sides is affixed to the front of the ship, just below the bowsprit (if any). The displacer beast gathers up residual magical power from the aether that it can use to defend the ship.

As an action, you may activate the figurehead, which creates magical illusions of your ship nearby its actual location. This causes attack rolls against your ship to have disadvantage. If your ship is hit by an attack, this effect is disrupted until the end of your next turn. This effect is also disrupted if your ship is destroyed or grappled by another ship. This effect lasts for 1 minute or until you dismiss it (no action required).

Once this ability has been activated, it can't be used again for 1 hour.

HULLS

The hull of a wildjammer is the large frame which holds everything else. Hulls can be made of different materials, bringing about a variety of different style ships, though they can generally be clumped into families based on the shape of the hull.

In this section, I'm going to start by going over the different figures you'll see when looking at a wildjammer's stat block. In normal fifth edition terms, this is the section where I explain hit points, armor class, movement speed, and the like. After that, we'll dig right into the wildjammers themselves, with a long list of wildjammers organized by size and value.

WILDJAMMER ATTRIBUTES

Just like the ships from the Age of Sail, wildjammers 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 wildjammers 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 wildjammers 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 wildjammer hit.

HULL POINTS (HP)

Hull Points is the short-hand name we use for mega hit points with regards to wildjammers. Each hull point represents 100 regular hit points. When a ship's hull reaches 0 hull points, the ship ceases to operate until it has regained at least 1 hull point. During this time, the ship can't move and can be automatically grappled by another ship. Destroying a ship entirely requires a focused effort by the attacker outside of combat.

REPAIRING YOUR SHIP

Repairing hull points isn't a quick process. Once per day, the Boatswain can roll a DC 15 Intelligence (carpenter's tools) check. On a success, they can repair the ship's hull and/or any damaged modules, ship weapons, sails, etc. for a total number of hull points equal to ten times their proficiency bonus. On a failure, they repair a half as many hull points. Only one check can be made each day for the entire ship and all of its components.

BULWARK POINTS (BP)

In fifth edition, ships generally shrug off damage through the damage threshold stat. In Wildjammer, we forgo the use of damage threshold in favor of a new mechanic called **Bulwark Points (BP)**. Bulwark points represent the same basic idea, but instead of simply ignoring small amounts of damage, this represents a buffer that can be easily repaired. In mechanical terms, bulwark points are like temporary hit points: whenever an attack hits the wildjammer, damage is first dealt to the ship's bulwark points.

Although hull points take significant time to repair, bulwark points are refreshed each turn so long as the ship has a boatswain (more in Bridge Crew Roles).

SPEED

See the Speeds section (pg. 31) for more information. Speed is made up of two values, a movement speed and a maneuverability score. The speed of a ship is largely based on the ship's design, weight, and the way

the helm converts magical power from the Helmsman into propulsion. If a ship has no Helmsman, the ship's speed is reduced to 0 ft.

Similarly, maneuverability is based on a ship's sails and the crew working them. If a ship's sails become disabled, the ship's maneuverability drops to 0°, and if the ship has too few crew, penalties can be applied. See the Interaction With Crew section (pg. 32) for more.

Some wildjammers will have upgrades or features that grant them additional movement speed or abilities that help them move around the battlefield.

HARDPOINTS

Hardpoints represent the number of slots available for siege weaponry onboard your wildjammer, 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° angle once it is installed. Some hardpoint positions on a wildjammer add the fixed property to weapons mounted there.

There are 3 sizes of hardpoints that can exist on a wildjammer: small, medium, and large. A ship mounted weapon can fit on a hardpoint of the same size or greater. For example, 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. This number doesn't include the crew requirement for operating ship mounted weapons.

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 32 to determine your wildjammer's maneuverability when it has less than the minimum crew available.

A wildjammer with no crew has no maneuverability and can only turn in big, clumsy arcs. With regards to tactical speed, the wildjammer can't turn in combat. Nevertheless, if it has enough time, it can make turns and slowly drag itself back to a port for a new crew and likely some much needed repairs.

SIZE

Wildjammers come in many different sizes, but based on ground scale, they would all be gargantuan. Since that doesn't help us all that much, this supplement uses an alternate breakdown of sizes similar to that of ground scale, just the mega equivalent. The names have been changed to match some Age of Sail terminology, but they are all ultimately just mega + ground equivalent size.

CARGO HOLD

Cargo hold is simply a measure of how much available room there is on the wildjammer. This can be used for transporting trade goods between planets and spheres, carrying large sums of loot, or as shelter for people who need help getting somewhere else.

MEGA SCALE SIZES TABLE

Fifth Edition Sizes	Class Name	Grid Dimensions
Tiny	Fighter	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

DAYS OF AIR

This refers to the number of days of fresh air a ship can sustain a single person. If a wildjammer has 600 days of fresh air in its air bubble, it can sustain a single person for 600 days before the air becomes fouled, and then 600 more days before it becomes lethal.

Most wildjammers have crews with more than a single person, meaning you will need to do just a tiny bit of math. Simply divide the total days of fresh air by the number of people aboard, and you'll get how many days it can sustain that crew.

For example, lets say we have a ship with 10 people on it and the ship's air bubble has 600 days of fresh air. We would take 600, divide it by 10, and get 60. So this should has enough air to sustain people for 60 days before going foul, and then for 60 more days before becoming lethal.

OUTSIDE OF AN AIR BUBBLE

Creatures that leave a wildjammer 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 wildjammers are designed to operate when sailing through space, their ability to function on a planet can be somewhat limited depending on the model. All wildjammers are capable of *hover sailing* which allows them to either fly like an airship or skim the surface of water at exceptional speeds, but not all of them can actually touch down on a planet safely without a Helmsman remaining attuned to the helm to keep it hovering above the surface.

If a wildjammer shows that it is able to land in water, that means that the wildjammer can both land and sail in water. A ship that can land on land has landing gear that can keep the ship's hull from touching down fully, like the wheels of a plane.

Most wildjammer crews will do their best to avoid contact with groundling civilization. There are more than a few tales of a group of groundlings stealing a wildjammer from an unwary crew. The best way to avoid that fate is to go without anyone knowing what you have. Remember, a wildjammer is a valuable magic item, and there are many who would like to have it for themselves.

Luckily, most ships that can land on water and sail through water are built to look like regular ships, just with exotic design. Such ships may catch some eyes, but they are usually inconspicuous enough to pull into harbor safely.

PROVISIONS FOR LONG VOYAGES

All wildjammers 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. If you add passengers or stock up, the cost of food and water is 5 silver per per person per day, or 1,200gp for 1 ton.



LIST OF WILDJAMMERS

Wildjammers are not generally mass produced in a factory. You're unlikely to find automated production lines crafting hulls or modules in one of the many jamming port cities. The vast majority of wildjammers were, at some point or another, crafted by a shipwright and their workers. Like the creations of shipwrights during the Age of Sail, each wildjammer carries the unique signature of the person or people who originally crafted it.

That said, we can generally categorize wildjammers into types based on similar aesthetic style. Think of this as a picture that we show two different artists and ask them to reproduce. Both of them will make it their own, but there will be commonality between them. In the same way, no two ships are exactly the same, but they do generally fall into types.

In this section, we'll be going over around two dozen different types of wildjammers out there for your player characters to use. All of these stat blocks are generalized, so DMs and players are encouraged to make minor alterations to truly make it your own. Assign different weapons, use the custom ship rules to tweak its statistics, or give it different modules. Does the ship appear to be made out of wood? Maybe make it out of stone instead.

NPC SHIPS

The stat blocks presented in this chapter are designed as general guidelines for player character ships only. They are not intended to go against one another as is. This is important to note because Wildjammer isn't a war game, it's D&D. We're not putting D&D to the side while we go and play a ship vs ship war game. We're still playing our characters, we're just using the ship as a tool for our characters. Just like how monsters in the Monster Manual don't follow the same detailed rules as player characters, NPC ships shouldn't follow the rules in this section.

In fact, I recommend DMs design their NPC ships the same way they would build a monster for the party to fight against. Just keep in mind that the PCs ship, while a tool, also becomes their collective defensive statistics. So when creating enemy ships for a fight, be sure to scale the enemy ship's defenses based on the party's offenses, and the enemy ship's offenses against the defenses of the ship the party has. More on that later in the Balancing Ship Combat section.



BLADE

Goblin Fighter (0.5 x 0.5)

Armor Class 13
Hull Points 45
Bulwark Points 0
Speed 3,500 ft. (180°)
Crew (Min/Max) 1/1
Cargo Hold 0.25 tons
Days of Air 120 days
Landing Space docks only
Cost 2,200gp
Hardpoints 1 small
Fore Mantle Special

Fighter Ram. This ship is designed to directly collide with another ship or mega creature and survive (mostly) unscathed. As an action, you can move up to this ship's speed within its cone of movement and enter the space of a ship or mega creature. If you move at least 1,000 feet, you may make a ship weapon attack against the target. On a hit, you deal 5 (1d10) mega bludgeoning damage to the target and suffer 2 (1d4) mega bludgeoning damage. You can only use this feature to ram a target that is of Schooner size (mega small) or smaller.

Innovative Design. Creatures aboard this ship have advantage on initiative rolls.

EXAMPLE WEAPONS

Fire Projector. *Ship Weapon Attack:* +5 to hit, range 1,000/3,000 ft., one target. *Hit:* 7 (3d4) mega fire damage.

BLADE

The Blade is a small, single pilot wildjammer most commonly made out of metal and thick wood. It was originally designed by goblins as small attack craft, though since it was first seen in the known spheres, it has become a favorite in the market. It can be occupied by a single Fighter Helmsman who simultaneously operates the movement of the ship and a single light ballista, light catapult, or most often, a fire projector.

MECHANICAL HELM

The Blade is too small to carry a full Wildjammer Helm. In place of it, the Blade carries a mechanical Helm that generates propulsion through residual magic found in wildspace. This mechanical Helm doesn't require the Fighter Helmsman to be a spellcaster, but it also can't fly at jamming speed. This means the Blade is best as a short-range fighter craft to support a larger wildjammer.

MODEL VARIATIONS

The default Blade shown in the stat block is the Fighter model. There are other models as well:

Boarding Boat

The Boarding Boat variant foregoes its **Fighter Ram** and its small hardpoint in favor of being able to carry up to 5 medium-sized creatures and being equipped with a special harpoon. This harpoon is a ranged weapon that can be fired at a wildjammer or mega creature within 7,000 feet. This attack deals no damage, but it allows the Blade to move at twice its usual speed in a straight line toward the target.

Tugboat

The tugboat variant foregoes its Small Blunt Ram and its small hardpoint in favor of being able to fit a minor *Wildjammer Helm* and a *Helm Link* upgrade, allowing it to travel and rescue broken down wildjammers.

WILDJAMMERS TABLE

Ship Type	AC	HP	BP	Speed (Maneuverability)	Hardpoints	Crew (Min/Max)	Cargo (Tons)	Days of Air	Cost
<i>Fighters (0.5 x 0.5)</i>									
Blade	13	45	0	3,500 ft. (180°)	1 small	1/1	0.25	120	2,200gp
Spirit Warrior	13	45	0	3,000 ft. (360°)	Special	1/1	0.25	120	2,200gp
<i>Schooners (1 x 1)</i>									
Dragonfly	12	66	10	4,000 ft. (135°)	1 small	3/10	5	1,200	5,000gp
Threshership	15	79	12	3,000 ft. (90°)	2 medium, 1 small	5/15	5	1,800	15,000gp
Wasp	15	86	12	3,000 ft. (90°)	1 large	8/18	9	2,160	18,000gp
Cutter	13	92	14	3,000 ft. (180°)	3 medium	6/20	10	2,400	40,000gp
<i>Sloops (1x1)</i>									
Tradesman	15	105	16	3,000 ft. (90°)	1 medium, 1 small	10/25	13	3,000	25,000gp
Galleon	15	144	22	3,000 ft. (45°)	2 medium, 1 small	20/40	20	4,800	40,000gp
Nautiloid	17	131	20	3,000 ft. (90°)	5 medium	10/35	17	4,200	52,500gp
Turtle Ship	18	144	22	2,000 ft. (90°)	1 medium, 3 small	12/40	28	4,800	80,000gp
Mindspider	16	144	22	2,500 ft. (135°)	3 medium	3/40	20	4,800	120,000gp
<i>Frigates (2x2)</i>									
Dragonship	16	157	24	2,500 ft. (90°)	2 medium	20/45	22	5,400	45,000gp
Squid Ship	16	157	24	2,500 ft. (90°)	1 large, 2 medium	12/45	22	5,400	45,000gp
Hammership	16	196	30	2,500 ft. (90°)	3 large	24/60	30	7,200	60,000gp
Triop	20	157	24	2,000 ft. (135°)	6 small	10/45	22	5,400	112,500gp
Man-o-War	16	196	30	2,500 ft. (135°)	5 medium	10/60	30	7,200	120,000gp
<i>Heavy Frigates (3x3)</i>									
Octopus	16	222	34	2,000 ft. (90°)	4 large	13/70	35	8,400	70,000gp
Battle Dolphin	16	222	34	2,000 ft. (90°)	2 medium	12/70	35	8,400	70,000gp
Whaleship	19	274	42	1,500 ft. (45°)	1 medium	20/90	50	10,800	90,000gp
Clipper	18	209	32	1,500 ft. (45°)	26 medium	18/65	24	10,200	130,000gp
Dreadnought	19	274	42	2,000 ft. (45°)	3 large, 4 medium	20/90	45	10,800	135,000gp
<i>Ships of the Line (4x4)</i>									
Cuttle Command	18	300	46	1,500 ft. (45°)	7 large	30/100	50	12,000	100,000gp
Armada	18	300	46	1,500 ft. (90°)	14 large, 3 medium	40/100	50	12,000	200,000gp
Deathspider	19	300	46	1,500 ft. (45°)	6 large	30/100	50	12,000	300,000gp
Tsunami	22	560	84	2,500 ft. (135°)	22 large, 9 medium	75/200	100	24,000	600,000gp

SPIRIT WARRIOR

One of the more valuable weapons that the Elven Imperial Navy brought to the Unhuman Wars were the spirit warriors. These enormous undead insects would house an elven warrior inside of their chest cavity and amplify the skill of the warrior. This allowed for elven warriors to bring their considerable skill with a sword into ship vs ship combat.

Acquiring a spirit warrior wasn't easy. A promising warrior would be granted a small egg, no larger than the size of a pinhead, that had undergone a secret ritual. The warrior would incubate the egg, protecting it and warming it with their own body. After half a year, the egg would hatch into a larva. The warrior would raise the larva and form a strong emotional bond. They would feed it, play with it, think happy thoughts that the larva can feel. This lasts until the larva is a year old, at which point it has matured. Once the larva has matured, it continues to live with the warrior until it dies of old age.

As soon as it dies, the magic cast upon it as an egg activates. The carcass expands to an enormous size and its chest cavity grows a space for its bonded warrior. When its bonded warrior enters the chest cavity for the first time, the two of them become as one. The warrior's skill becomes the spirit warrior's skill, and the spirit warrior's body becomes the warrior's body.

True spirit warriors are hard to find and impossible to buy. If a spirit warrior's bonded warrior is dead or abandoned it, another creature can occupy it and try to bond, but that is rare. The easiest way to get a hold of a spirit warrior is to buy an arcanomechanical one off the market. These don't bonding with the warrior in the same way as a true spirit warrior, but they do just fine as a fighter-craft.

HELM

The spirit warrior doesn't carry a Wildjammer Helm. Instead, it either flies naturally or mechanically. This generates propulsion through residual magic in wildspace. It can't fly at jamming speeds and the Fighter Helmsman doesn't need to be a spellcaster.

MODEL VARIATIONS

The spirit warrior comes in a variety of types. The stat block presented here is a baseline stat block. Add one of the variations below to this stat block.

True Spirit Warrior

This is the original design of the spirit warrior and is undoubtedly the best. Sadly, it is also the one that cannot be purchased, it must be found or grown. This variant has the following:

Bonded. This spirit warrior's speed is increased to 500 ft. and it can grow a shield in addition to a weapon.

Thick Wood

This arcanomechanical variant of the spirit warrior is crafted out of thick wood. This design is easily adaptable by shipwrights, allowing them to add additional equipment. This variant gains the following:

Thick Wood Hull. This spirit warrior can equip with a shield.

Ironclad

This arcanomechanical variant of the spirit warrior is built with metal plating, making it both durable and sluggish. This variant gains the following:

Ironclad Hull. This spirit warrior gains +20 hull points and +1 AC, but its speed is reduced to 2,500ft (180°).

SPIRIT WARRIOR

Undead Fighter (0.5 x 0.5)

Armor Class 13

Hull Points 45

Bulwark Points 0

Speed 3,000 ft. (360°)

Crew (Min/Max) 1/1

Cargo Hold 0.25 tons

Days of Air 120 days

Landing Land, water

Cost 2,200gp

Hardpoints Special (frame)

Fore Mantle Special (frame)

Frame. This ship is an undead insect capable of bonding with a Fighter Helmsman. While bonded, the Fighter Helmsman shares the body of the Spirit Warrior to bring their combat prowess to a mega scale encounter. The Fighter Helmsman can take the Disengage or Dodge action with this ship. This ship can carry a mega sized version of any simple or martial weapon that lacks the special property. It cannot equip a shield. Attacks made with this ship are *melee weapon attacks* or *ranged weapon attacks*, as the Fighter Helmsman would make in ground combat. The weapon's damage and range is increased to mega scale. Weapon attack rolls with this weapon can only target ships, mega creatures, or other objects at mega scale.

Quick Eject. When this ship is destroyed, you are sent flying 1,000 feet in a straight line toward the nearest friendly ship. You continue to move at this speed each turn.

EXAMPLE WEAPONS

Longsword. *Melee Weapon Attack:* +7 to hit, reach 500/1,000 ft., one target. *Hit:* 7 (1d8 + 3) mega slashing damage.



SPIRIT WARRIOR GAMES

Some of you who've read the lore surrounding the Spirit Warrior might really love the idea of running a game centered around them. Not only do they have a really neat backstory in how they are developed, but who doesn't like undead insectoid fantasy mechas? Perhaps your party comes across a group of derelict Spirit Warriors and form a bond with them. Instead, maybe they are part of the Elven Imperial Navy and are trying to earn the prestige of becoming one with a Spirit Warrior. However you choose to approach it, a game that involves Spirit Warriors as more than just support craft for a wildjammer is absolutely possible.

In a Spirit Warrior game, each player character should be or end up being the bonded warrior for a Spirit Warrior. When bonded with a Spirit Warrior, the following happens:

- The Spirit Warrior's mega hit points is equal to the bonded warrior's hit points.
- The Spirit Warrior's natural AC is equal to the bonded warrior's unarmored AC.
- The Spirit Warrior's movement speed is increased up to the bonded warrior's speed multiplied by 100. Its maneuverability is 360°.
- The Spirit Warrior can wield any mega weapon of a type that the bonded warrior is proficient in.
- The Spirit Warrior can have armor installed onto it of any kind that the bonded warrior is proficient in.
- When the Spirit Warrior has to make an ability check, saving throw, or attack roll, the bonded warrior makes the check instead.
- When the bonded warrior makes use of a class feature, the Spirit Warrior amplifies it up to mega scale. For example, a Fighter's Second Wind feature will recover mega hit points instead of regular hit points to the Spirit Warrior. A spellcaster's spells will have their range and covered area multiplied by 100 and their damage converted to mega damage.

As you can see, in this kind of a game the Spirit Warrior is significantly enhanced to translate a player character's strengths and weaknesses into mega scale. The main thing that the Spirit Warrior doesn't do is translate the benefits of magical items. If a player character normally has 50 hit points, but wears a magic item to bring them up to 75 hit points, the Spirit Warrior has 50 mega hit points because the Spirit Warrior isn't wearing the item.

That said, part of the fun of having a Spirit Warrior is being able to customize it! Not only the cosmetic appearance of the Spirit Warrior, but its equipment too. DMs can provide any item they would normally give a player character, just scaled up to mega scale for the Spirit Warrior. Heck, a DM can even start making more wild and fun magic items that don't make sense for a player character's small size!

GETTING AROUND

Spirit Warriors can't travel at jamming speeds. They are limited to the movement their body provides for them through the bond with their warrior. As a result, most Spirit Warriors will find themselves aboard a wildjammer with most or all of its cargo storage devoted to fighter bays for the Spirit Warriors to land and be worked on. This carrier can travel at jamming speeds to move the player characters around, but when combat starts, the player characters all deploy in their Spirit Warriors to fight whatever threatens the ship. This is still space combat, but it works pretty much identically to normal combat.

ZWARTH

If a group of Spirit Warriors are particularly close and the situation demands it, a group of three to five can unite and merge into a single Spirit Warrior called a Zwarth. When they merge, the bonded warriors of each Spirit Warrior are brought together into the chest cavity of the Zwarth and have their minds connected just like they are with their Spirit Warrior.

The form and power that a party's Zwarth takes is based on the constituent Spirit Warriors. Your Zwarth uses the Spirit Warrior stat block, but with the following changes:

- The Zwarth has mega hit points equal to the sum total of mega hit points of each Spirit Warrior.
- It inherits the highest AC, movement speed, and bulwark points from the constituent Spirit Warriors.
- It can equip any weapons carried by the constituent Spirit Warriors, but it has only two hands for carrying weapons or a shield.
- It can be used to cast spells as mega spells even when its hands are full.

To unite into a Zwarth, the Spirit Warriors must be within 3,000 feet of one another. At the start of a round of combat, each bonded warrior declares they will use their turn to unite into the Zwarth. They each move into the same square as one another and finish the transformation at the end of the round.

Starting the following round, the Zwarth and all its bonded warriors act on the same turn based on the highest initiative roll among them. The Zwarth can only move once, but each bonded warrior can use their action to attack with the Zwarth's weapons or cast spells they know using the Zwarth.

The Zwarth expires and breaks into its constituent Spirit Warriors after 8 hours, when any constituent Spirit Warrior chooses to end it early, or when the Zwarth is reduced to 0 mega hit points. If it is reduced to 0 mega hit points, it breaks apart and each Spirit Warrior is reduced to 0 mega hit points. A Spirit Warrior that has been in a Zwarth can't join another for 30 days due to the strain it causes.

DM NOTES

Running a Spirit Warrior game is not unlike running a normal D&D adventure. Since the Spirit Warrior translates a character's skills into mega scale, the only thing that varies is equipment and magic items. As such, balancing a Spirit Warrior game is going to be much like balancing any other D&D game.

This game mode does put the onus of equipment building on you. You can handle this easily by just treating any normal magic item as a mega version for the Spirit Warrior. You can also choose to get more creative and relish in the clear anime influences in this style of game and let things get ridiculous and silly while in the Spirit Warriors.

Additionally, the Zwarth is intended for Spirit Warrior games, not regular Wildjammer games. Don't worry about Zwarth mechanics if your game isn't fully a Spirit Warrior game.

DRAGONFLY

The Dragonfly is among the most common wildjammers 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 craftsmen 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.

MODEL VARIATIONS

The Dragonfly comes in a variety of designs, each which take advantage of its small size, speed, and agility.

Smuggler

So long as there are people and factions that oppose certain types of trade, there will be smugglers. This variant of the Dragonfly has its armor class reduced to 11, but gains the Flee the Scene feature.

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

Wizard's Ship

This variant is designed to maximize cargo space, usually for those who want a mobile workshop or home. This variant of the Dragonfly loses its small hardpoint and has its armor class reduced to 10, but its cargo hold increases to 8 tons.

Firefly

This variant of the Dragonfly is stripped of all valuables, packed with explosives, sometimes given a Fire Projector, and a cheap mechanical Helm similar to those used by fighters. A Fighter Helmsman will fly this variant in, light things on fire, and then collide this ship against the target before ejecting. This variant

DRAGONFLY

Human Schooner (1 x 1)

Armor Class 12

Hull Points 66

Bulwark Points 10

Speed 4,000 ft. (135°)

Crew (Min/Max) 3/10

Cargo Hold 5 tons

Days of Air 120 days

Landing Land

Cost 5,000gp

Hardpoints 1 small

Fore Mantle None equipped

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

EXAMPLE WEAPONS

Light Catapult. Ship Weapon Attack: +5 to hit, range 3,500/10,500 ft., Fixed rear, one target. Hit: 7 (3d4) mega bludgeoning damage.

loses all bulwark points, has a crew (min/max) of 1/1, has a special hardpoint for mounting a Fire Projector, and gains the Volatile Design feature.

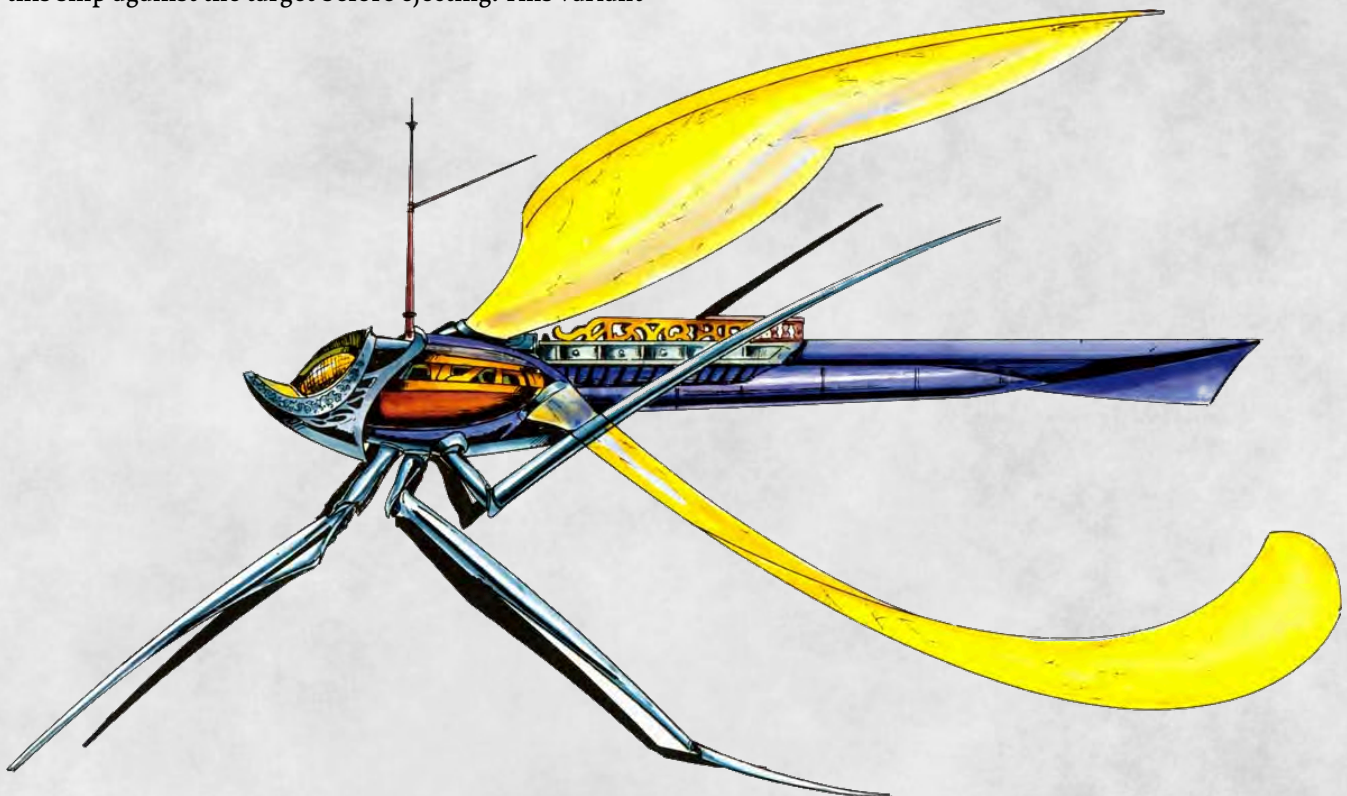
Volatile Design. When this ship drops to 0 hull points, it immediately explodes. Any ship within 500ft. of this ship when it explodes takes 14 (4d6) mega fire damage.

Heavy Dragonfly

Every so often, someone will have a Dragonfly designed with more armor in mind. This variant has its AC increased to 14 but its speed reduced to 3,500ft (135°). This variant is not common, as most looking for an armored craft would aim for a wildjammer like a Wasp or Threshership instead.

Fighterfly

The standard combat variant of the Dragonfly is the Fighterfly. This variation has its cargo hold reduced to 2 tons but gains 3 oddly placed small hardpoints.



THRESHERSHIP

This wildjammer's sleek design is modeled after the vicious thresher shark. Originally designed by various human nations in space, it was created to be one of the cheapest combat oriented wildjammers on the market. Most other cheap combat wildjammers tend to be fitted for combat after the fact, like a fighterfly variant of the Dragonfly. The goal in creating the Threshership was to build an affordable and formidable combat ship for new privateers, who so often found themselves retrofitting commercial ships for combat purposes.

The Threshership has three hardpoints, two aimed out of its eye slots and one sitting on the top deck just above the head. The head itself acts as a ram, intending to charge up to enemy wildjammers or mega creatures and hit them in close range. This has led to many using the Threshership as a Fire Projector platform, moving in close, hitting hard, and covering ships in waves of fire.

What adds to the versatility of the Threshership beyond just a combat wildjammer is that the wildjammer's fins act as landing gear for ground landings. This is beneficial since the cargo storage doors on the side of the wildjammer are partially submerged when in water, making unloading a real chore and the risk of taking on water not negligible.

MODEL VARIATIONS

While Thresherships do carry the artistic styling of whatever shipwright worked on creating it, there are no major variations to speak of. The wildjammer was designed for combat and it sits comfortably in that role. That isn't to say there are no variations, there are countless variations designed for specific adventuring parties or navies, there's just no overly common ones to speak of.

Some might seek to widen the eye slots to allow for the eye slot hardpoints to be aimed to the sides. Others might want to enhance the small hardpoint located just above the head and ram by reducing cargo storage space. It is also not uncommon to find Thresherships designed with a cargo storage hatch on the main deck, allowing for a more resilient hull, but this causes issues with the placement of the main sail.

THRESHERSHIP

Human Schooner (1 x 1)

Armor Class 15

Hull Points 79

Bulwark Points 12

Speed 3,000 ft. (90°)

Crew (Min/Max) 5/15

Cargo Hold 5 tons

Days of Air 1,800 days

Landing Land, water

Cost 18,000gp

Hardpoints 2 medium, 1 small

Fore Mantle Ram

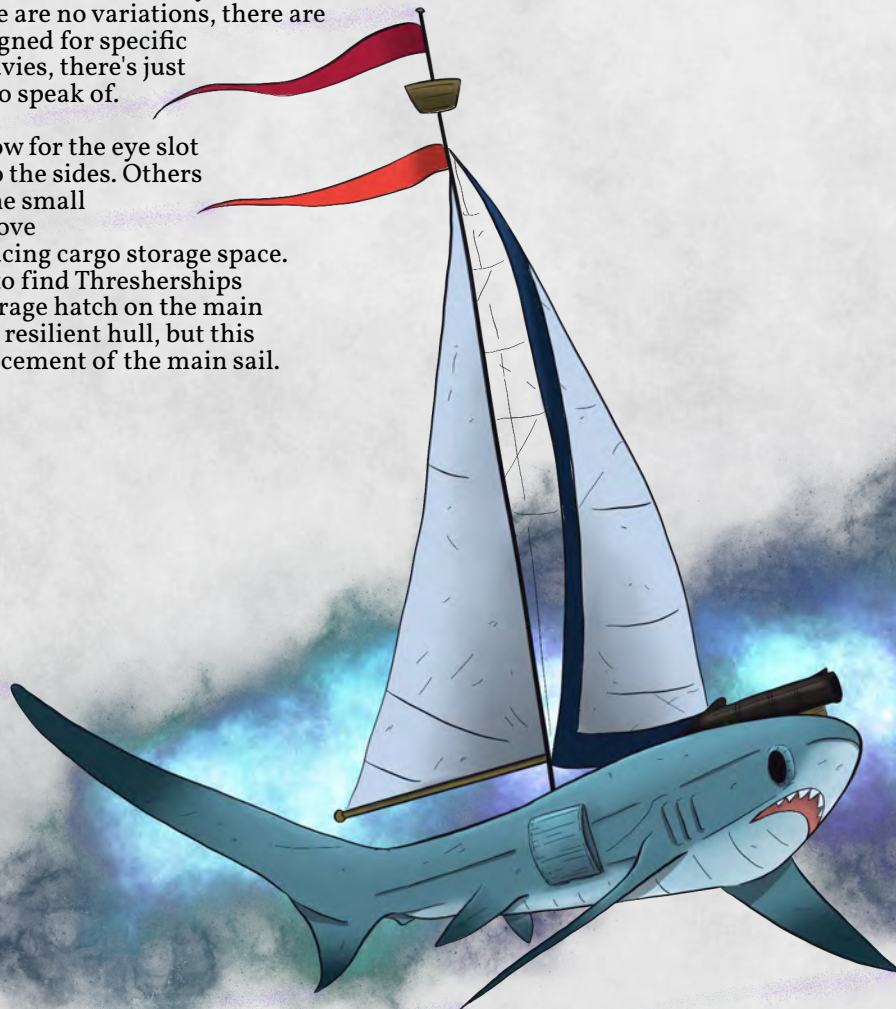
Ram. This ship is designed to directly collide with another ship or mega creature and survive (mostly) unscathed. When the Helmsman takes the *Collide* bridge crew action and hits, the damage this ship takes is reduced to d4s instead of d10s.

Thick Hull. Once per turn when this ship takes mega damage, that damage is reduced by 5 (1d10).

EXAMPLE WEAPONS

Carronade. *Ship Weapon Attack:* +5 to hit, range 2,500/7,500 ft., Fixed front, one target. *Hit:* 7 (3d4) mega bludgeoning damage.

2x Medium Ballista. *Ship Weapon Attack:* +5 to hit, range 3,000/9,000 ft., Fixed front, one target. *Hit:* 7 (2d6) mega piercing damage.



WASP

The Wasp was created by lizardfolk to be a heavier variant of the Dragonfly. While at first glance the Wasp appears to be a shoddy and rickety wildjammer, it is surprisingly versatile. 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 who designed the wildjammer wanted a way to submerge themselves in water while sailing through space. Having this much water in a wildjammer also allowed the lizardfolk that designed the Wasp to bring their pets along with them.

WASP

Lizardfolk Schooner (1 x 1)

Armor Class 15
Hull Points 86
Bulwark Points 12
Speed 3,000 ft. (90°)
Crew (Min/Max) 8/18
Cargo Hold 9 tons
Days of Air 2,160 days
Landing Land, water
Cost 18,000gp
Hardpoints 1 large
Fore Mantle N/A

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

Maneuverable Sails. This ship can rotate the direction it faces before it moves instead of after it moves.

EXAMPLE WEAPONS

24-Pounder Long Gun. Ship Weapon Attack: +5 to hit, range 6,000/18,000 ft., Fixed front, one target. Hit: 16 (3d10) mega bludgeoning damage.

MODEL VARIATIONS

Although the Wasp was originally designed for lizardfolk, its considerable strengths have resulted in it being a more widely adopted wildjammer.

Pirate Ship

This variant of the Wasp is designed specifically to be able to land aboard other large wildjammers and board with ease. This variant loses its ability to land in water but in exchange gains the Quick Boarding feature.

Quick Boarding. When the Captain of this ship uses the Boarding Party action, other creatures only need a bonus action to join and board the other wildjammer. If the Captain has the Expert Captain feature, the Captain can activate the Boarding Party bridge crew action as a bonus action and each other creature can join without using any action.

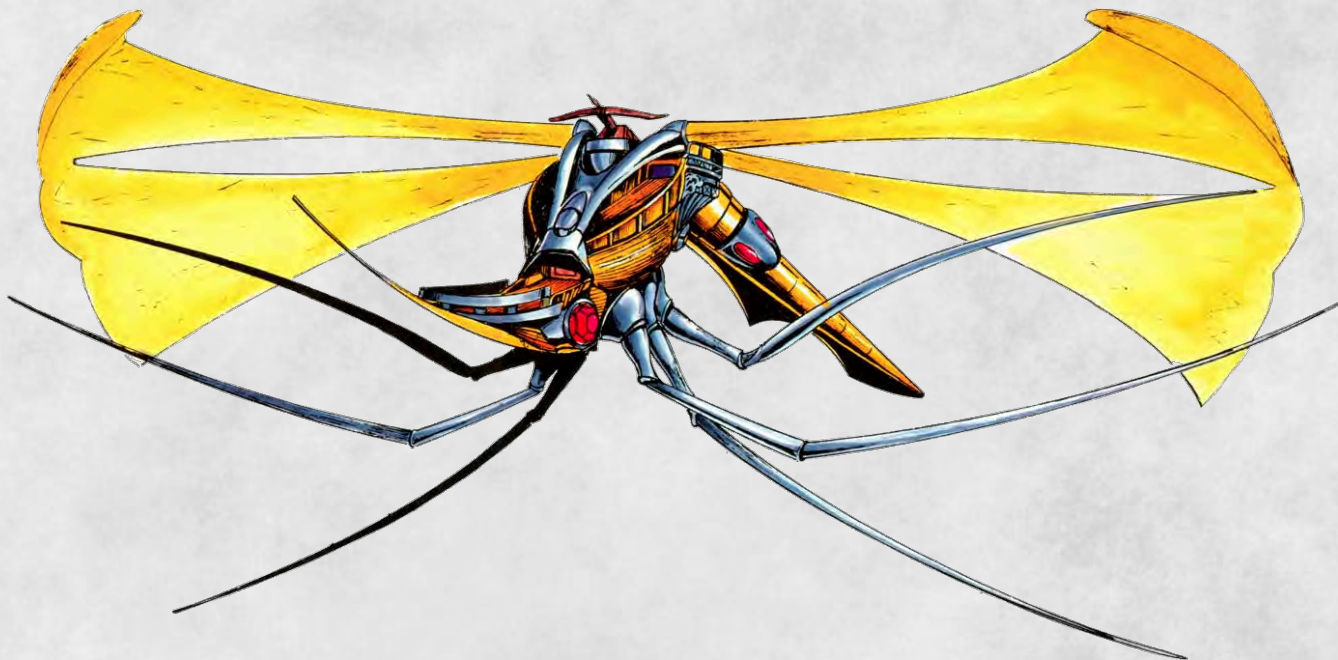
Bee Class

This variant of the Wasp is designed for those who only intend to sail through space and want a more heavily armed combat wildjammer. This variant loses its ability to land anywhere but a space dock and has its cargo hold reduced to 3 tons, but in exchange it gains 2 additional large hardpoints. These additional hardpoints are almost always equipped with heavy ballistae because of the small crew size of the Wasp. While 8 crew are required to make it function, that leaves just 10 crew for 3 large hardpoints.

Bumble Bee

The bumble bee variant of the Wasp loses its large hardpoint and can only dock at space docks in exchange for 6 additional tons of cargo storage. This variant looks far more bloated than the standard Wasp, marking it as a merchant ship. Often bee class Wasps will find a way to disguise themselves as bumble bee variants to lure in unsuspecting pirates.

The quickling variant of the Wasp has its hull stripped in favor of quick maneuverability. This variant has its AC reduced to 14 and cargo hold storage reduced to 7 tons, but in exchange has its speed increased to 3,000ft (135°) and gains a medium hardpoint on the wildjammer's tail.



CUTTER

The Cutter was originally designed by the Elven Imperial Navy to be a smaller variation of the heavy frigate model, the Man-o-War. Though it is smaller, it has earned the same reputation for quality and efficiency as its larger counterpart.

Although the Elven Imperial Navy has decommissioned the Cutter in favor of a new wildjammer called the Arrowing, there remain many Cutters in the Elven Imperial Navy. The Cutter also remains a popular wildjammer in the shipyards across the spheres. Although these Cutters aren't grown like those of the Elven Imperial Navy, they remain equally deserving of the Cutter's reputation.

The Cutter appears like a large insect with large, leafy wings. The head is the forward main deck where there is a weapons pit for two forward facing medium hardpoints, each firing out of one of the eyes. The third weapon is located just above the battle deck. The cargo hold is affixed to the rear of the wildjammer, with the ability to open the rear side of the wildjammer to quickly jettison unwanted cargo.

MODEL VARIANTS

Like other wildjammers first created by the Elven Imperial Navy, it didn't take long for other shipwrights to build along similar designs. While they usually lack the same plant properties of the original, they make up for it in other ways.

Starfly Hull

The Starfly variant is the original grown by the Elven Imperial Navy. This variant is exceptionally difficult to find if one isn't given one by the Elven Imperial Navy. This variant gains the following feature:

Starfly Hull. This ship can be healed by the Repair Hull spell multiple times per day.

CUTTER

Elven Schooner (1 x 1)

Armor Class 13
Hull Points 92
Bulwark Points 14
Speed 3,000 ft. (180°)
Crew (Min/Max) 6/20
Cargo Hold 10 tons
Days of Air 2,400 days
Landing Water
Cost 40,000gp
Hardpoints 3 medium
Fore Mantle N/A

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.

Trick Shot. Once per turn when the Helmsman uses Evasive Maneuvers or Wingbeat, one Gunner can use their reaction to make single weapon attack against a target in range.

EXAMPLE WEAPONS

3x Medium Catapult. *Ship Weapon Attack:* +6 to hit, range 4,000/12,000 ft., Fixed 2x front, 1x rear, one target. *Hit:* 10 (3d6) mega bludgeoning damage.

Thick Wood Hull

This is the wooden variant crafted by shipwrights not associated with the Elven Imperial Navy. This variant is more commonly found, but its speed is reduced to 3,000ft (135°).



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 making use of them from time to time, whenever great need arises. 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.

MODEL VARIATIONS

The Tradesman is generally just a merchant ship, but that hasn't stopped people from doing some major revisions.

Light Cruiser

This variant seeks to turn a Tradesman into a far more defensible trading ship. This variant has its armor class increased to 16, the small hardpoint becomes a medium hardpoint, and it gains a 3rd medium hardpoint. In exchange, the light cruiser has a speed of 2,500ft (45°) and loses 3 tons of cargo storage.

Adventuring

This variant is designed for a new adventuring group traveling out among the stars. This variant loses the Nimble Design feature and instead gains the Thick Hull feature. This makes the Tradesman significantly more resilient against attack while adventuring.

Thick Hull. Once per turn when this ship takes mega damage, it is reduced by 5 (1d10).

Pirate

This variant is usually put together by a merchant crew that has turned to piracy and is looking to make some quick money before trading up to a better wildjammer. This variant loses 3 tons of cargo storage but its small hardpoint is upgraded to a medium hardpoint.

TRADESMAN

Human Sloop (1 x 1)

Armor Class 15

Hull Points 105

Bulwark Points 16

Speed 3,000 ft. (90°)

Crew (Min/Max) 10/25

Cargo Hold 13 tons

Days of Air 3,000 days

Landing Space docks only

Cost 25,000gp

Hardpoints 1 medium, 1 small

Fore Mantle Couatl Figurehead

Couatl Figurehead. As an action, the Helmsman may unleash the power of the figurehead to repair the ship for 4d4 + their spellcasting ability modifier. Once this feature has been used, it can't be used again for 24 hours.

Nimble Design. On any round that this ship doesn't fire its weapons, its speed increases by 1,000 ft. for that round. If this movement is used, weapons can't be fired until the next round.

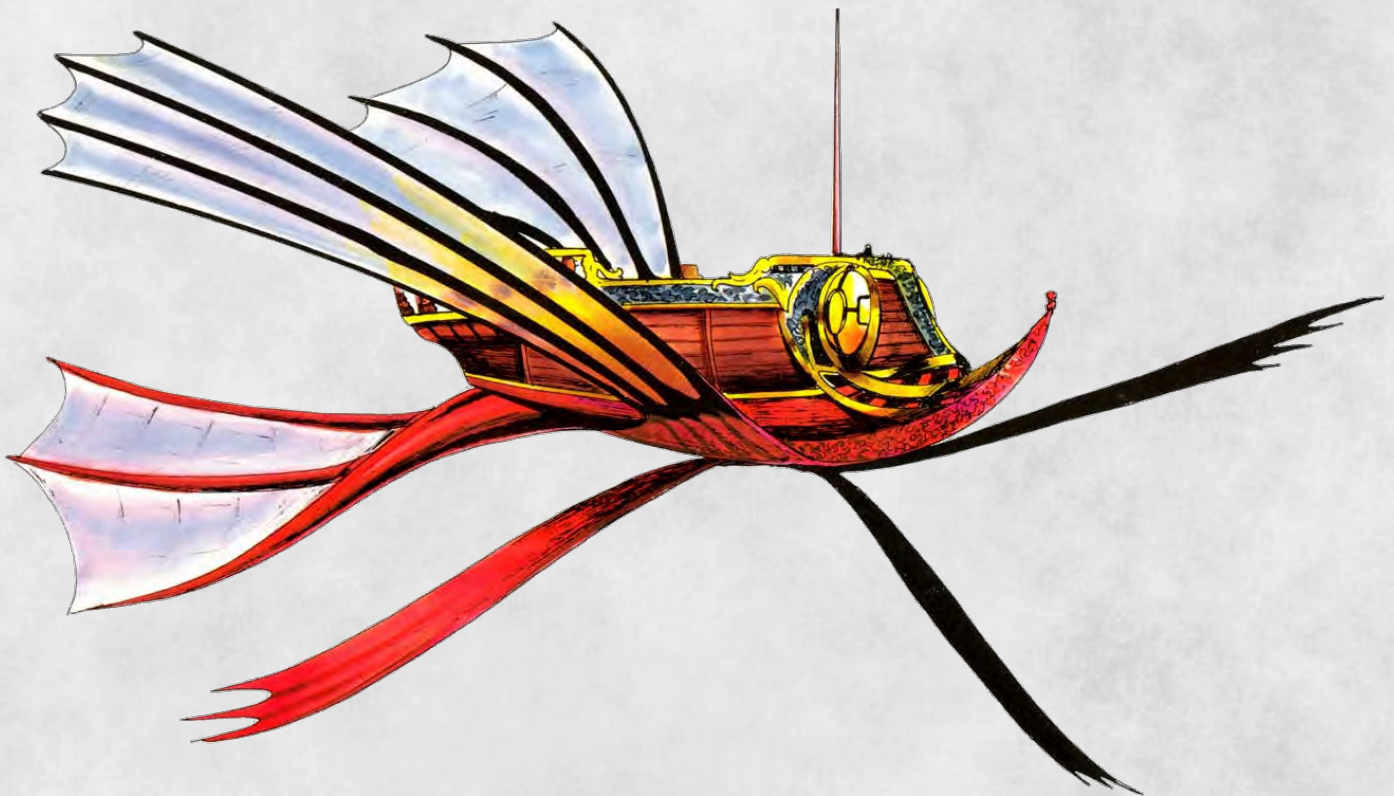
EXAMPLE WEAPONS

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

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

Carrier

This variant foregoes both weapon hardpoints and has its speed reduced to 2,500ft (90°), but gains 7 tons of cargo storage. This provides the Tradesman 20 tons of cargo storage, which is just enough for four fighter bay modules. This variant is primarily used for combat and adventuring parties that seek to make use of fighter craft in combat instead of a singular wildjammer.



GALLEON

The Galleon is a wildjammer only in the most technical sense. These wildjammers are generally created when an adventuring party finds a crashed wildjammer and affixes the Helm to a seafaring ship, giving it the ability to sail up into the stars. These ships lack the same grace and maneuverability of other wildjammers found in space, as they weren't really built for it. This leads to the Galleon being a starter wildjammer that is quickly scuttled.

Although the Galleon has this bad reputation, it can still do what seafaring vessels do quite well: It can carry a lot of cargo or it can be loaded up with weaponry. This versatility makes the Galleon not an entirely useless wildjammer, though still not an ideal one. The Galleon is often a clear sign that you're a visitor to jamming space.

MODEL VARIATIONS

The Galleon is a fairly standard trading ship for groundling nations, though every so often they are repurposed.

Gunship

This variation sees the Galleon's cargo storage reduced to 5 tons, its normal hardpoints removed, and it loses the *Customizable Design* feature. In their stead, the Galleon is fitted with ten special medium hardpoints designed for use with 12-pounder long guns. Two of these are positioned in the forecastle, aiming at a 45° so they can fire forward or to the side. Another two are set in the aft castle to provide similar coverage for the rear. The remaining 6 are arranged along the main deck for broadside attacks.

This variation of the Galleon generally has at least 60 crew members, well above its normal maximum.

GALLEON

Human Sloop (1 x 1)

Armor Class 15

Hull Points 144

Bulwark Points 22

Speed 3,000 ft. (45°)

Crew (Min/Max) 20/40

Cargo Hold 20 tons

Days of Air 4,800 days

Landing Water

Cost 40,000gp

Hardpoints 2 medium, 1 small

Fore Mantle Ram

Ram. This ship is designed to directly collide with another ship or mega creature and survive (mostly) unscathed. When the Helmsman takes the *Collide* bridge crew action and hits, the damage this ship takes is reduced to d4s instead of d10s.

Customizable Design. This ship can be fitted with either one additional medium hardpoint or 6 extra tons of cargo storage.

EXAMPLE WEAPONS

2x 12-Pounder Long Gun. *Ship Weapon Attack:* +6 to hit, range 5,000/15,000 ft., Fixed 1x front, 1x rear, one target. *Hit:* 13 (3d8) mega bludgeoning damage.

Light Ballista. *Ship Weapon Attack:* +6 to hit, range 2,500/7,500 ft., one target. *Hit:* 5 (2d4) mega piercing damage.

Cargo storage is removed to make room for living quarters and ammunition.

This configuration has earned a bit of respect in jamming space, especially from the Giff.



NAUTILOID

There are few wildjammers that carry the same reputation as the Nautiloid. These sloops make up the backbone of the Illithid Dominion's wildjammer fleet and astral navy. They are known for being quick, reasonably maneuverable, carrying considerable weaponry, and having one of the more powerful rams: A series of tentacles that the Helmsman can use to bludgeon hostile forces.

Fortunately for the other species in space, the secrets of constructing a Nautiloid have been lost to time. The Gith revolution saw so many elder brains slaughtered that this knowledge is simply gone. While those mind flayers that live on planets were driven underground, those that continue to manage the remaining fleet of the Illithid Dominion have simply become more cosmopolitan. Rather than approach all other species as inferior, they have begun making deals and working with other species to help preserve themselves.

MODEL VARIATIONS

The Nautiloid is a considerable wildjammer on its own. Capable of substantial offensive power, maneuverability, and self-defense, the Nautiloid doesn't see many variations as it doesn't need many variations to do anything.

Hardened Chitin

Some mind flayers grow so paranoid of attack that they want to thicken the chitinous hull of their Nautiloid. This variant results in the Nautiloid's AC increasing to 19 in exchange for the cargo storage being reduced to 13 tons and speed reduced to 3,000ft (45°).

Aetherdynamic Sails

Mind flayers are not entirely militaristic, some do favor acquiring their cattle through trade. Such traders often have to deal with people hunting them down to free their cargo. These traders will sometimes thin the chitinous hull and add specialized sails to the wildjammer to allow it greater maneuverability for avoiding capture. This variant has its AC reduced to 16, but has its speed increased to 3,000ft (135°).

NAUTILOID

Illithid Sloop (1x1)

Armor Class 17

Hull Points 131

Bulwark Points 20

Speed 3,000 ft. (90°)

Crew (Min/Max) 10/35

Cargo Hold 17 tons

Days of Air 4,200 days

Landing Water

Cost 52,000gp

Hardpoints 5 medium

Fore Mantle Special (Grasping Tentacles)

Grasping Tentacles. This ship is designed with four large tentacles that extend out ahead of it. When the Helmsman takes the *Collide* bridge crew action, they can instead move up to half this ship's speed and then make a special *ship weapon attack* using their spellcasting ability modifier against a ship or mega creature within 500 feet. The Helmsman is proficient with this weapon. On hit, this weapon deals 11 (2d10) mega bludgeoning damage and if the target is Sloop size (1x1) or smaller, the target is grappled (escape DC 13).

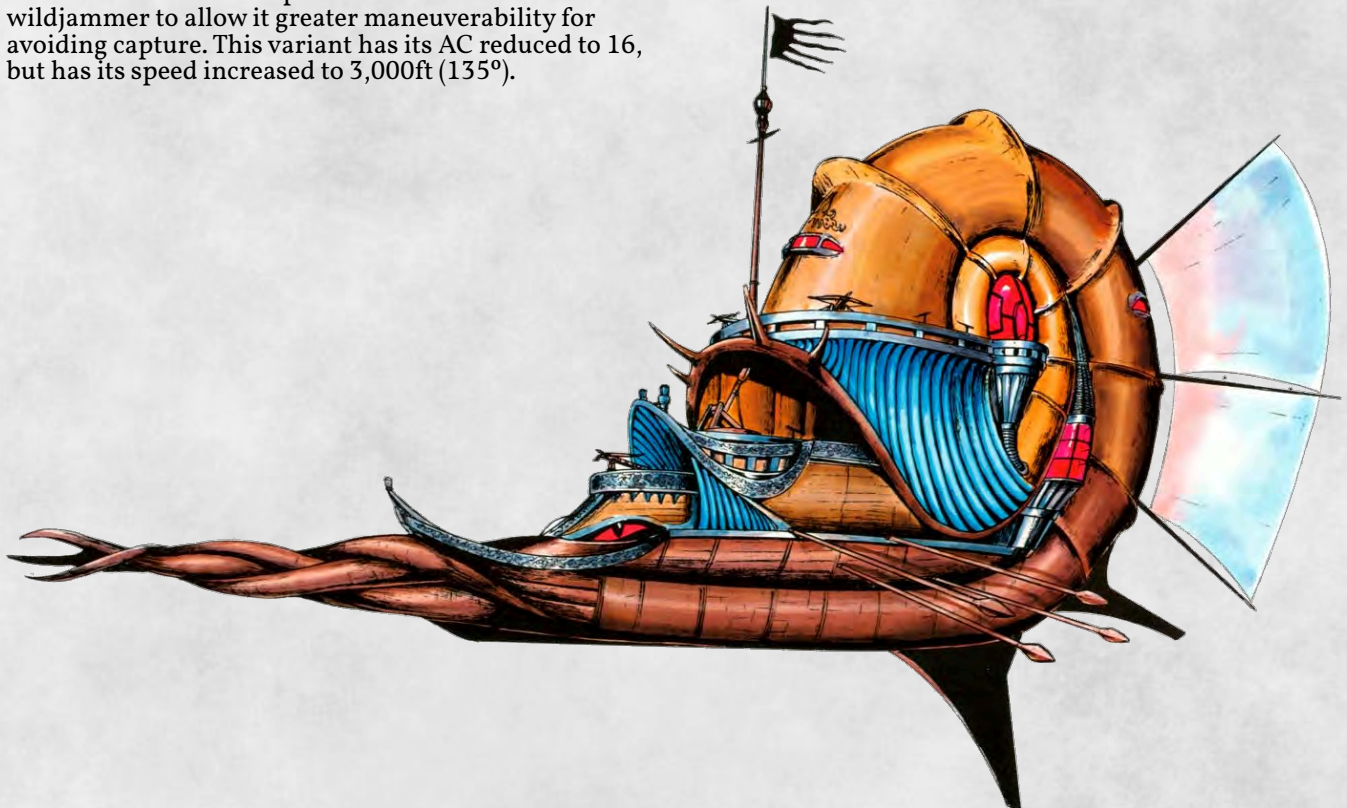
Biomatter Hull. If this ship has fewer than 30 hull points at the beginning of each round, it regains 10 hull points.

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. *Ship Weapon Attack:* +6 to hit, range 4,000/12,000 ft., Fixed 3x front, 1x port, 1x starboard, one target. *Hit:* 10 (3d6) mega bludgeoning damage.

Grasping Tentacles. *Ship Weapon Attack:* +6 to hit, reach 500 ft., Fixed 1x front, one target. *Hit:* 11 (2d10) mega bludgeoning damage. If the target is Sloop size (1x1) or smaller, the target is grappled (escape DC 13).



TURTLE SHIP

This turtle shaped wildjammer, though originally designed by lizardfolk, has become one of the staple trading ships in the stars. While it doesn't have the same hold as the substantial Whaleship, its thick hull and offensive capabilities that deter attack make this ship a favorite among traders.

Regrettably, these same traits have also made the Turtle Ship a favorite among mind flayers, using its strong deterring abilities to transport their captives around the spheres. As a result, the Turtle Ship has a bit of a damaged reputation.

MODEL VARIATIONS

The Turtle Ship is most commonly arranged for trade, but there are a few other variations that exist.

Warship

This variation seeks to turn the Turtle Ship into a lighter ship focused on combat. In this variation, the cargo storage is reduced to 17 tons and it becomes too heavy for a Minor Wildjammer Helm, requiring the Major version to set sail. In exchange for this, all four hardpoints become Large hardpoints, its AC is reduced to 17, and its speed is increased to 2,000ft (135°).

Heavy Turtle

Similar to the Warship, this variation of the Turtle Ship seeks to pack on as much armor as it possibly can. In this variation, the cargo storage is reduced to 11 tons and it becomes too heavy for a Minor Wildjammer Helm, requiring the Major version to set sail. In exchange for this, all four hardpoints become Large hardpoints, its AC is increased to 20, its hull points are increased to 178, and its speed is reduced to 2,000 ft. (45°).

Dragon Turtle

The Dragon Turtle was designed by the shipwrights of Shou Lung to carry more people and be a bit more versatile of a wildjammer. This variation has the Turtle Ship's AC reduced to 15, crew (min/max) increased to 12/50, and it gains the Customizable Design feature.

Customizable Design. This ship can be fitted with either one additional medium hardpoint or 6 extra tons of cargo storage.

TURTLE SHIP

Lizardfolk Sloop (1 x 1)

Armor Class 18
Hull Points 144
Bulwark Points 22
Speed 2,000 ft. (90°)
Crew (Min/Max) 12/40
Cargo Hold 28 tons
Days of Air 4,800 days
Landing Land, water
Cost 120,000gp
Hardpoints 1 medium, 3 small
Fore Mantle N/A

Arcane Reinforcement. The Helmsman of this ship has advantage on all saving throws against mega spells made for the ship.

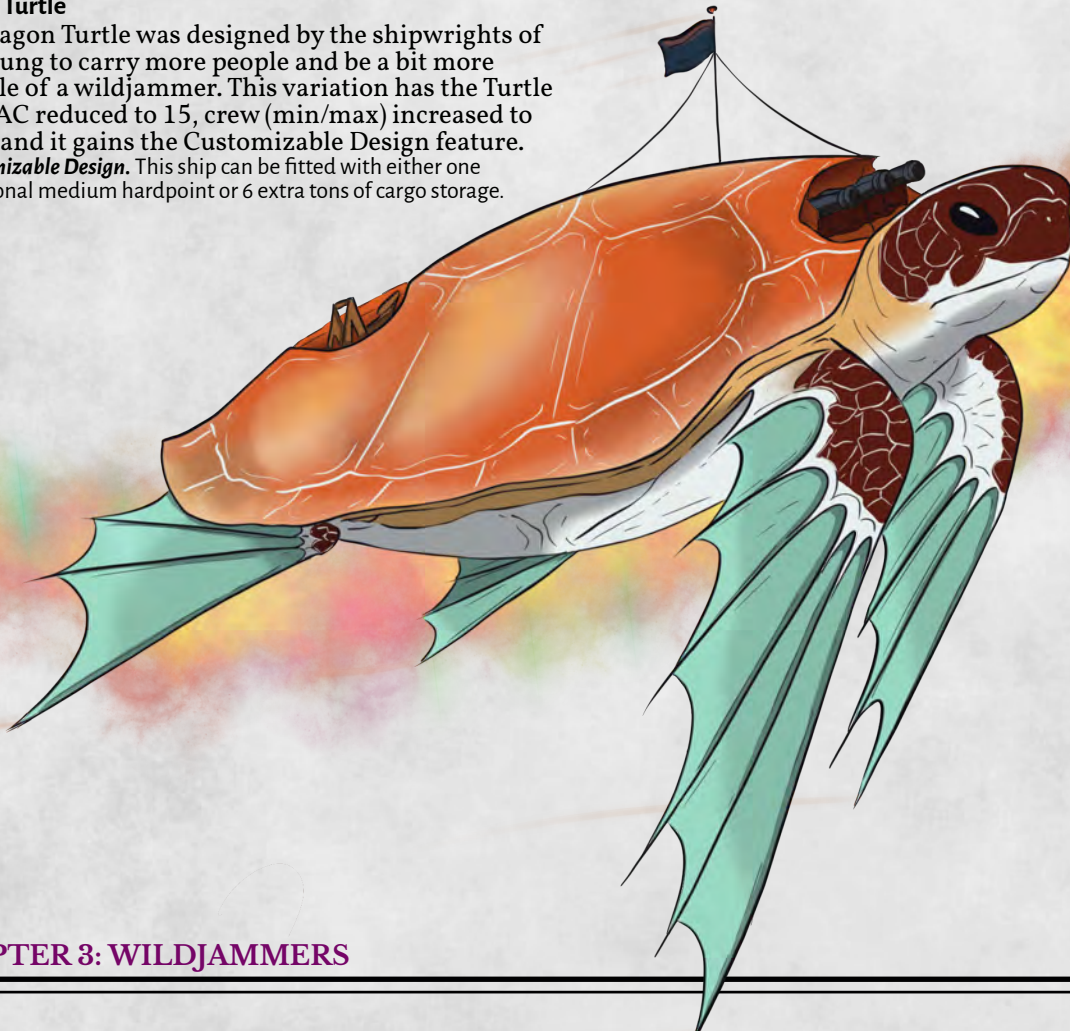
Sturdy Design. When this ship is reduced to 0 hull points, it instead is reduced to 1 hull point. Once this ability has been activated, it can't be activated again until the ship's hull has been fully repaired.

Thick Hull. Once per turn when this ship takes mega damage, that damage is reduced by 5 (1d10).

EXAMPLE WEAPONS

12-Pounder Long Gun. Ship Weapon Attack: +7 to hit, range 5,000/15,000 ft., Fixed front, one target. Hit: 13 (3d8) mega bludgeoning damage.

3x Carronade. Ship Weapon Attack: +7 to hit, range 2,500/7,500 ft., Fixed 1x front, 1x port, 1x starboard, one target. Hit: 10 (3d6) mega bludgeoning damage.



MINDSPIDER

Among the newer wildjammers to be seen among the stars, the Mindspider is the smaller and more maneuverable version to the terrifying Deathspider. This wildjammer is affixed with a Lifejammer Helm like most neogi ships, allowing them to drain the life of their slaves to propel the ship through space. It carries far fewer weapons and is significantly more vulnerable to attack. In spite of this, the neogi use the Mindspider primarily as a command ship. Just as the small neogi controls many large umber hulks, the smaller Mindspider controls the larger Deathspider.

Neogi generally don't deal with any species, resulting in both the Mindspider and Deathspider being a rather expensive wildjammer to acquire.

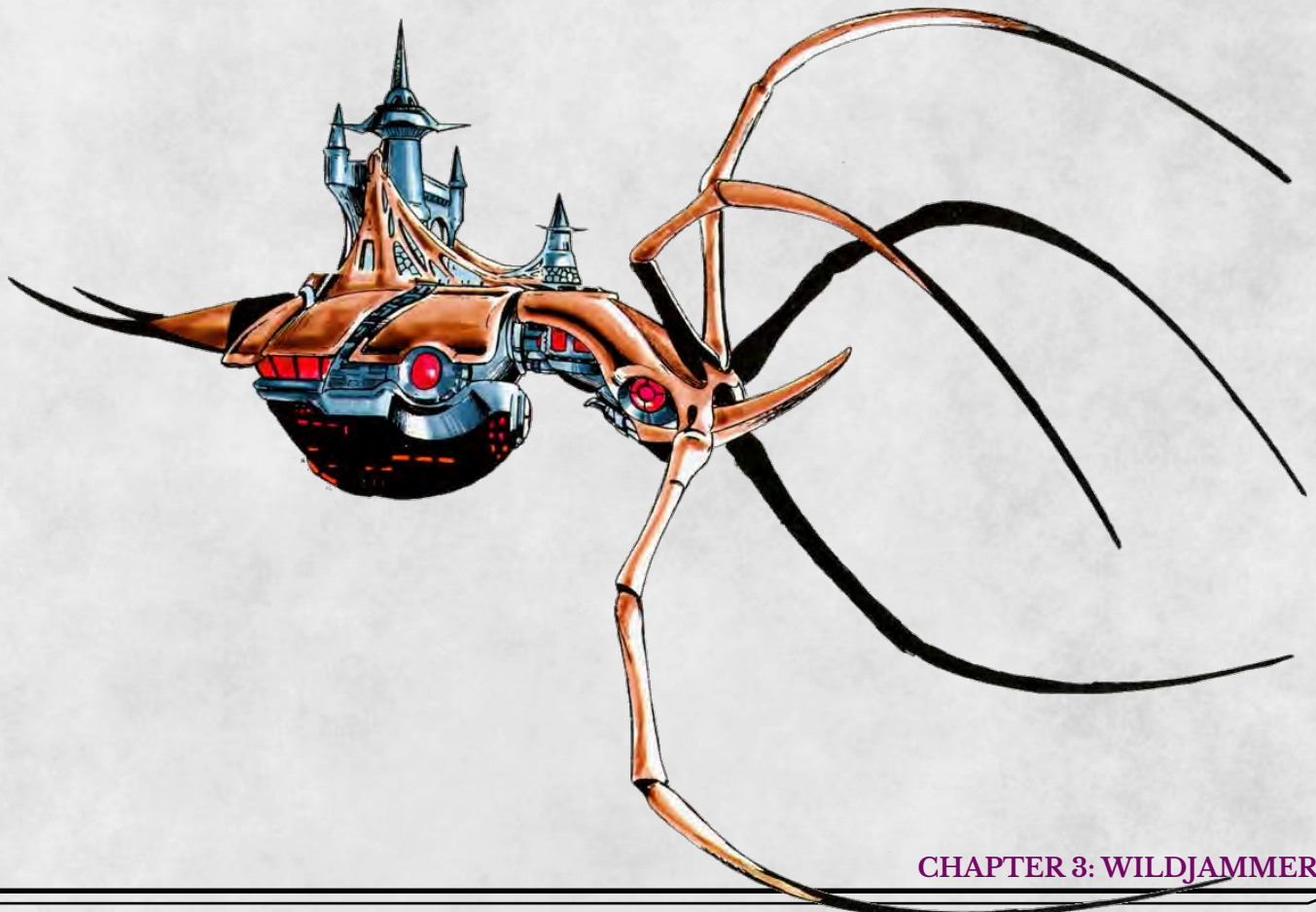
MODEL VARIATIONS

The Mindspider comes in a wide variety of styles, thanks to the fact that each is designed to suit the neogi that commands it. This means the Mindspider is generally so widely varied it's impossible to say what the average one is. That said, there is one major variation that stands out.

Broodship

This variation is designed for colonization. The Mindspider has its weapons, crew, and Helm all removed. The hull is thickened enough to survive a fall down onto the surface of a planet. The neogi then put an old master inside of the Broodship and drop it onto a planet they seek to colonize. The ship will crash onto the surface, the eggs of the old master will hatch, and once the infants finish devouring the old master, they will begin to spread out across the planet.

So far, every attempt at this type of colonization has failed thanks to the quick intervention of organizations and military factions opposed to the neogi. Most fear that it is only a matter of time before this method becomes more successful.



MINDSPIDER

Neogi Sloop (1 x 1)

Armor Class 16

Hull Points 144

Bulwark Points 22

Speed 2,500 ft. (135°)

Crew (Min/Max) 3/40

Cargo Hold 20 tons

Days of Air 4,800 days

Landing Space docks only

Cost 120,000gp

Hardpoints 3 medium

Fore Mantle Special (Piercing Appendages)

Piercing Appendages. This ship is designed with eight large spider legs protruding out around it. When the Helmsman takes the *Collide* bridge crew action, they can instead move up to half this ship's speed and then make a special *ship weapon attack* using their spellcasting ability modifier against a ship or mega creature within 1,000 feet. The Helmsman is proficient with this weapon. On hit, this weapon deals 13 (3d8) mega piercing damage.

Biomatter Hull. If this ship has fewer than 30 hull points at the beginning of each round, it regains 10 hull points.

EXAMPLE WEAPONS

3x Medium Catapult. *Ship Weapon Attack:* +7 to hit, range 4,000/12,000 ft., Fixed 1x front, 1x rear, one target. *Hit:* 10 (3d6) mega bludgeoning damage.

Piercing Appendages. *Ship Weapon Attack:* +7 to hit, reach 500 ft., Fixed front, one target. *Hit:* 13 (3d8) mega piercing 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.

MODEL VARIATIONS

The Dragonship is notable for its quality as an exploration and trading vessel, but there are two major variations seen around the stars.

Flaming Dragon

This variation of the Dragonship is generally embraced by those with a love for fire projectors and cannons. This variation loses its hardpoints and is instead built with 2 fire projectors and 2 12-pounder long guns. This variant loses the Customizable Design feature and has its cargo storage reduced to 20 tons. Due to its violent reputation, most captains consider Flaming Dragons to be hostile on sight.

Light Adventurer

This variation of the Dragonship has its AC reduced to 15, but has its speed increased to 2,500 ft. (135°).

Gunship

This variation of the Dragonship has the cargo hold reduced to 15 tons in exchange for its AC increasing to 17 and having one additional medium hardpoint.

DRAGONSHIP

Human Frigate (2 x 2)

Armor Class 16

Hull Points 157

Bulwark Points 24

Speed 2,500 ft. (90°)

Crew (Min/Max) 20/45

Cargo Hold 22 tons

Days of Air 5,400 days

Landing Water

Cost 45,000gp

Hardpoints 2 medium

Fore Mantle Dragon Figurehead

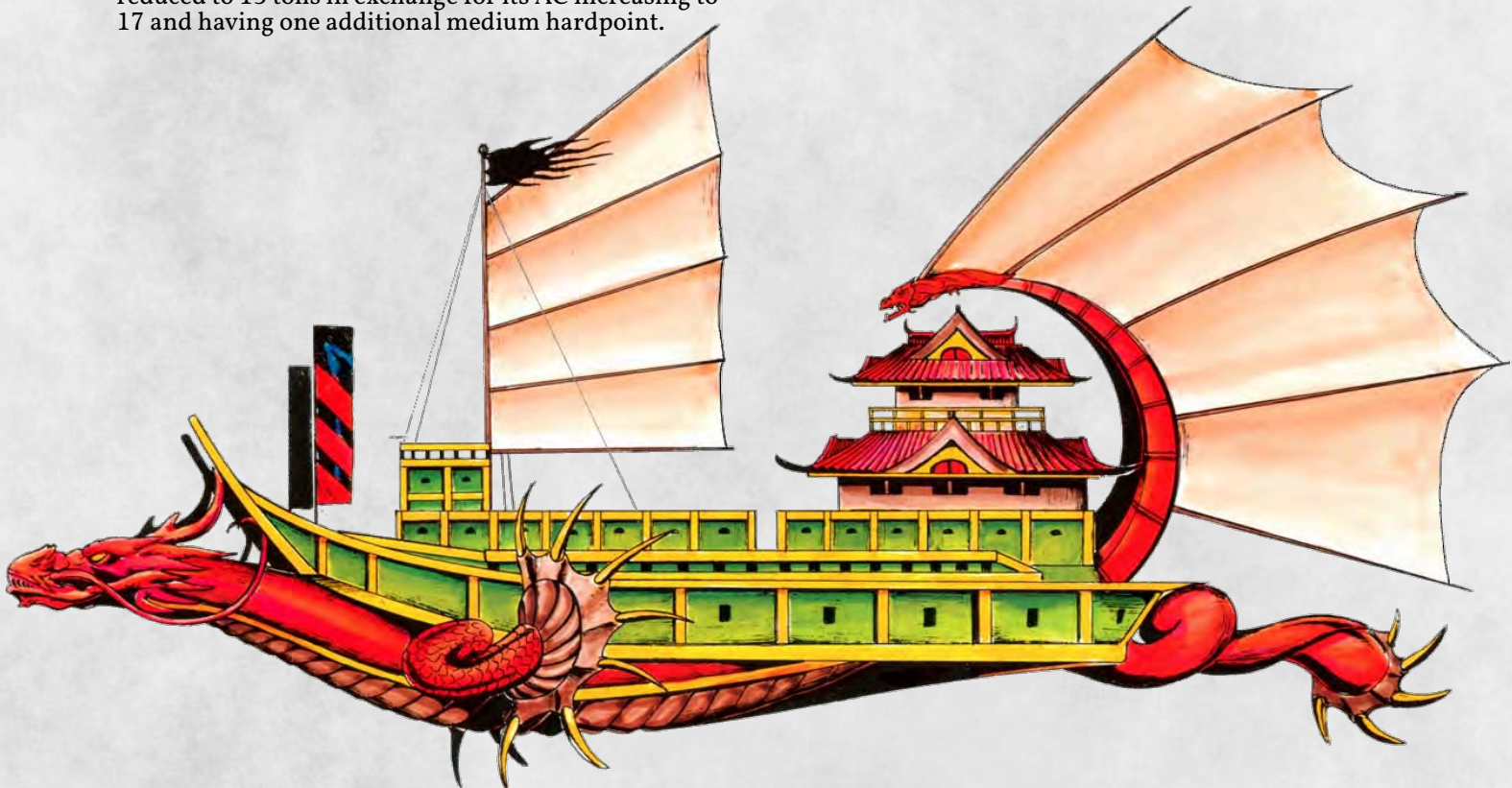
Dragon Figurehead. As an action, the Helmsman can release the figurehead's breath weapon. Each ship and mega creature in a 3,000-foot cone must make a Dexterity saving throw against the Helmsman's spell save DC. On a failure, they take 28 (8d6) mega fire damage and can't regain bulwark points until the end of your next turn. On a success, they take half damage and can regain bulwark points as normal. Once this ability has been activated, it can't be activated again for 1 hour.

Customizable Design. This ship can be fitted with either one additional medium hardpoint or 6 extra tons of cargo storage.

Nimble Design. On any round that this ship doesn't fire its weapons, its speed increases by 1,000 ft. for that round. If this movement is used, weapons can't be fired until the next round.

EXAMPLE WEAPONS

2x 12-Pounder Long Gun. Ship Weapon Attack: +6 to hit, range 5,000/15,000 ft., Fixed 1x front, 1x rear, one target. Hit: 13 (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, thick hull, and competitive pricing make the Squid Ship a favorite in the market.

This wildjammer 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.

MODEL VARIATIONS

There are countless Squid Ship variations thanks to its versatile design and wide appeal. Here are just a few of the ones you might find.

War Squid

This variation has the cargo hold reduced to 16 tons in exchange for the two medium hardpoints becoming large hardpoints, allowing for heavier weaponry.

Light Squid

This variation was built for those captains that see value in maneuverability over a thicker hull. In exchange for the ship's AC reducing to 15, its speed increases to 2,500 ft. (135°).

Heavy Squid

This variation was built for the opposite reason of the Light Squid. By reducing the cargo hold to 17 tons and thickening the hull substantially, its AC is increased to 17, making this Squid Ship better able to shrug off attacks.

Grasping Squid

Among the rarest variations to be found, this Squid Ship was designed to replace its distinctive ram with the something akin to the tentacles on a Nautiloid. Due to the scarcity of materials, this variant increases the cost to 60,000gp. This variation loses the Piercing Ram feature and gains the Grasping Tentacles feature.

Grasping Tentacles. This ship is designed with four large tentacles that extend out ahead of it. When the Helmsman takes the *Collide* bridge crew action, they can instead move up to half this ship's speed and then make a special *ship weapon attack* using their spellcasting ability modifier against a ship or mega creature within 500 feet. The Helmsman is proficient with this weapon. On hit, this weapon deals 11 (2d10) mega bludgeoning damage and if the target is Sloop size (1x1) or smaller, the target is grappled (escape DC 13).

SQUID SHIP

Human Frigate (2 x 2)

Armor Class 16

Hull Points 157

Bulwark Points 24

Speed 2,500 ft. (90°)

Crew (Min/Max) 12/45

Cargo Hold 22 tons

Days of Air 5,400 days

Landing Water

Cost 45,000gp

Hardpoints 1 large, 2 medium

Fore Mantle Ram

Ram. This ship is designed to directly collide with another ship or mega creature and survive (mostly) unscathed. When the Helmsman takes the *Collide* bridge crew action and hits, the damage this ship takes is reduced to d4s instead of d10s.

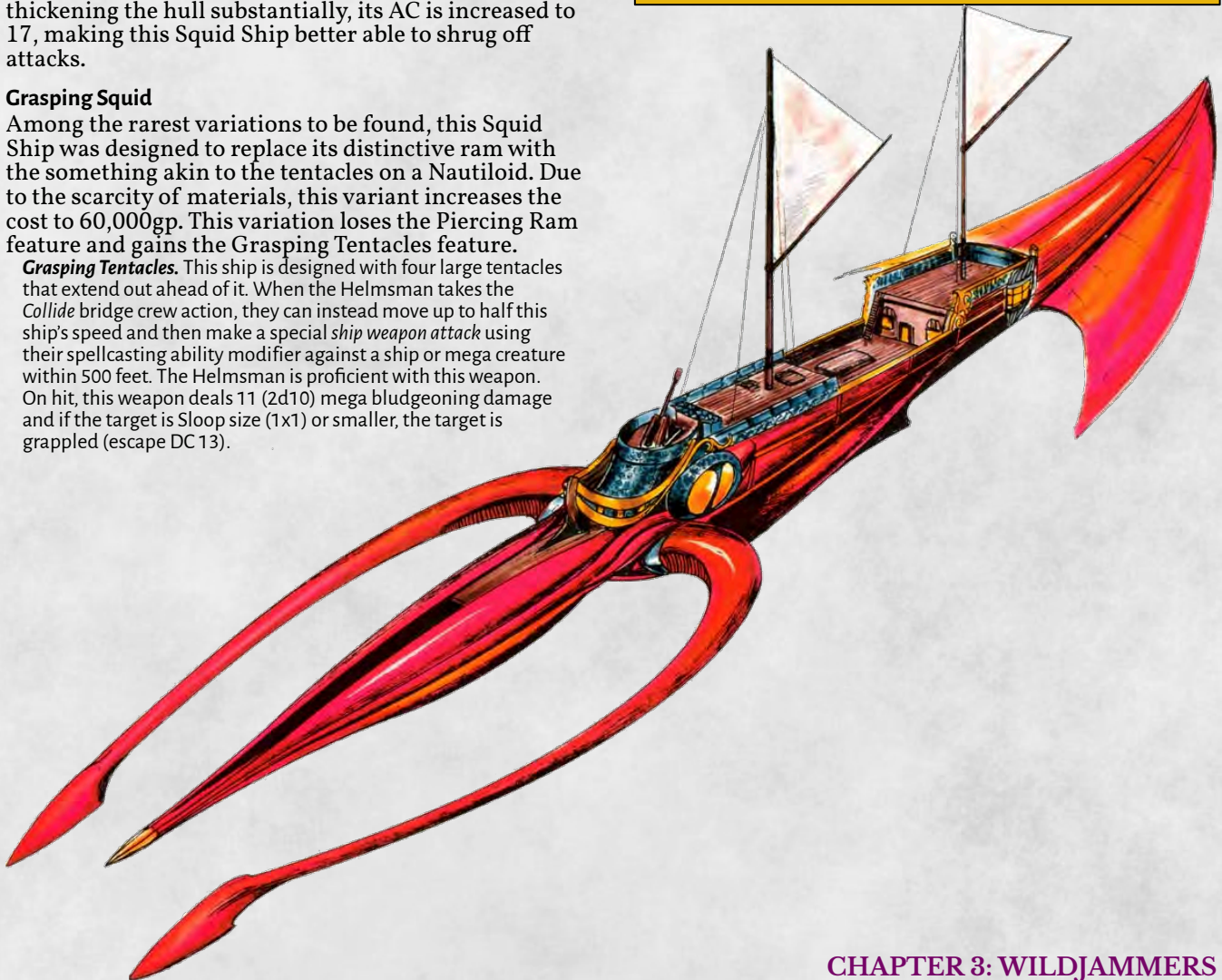
Customizable Design. This ship can be fitted with either one additional medium hardpoint or 6 extra tons of cargo storage.

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

EXAMPLE WEAPONS

24-Pounder Long Gun. *Ship Weapon Attack:* +7 to hit, range 6,000/18,000 ft., Fixed front, one target. *Hit:* 16 (3d10) mega bludgeoning damage.

2x 12-Pounder Long Gun. *Ship Weapon Attack:* +7 to hit, range 6,000/18,000 ft., Fixed 1x front, 1x rear, one target. *Hit:* 13 (3d8) 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.

Model Variations

The efficiency of the Hammership as a combat ship is not to be underestimated. Nevertheless, as with other popular ships, there are many variations of the Hammership.

Trader

Whether it be legal or illegal trade, the Hammership's thick hull makes it a valuable trader for the right crew. This variation sees all of the hardpoints reduced to medium size in exchange for the cargo hold increasing to 31 tons.

Support Cruiser

Favored by the Elven Imperial Navy, this variation foregoes much of the Hammership's resilience in favor of it being more maneuverable. This variation sees the AC reduced to 14 in exchange for its speed increased to 2,500ft (135°).

Heavy Gunship

This variation on the Hammership was designed for factions that need a ship optimized for short missions between planets, rather than over extended distances between spheres. This variation sees the main deck affixed with two additional large hardpoints in exchange for the cargo hold reducing to 22 tons. Due to the odd placement, the Hammership loses its ability to land in water safely.

HAMMERSHIP

Human Frigate (2 x 2)

Armor Class 16
Hull Points 196
Bulwark Points 30
Speed 2,500 ft. (90°)
Crew (Min/Max) 24/60
Cargo Hold 30 tons
Days of Air 7,200 days
Landing Water
Cost 60,000gp
Hardpoints 3 large
Fore Mantle Ram

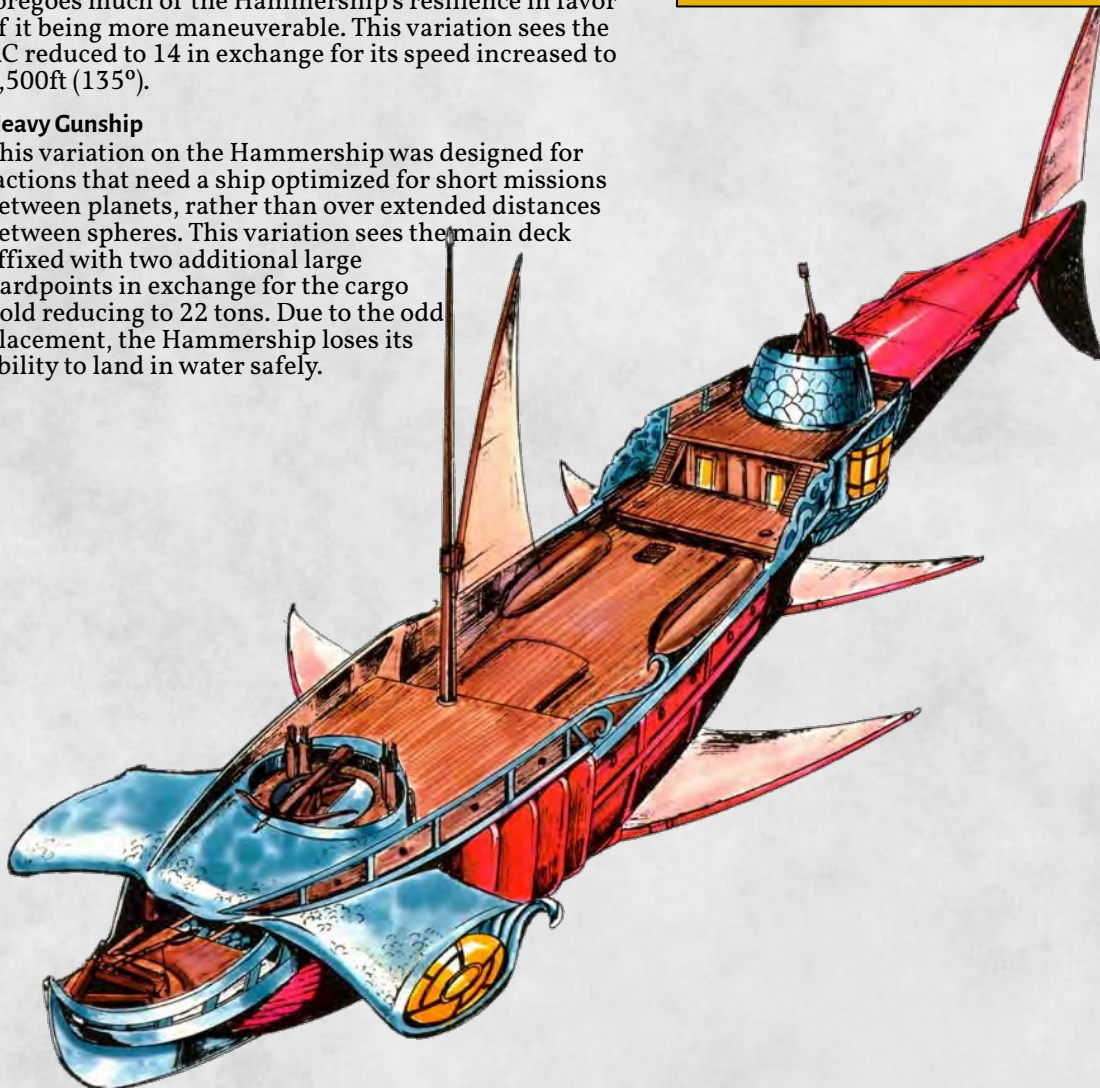
Ram. This ship is designed to directly collide with another ship or mega creature and survive (mostly) unscathed. When the Helmsman takes the *Collide* bridge crew action and hits, the damage this ship takes is reduced to d4s instead of d10s.

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 mega damage, it is reduced by 5 (1d10).

EXAMPLE WEAPONS

3x 24-Pounder Long Gun. Ship Weapon Attack: +7 to hit, range 6,000/18,000 ft., Fixed 2x front, 1x rear, one target. Hit: 16 (3d10) mega bludgeoning damage.



TRIOP

The Triop is a new wildjammer 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 maneuverability to match the Man-o-War. Covered heavily in sails shaped much like fins, 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.

MODEL VARIATIONS

The Triop is still a relatively new wildjammer to space, which would lead one to expect there not being much in the way of variation. However, since the Arcane built it but don't use it themselves, each species that have acquired the Triop have put their own spin on it.

Gunship

This configuration of the Triop is among the more feared ships in space. In exchange for the cargo hold being reduced to 4 tons, all hardpoints are increased to large size. Given its maneuverability and the Triop's distinctive fin abilities, adding this much firepower makes the Triop one of the most feared ships to fight against in space. This design requires such a substantial increase to the weight of the ship's hull to support these new hardpoints that this variation requires at least a Major Wildjammer Helm to set sail.

Heavy Triop

Although the Triop is already one of the most resilient wildjammers out there, some captains want to commission even more durable versions. This variation has its AC increased to 21, but its speed is reduced to 2,000 ft. (90°).

Trader

Like other highly durable wildjammers, the Triop has also been fitted for trading. This variation has the AC reduced to 19 and loses 2 small hardpoints in exchange for the cargo hold increasing to 28 tons.

TRIOP

Arcane Frigate (2 x 2)

Armor Class 20
Hull Points 157
Bulwark Points 24
Speed 2,000 ft. (135°)
Crew (Min/Max) 10/45
Cargo Hold 22 tons
Days of Air 5,400 days
Landing Land, water
Cost 90,000gp
Hardpoints 6 small
Fore Mantle. Ram

Ram. This ship is designed to directly collide with another ship or mega creature and survive (mostly) unscathed. When the Helmsman takes the *Collide* bridge crew action and hits, the damage this ship takes is reduced to d4s instead of d10s.

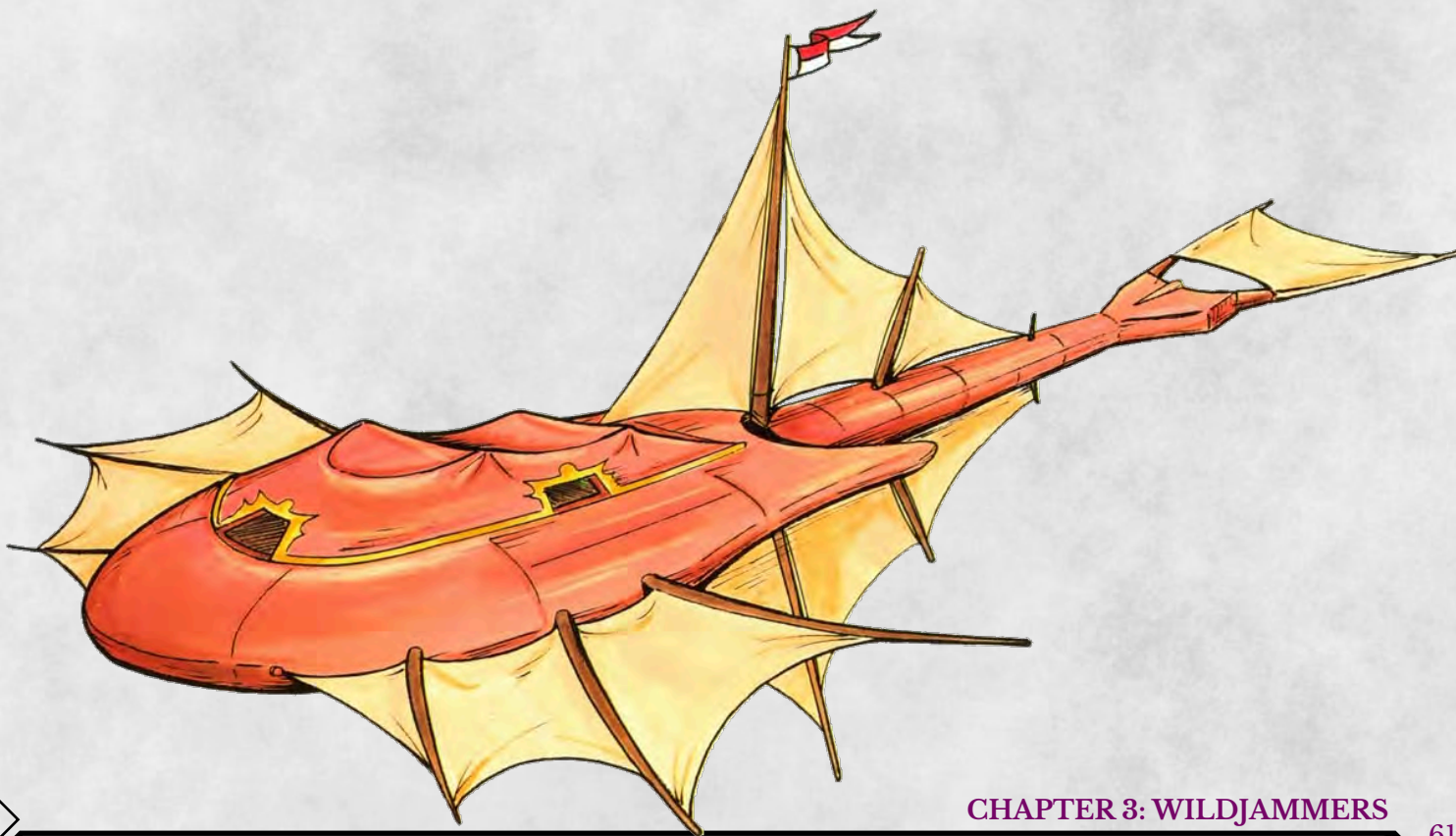
Fin Twist (3/Day). This ship can manipulate its fins to either increase its movement speed by 1,000 ft., but only be able to move in a straight line, or increase its maneuverability to 360° but only be able to move 1,000 ft. until the end of the turn.

Thick Hull. Once per turn when this ship takes mega damage, that damage is reduced by 5 (1d10).

Twisting Shot. Once per turn when the Helmsman uses Evasive Maneuvers or Fin Twist, one Gunner can use their reaction to make single weapon attack against a target in range.

EXAMPLE WEAPONS

6x Carronade. *Ship Weapon Attack:* +8 to hit, range 2,500/7,500 ft., Fixed 2x front, 2x port, 2x starboard, one target. *Hit:* 10 (3d6) 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 plant-like moth or butterfly flying through space. With its powerful wings, it can quickly move itself into a better position for attacks. This has made the Man-o-War one of the more maneuverable ships in space and a terror for the enemies of the Elven Imperial Navy.

MODEL VARIATIONS

The Man-o-War comes in a handful of varieties, but like the Cutter, the most commonly available ones are not grown in the Elven Imperial Navy shipyards but built out of wood.

Starfly Hull

The starfly variant is the original grown by the Elven Imperial Navy. This variant is exceptionally difficult to find if one isn't given one by the Elven Imperial Navy. This variant gains the following feature:

Starfly Hull. This ship can be healed by the Repair Hull spell multiple times per day.

Thick Wood Hull

This is the wooden variant crafted by shipwrights not associated with the Elven Imperial Navy. This variant is more commonly found, but its speed is reduced to 2,500 ft. (90°).

Fighter Carrier

This variation was originally designed by the Elven Imperial Navy, but other shipwrights have also begun to mimic its design. When grown by elves, this variation is the same as the starfly, but its speed is reduced to 2,500 ft. (45°) and it loses 3 of its medium hardpoints. In exchange, its cargo hold is increased to 50 tons. When created by other shipwrights, this variation is the same as the thick wood hull, except its speed is reduced to 2,500ft (45°), it loses 3 of its medium hardpoints, and its AC is reduced to 15.

In exchange for these reductions, the cargo hold on both types is increased to 50 tons. This allows the Man-o-War to carry up to 10 fighter bays for deploying fighter craft, whether they be Battle Flitters or Blades. The Elven Imperial Navy almost exclusively use this variation for carrying large numbers of elven bladesingers prepared to use their swordsmanship skills in a Spirit Warrior.

Mobile Saloon

This variation is usually created by independent elves or dwarves that are looking to make it into a saloon. This variation usually starts as the thick wood hull, and then has its speed reduced to 2,500ft (45°) and its AC reduced to 15 in exchange for its cargo hold increasing to 42 tons. This storage space is used for stockpiling anything that travelers might pay a premium for. Most of the time, this is alcohol or drugs. After months of travel, most sailors are more than willing to pay the considerably higher prices of the

MAN-O-WAR

Elven Frigate (2 x 2)

Armor Class 16
Hull Points 196
Bulwark Points 30
Speed 2,500 ft. (135°)
Crew (Min/Max) 10/60
Cargo Hold 30 tons
Days of Air 7,200 days
Landing Space docks only
Cost 120,000gp
Hardpoints 5 medium
Fore Mantle N/A

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

Maneuverable Sails. This ship can rotate the direction it faces before it moves instead of after it moves.

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

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

EXAMPLE WEAPONS

5x 12-Pounder Long Gun. *Ship Weapon Attack:* +8 to hit, range 5,000/15,000 ft., Fixed 2x front, 1x port, 1x starboard, 1x port, one target. *Hit:* 13 (3d8) mega bludgeoning damage.

mobile saloon owners. Mobile saloons also tend to carry food, water, star charts, and just about any standard commodity a wildjammer in space might need, so long as they are willing to pay more than market value for it.



OCTOPUS

This heavy frigate size wildjammer looks and moves through space much like the cephalopod by the same name. It swims through space with the large bulbous section ahead, with many tentacles stretching out behind it, as if swimming.

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 wildjammer without illithids, so the design has had a life beyond that tenuous alliance.

MODEL VARIATIONS

The Octopus has a fair number of variations, though most of these variations seem to favor the design philosophy of either the humans or mind flayers responsible for its creation.

Pirate

This variation of the Octopus was designed primary for privateers, though it quickly fell into the hands of pirates. By reducing its AC reduced to 14 in exchange for its speed increasing to 2,500 ft. (90°), this variation of the Octopus is able to maintain pursuit of trading ships longer, increasing the chance that they slow down and surrender.

Battle cruiser

This variation of the Octopus is designed around turning it into a mobile gun platform for use in large military operations. The hull is thickened and the forward steerage is replaced, resulting in the Octopus' AC increasing to 18 and gaining 4 medium hardpoints. In exchange, the cargo hold is reduced to 20 tons.

OCTOPUS

Human & Illithid Heavy Frigate (3 x 3)

Armor Class 16
Hull Points 222
Bulwark Points 34
Speed 2,000 ft. (90°)
Crew (Min/Max) 13/70
Cargo Hold 35 tons
Days of Air 8,400 days
Landing Land
Cost 70,000gp
Hardpoints 4 large
Fore Mantle N/A

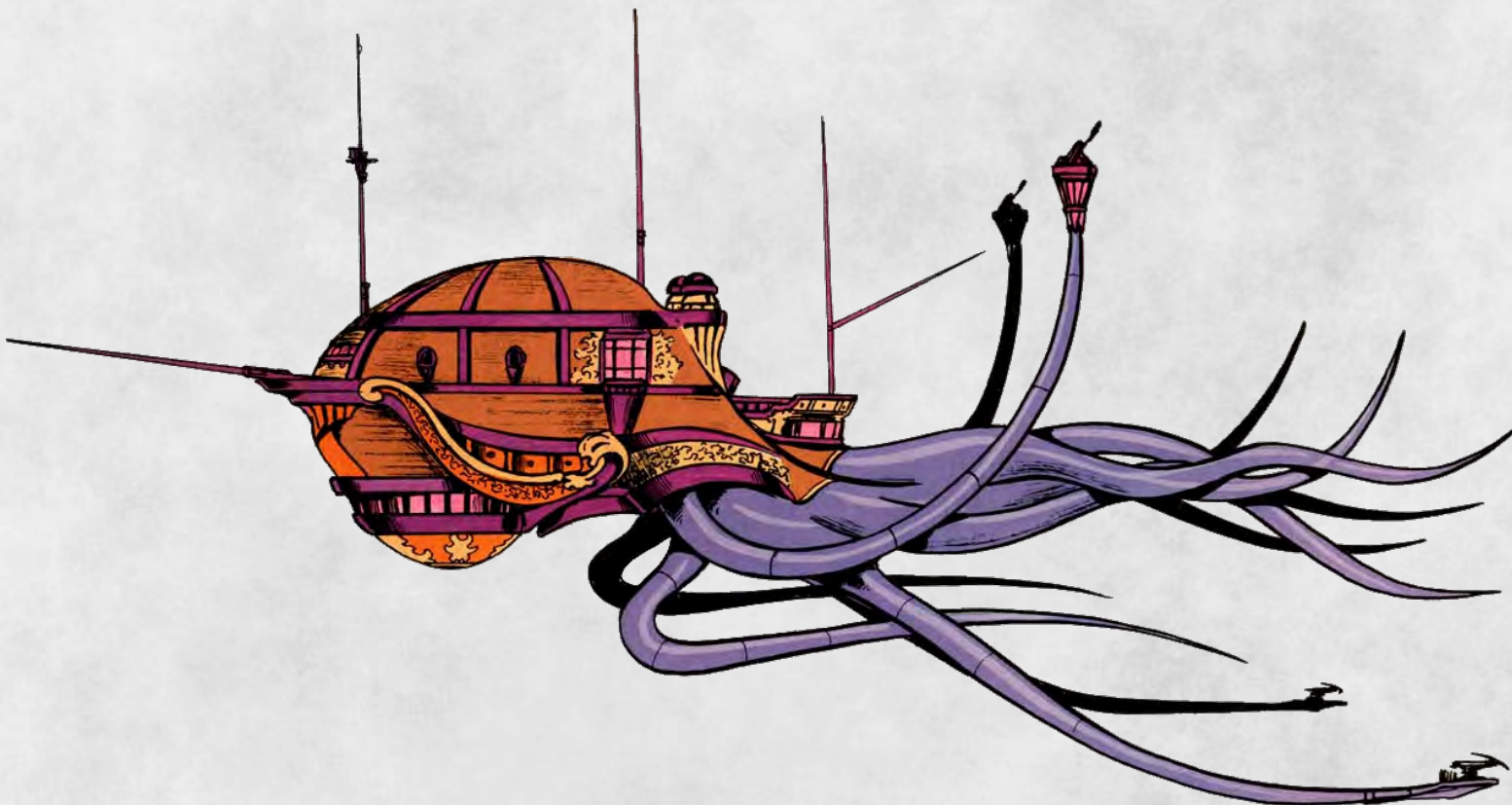
Maneuverable Sails. This ship can rotate the direction it faces before it moves instead of after it moves.

Biomatter Hull. If this ship has fewer than 30 hull points at the beginning of the initiative order each round, it regains 10 hull points.

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

EXAMPLE WEAPONS

4x 24-Pounder Long Gun. *Ship Weapon Attack:* +7 to hit, range 6,000/18,000 ft., Fixed 2x front, 2x rear, one target. *Hit:* 17 (3d10) mega bludgeoning damage.



BATTLE DOLPHIN

The Battle Dolphin (commonly just called the Dolphin) is the most recently developed human ship found 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.

MODEL VARIATIONS

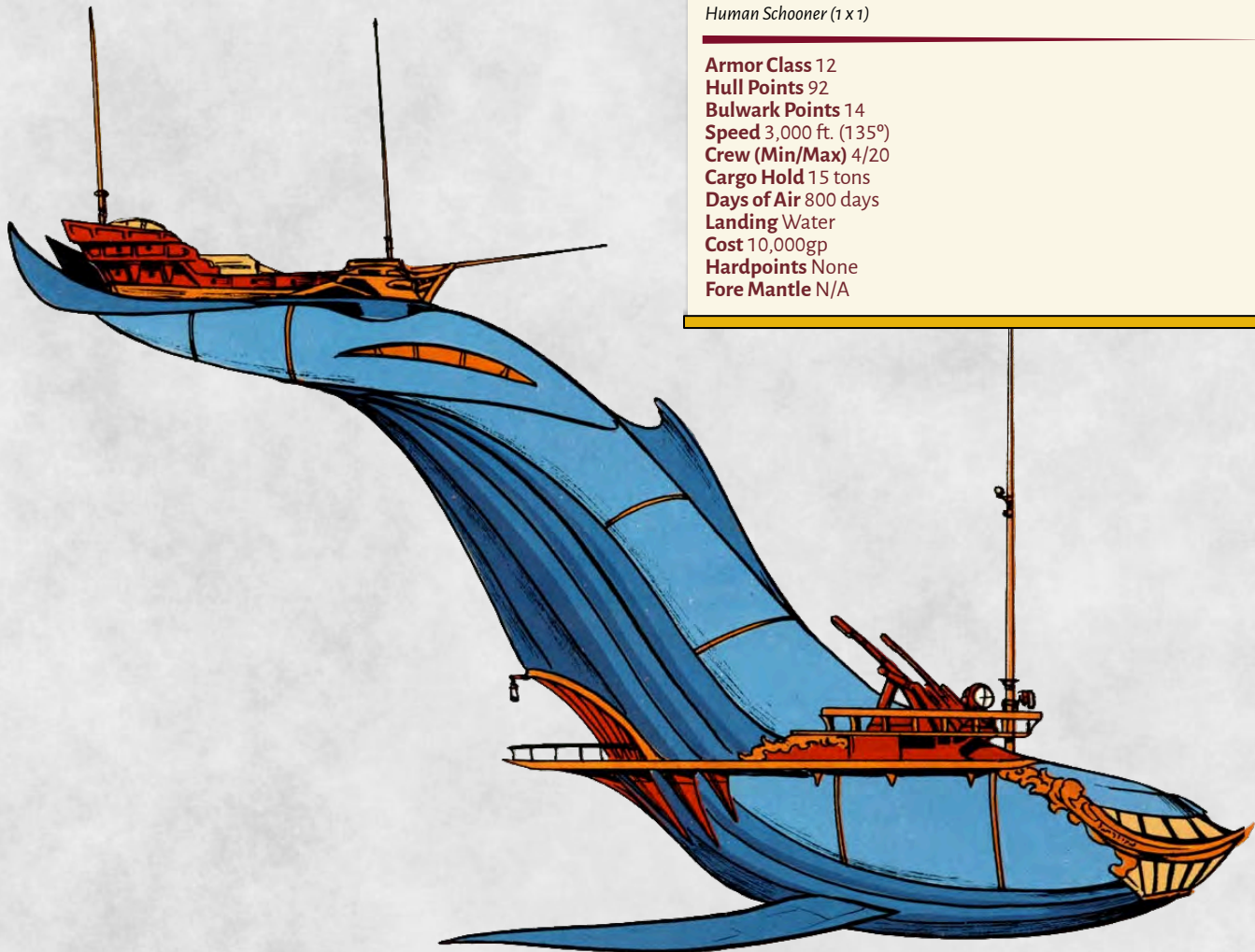
Although the Dolphin is widely revered as a trading ship, it has seen use both in war and exploration.

Warship

This variation has the Dolphin arming itself more heavily in place of its significant cargo hold. The Dolphin's cargo hold is reduced to 25 tons, but in exchange has its 2 medium hardpoints replaced with 3 large hardpoints. The remaining cargo storage is usually used for upwards of 5 fighter bays. The Dolphin Shuttle also takes on a combat role in this arrangement, with its cargo hold reducing to 3 tons in exchange for gaining 1 small hardpoint.

Armored Dolphin

This variation of the Dolphin is generally reserved for those that wish for extra security for their trade goods. The Dolphin's AC is increased to 18, but its speed is reduced to 2,000ft (45°) and its cargo hold is reduced to 28 tons.



BATTLE DOLPHIN

Human Heavy Frigate (3 x 3)

Armor Class 16
Hull Points 222
Bulwark Points 34
Speed 2,000 ft. (90°)
Crew (Min/Max) 12/70
Cargo Hold 35 tons
Days of Air 8,400 days
Landing Space docks only
Cost 70,000gp
Hardpoints 2 medium
Fore Mantle N/A

Customizable Design. This ship can be fitted with either one additional medium hardpoint or 6 extra tons of cargo storage.

Dolphin Shuttle. This ship has a detachable Dolphin Shuttle that can be launched at any time. Until it is docked again, the Dolphin Shuttle is treated as another wildjammer.

Nimble Design. On any round that this ship doesn't fire its weapons, its speed increases by 1,000 ft. for that round. If this movement is used, weapons can't be fired until the next round.

EXAMPLE WEAPONS

2x Medium Catapult. *Ship Weapon Attack:* +7 to hit, range 4,000/12,000 ft., Fixed 2x front, one target. *Hit:* 10 (3d6) mega bludgeoning damage.

DOLPHIN SHUTTLE

Human Schooner (1 x 1)

Armor Class 12
Hull Points 92
Bulwark Points 14
Speed 3,000 ft. (135°)
Crew (Min/Max) 4/20
Cargo Hold 15 tons
Days of Air 800 days
Landing Water
Cost 10,000gp
Hardpoints None
Fore Mantle N/A

WHALESHIP

The Whaleship is the largest wildjammer 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.

MODEL VARIATIONS

Although the standard Whaleship is used as a trading ship, it can be fitted to serve different purposes.

Passenger Liner

This variation of the Whaleship has its cargo storage reduced for the sole purpose of filling it with luxurious living quarters, casinos, bars, and the like. The Whaleship's cargo hold is reduced to 20 tons for backup food and emergency supplies, but the remainder is held exclusively for wealthy customers who want to go on a voyage through space.

Killer Whale

This variation of the Whaleship has its observation deck slimmed down and turned into a weapons deck. Its cargo hold is reduced to 30 tons, in exchange for it gaining an additional 4 medium hardpoints and 3 large hardpoints.

Battering Whale

This variation of the Whaleship was designed to support large military engagements in space by simply disrupting enemy lines. With its cargo hold reduced to 32 tons and its speed increased to 2,000ft (90°), this type of Whaleship focuses on making the most out of its **Whale Ram**.

WHALESHIP

Human Heavy Frigate (3 x 3)

Armor Class 19

Hull Points 274

Bulwark Points 42

Speed 1,500 ft. (45°)

Crew (Min/Max) 20/90

Cargo Hold 50 tons

Days of Air 10,800 days

Landing Land, water

Cost 90,000gp

Hardpoints 1 medium

Fore Mantle Special (Whale Ram)

Whale Ram. This ship is designed to directly collide with another ship and survive (mostly) unscathed. When the Helmsman takes the *Collide* bridge crew action and hits, the target ship takes 33 (6d10) mega bludgeoning damage, and this ship takes 15 (6d4) mega bludgeoning damage.

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

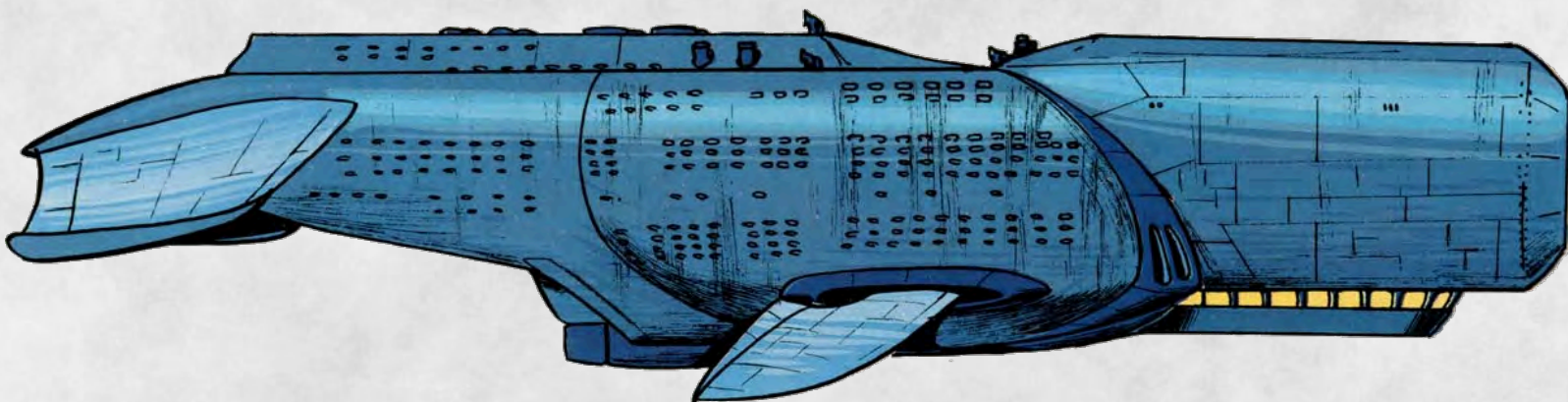
Extra Thick Hull. Once per turn when this ship takes mega damage, that damage is reduced by 11 (2d10).

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

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

EXAMPLE WEAPONS

Medium Catapult. *Ship Weapon Attack:* +7 to hit, range 4,000/12,000 ft., Fixed front, one target. *Hit:* 10 (3d6) mega bludgeoning damage.



CLIPPER

Created for sea travel, the Clipper is recognized as one of the more powerful battleships for groundling navies. It boasts an impressive array of 26 medium hardpoints, one built on a turret at the fore and one built on a turret at the aft. The remaining 24 are split half down each side of the main deck for broadside attacks. Regrettably, much like the Galleon, the Clipper wasn't originally designed for use in space. As a result, both ships lack the elegance in design necessary for smooth sailing in space, reflected by low maneuverability.

That said, you can't put 26 cannons on a ship without the giff being interested. There are plenty of wildjammers out there, but the Clipper has a lot more gunpowder than others of its class. Due to this, the giff love to use the Clipper.

MODEL VARIATIONS

The Clipper has a few variations as a warship, but neither changes the design particularly much. When used as a heavy warship, the giff commodores will often use these ships in pairs as a way to increasing firepower and limiting the ability of an enemy to outmaneuver both of them. Alternatively, the Clipper can be used as a command ship for a giff admiral. Usually when this is done, it is accompanied by 3 to 6 additional clippers as supporting heavy warships.

There is only one configuration that greatly deviates and it is generally created by groundlings, called the Merchantman. Those who are native to wildspace will generally avoid using the Clipper at all and favor other cargo ships and the giff are highly unlikely to change the Clipper away from cannons.

Merchantman

Groundling civilizations don't only build Clippers as warships, but sometimes as cargo transport or mercantile ships. This variation removes the forward and aft medium hardpoint and every other hardpoint along the main deck is slimmed to a medium hardpoint. In exchange for this, the cargo storage of the Clipper is increased to 40 tons without impacting its defensive abilities to too great a degree.

CLIPPER

Heavy Frigate (3 x 3)

Armor Class 18

Hull Points 209

Bulwark Points 32

Speed 1,500 ft. (45°)

Crew (Min/Max) 18/65

Cargo Hold 26 tons

Days of Air 10,200 days

Landing Water

Cost 195,500gp

Hardpoints 26 medium

Fore Mantle. Displacer Beast Figurehead

Displacer Beast Figurehead. As an action, the Helmsman may activate this figurehead to create magical illusions of the ship nearby its actual location. Attack rolls against the ship have disadvantage. If the ship is hit by an attack, this effect is disrupted until the end of the Helmsman's next turn. The effect is also disrupted if the ship is destroyed or grappled. Once this ability has been activated, it can't be activated again for 1 hour.

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

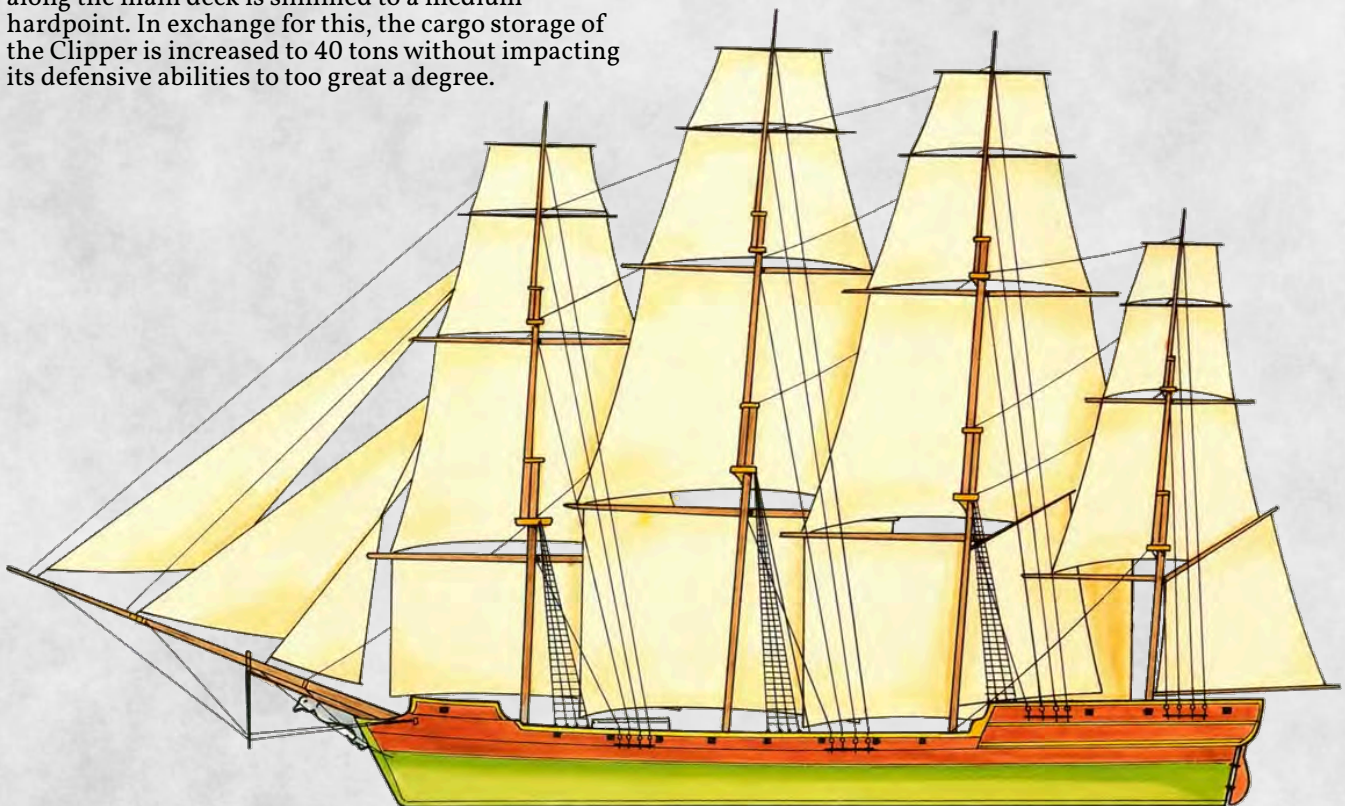
Resilient Design. This ship has resistance to damage it takes from attacks that hit it in the front.

Reckless Bombard (1/Turn). The captain of this wildjammer 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.

Ride the Aether (3/Day). As a bonus action, the Helmsman can have this ship's movement speed doubled until the start of the Helmsman's next turn.

EXAMPLE WEAPONS

26x 12-Pounder Long Gun. *Ship Weapon Attack:* +9 to hit, range 5,000/15,000 ft., Fixed 1x front, 12x port, 12x starboard, 1x rear, one target. *Hit:* 13 (3d8) mega bludgeoning damage.



DREADNOUGHT

The Dreadnought was the latest innovation of the mind flayer empire before the Gith revolution. This massive wildjammer 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.

MODEL VARIATIONS

Although the Dreadnought is created and used exclusively by illithids, it does have a few model variations that have been seen around the stars.

Heavy Dreadnought

This Dreadnought is built to be even more resilient than its standard counterpart. Its AC is increased to 21 and its hardpoints are replaced by 12 large hardpoints. As a consequence of these changes, the cargo hull is reduced to 8 tons and its speed is reduced to 2,000ft (0°). The fact that this variation is so heavy it can't realistically maneuver in combat has led to it being of limited use. The perceived value is in using supporting Nautiloids to drive enemy wildjammers into range of the heavily armed Dreadnought.

Colony Ship

Every so often, the illithids seek a way to spread themselves to a new world. This often means they need to move an elder brain from one world to another. Since elder brains maintain much of the knowledge of their species, guarding these is of the utmost importance. The Dreadnought's AC is increased to 22 and its cargo hold is reduced to 18 tons. Of these 18 tons, 3 are set aside exclusively for the elder brain. To attack a colony ship is viewed by illithids as the greatest of crimes. Anyone who survives such an attack should be well aware that they will be hunted down by illithids for the rest of their days.

DREADNOUGHT

Illithid Heavy Frigate (3 x 3)

Armor Class 19

Hull Points 274

Bulwark Points 42

Speed 2,000 ft. (45°)

Crew (Min/Max) 20/90

Cargo Hold 45 tons

Days of Air 10,800 days

Landing Water

Cost 90,000gp

Hardpoints 3 large, 4 medium

Fore Mantle Ram

Ram. This ship is designed to directly collide with another ship or mega creature and survive (mostly) unscathed. When the Helmsman takes the *Collide* bridge crew action and hits, the damage this ship takes is reduced to d4s instead of d10s.

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

Greater Biomatter Hull. If this ship has fewer than 50 hull points at the beginning of the initiative order each round, it regains 10 hull points.

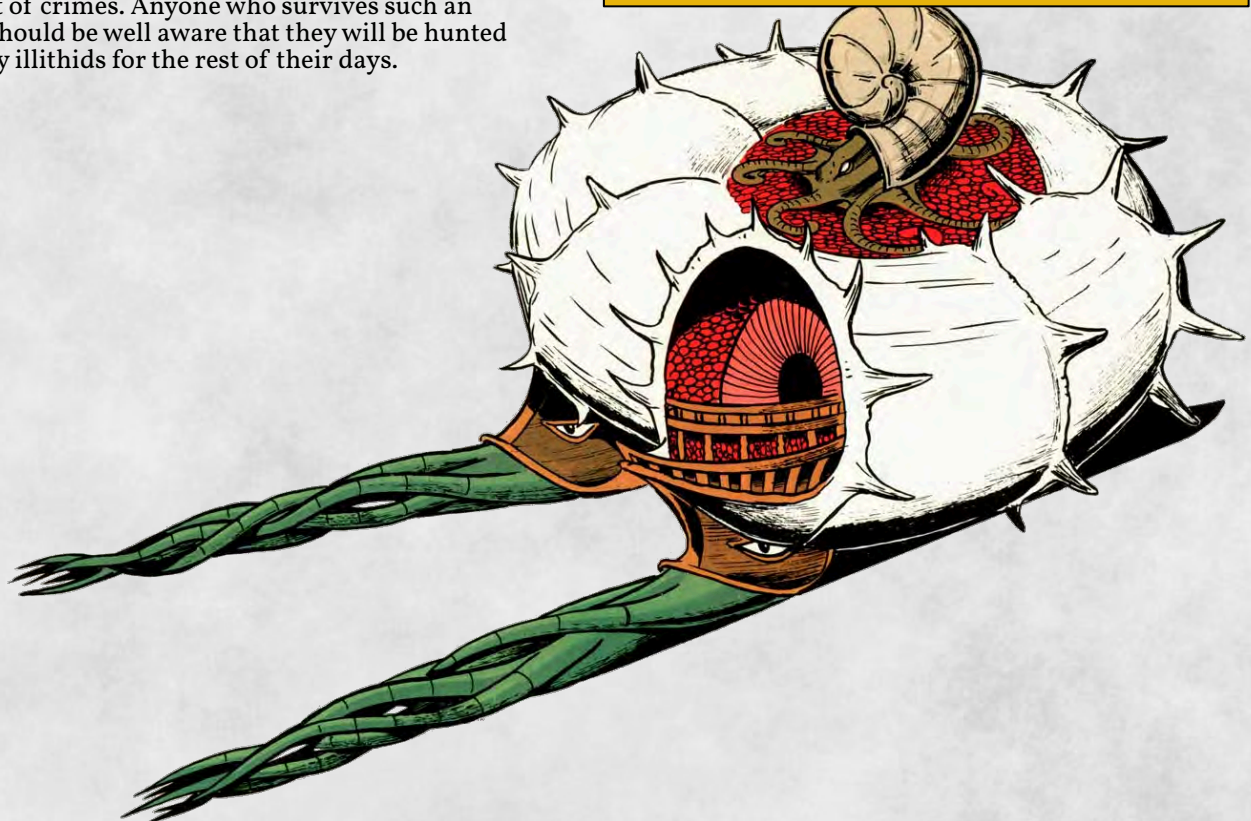
Plane Shift. This ship is equipped with a module to plane shift. The Helmsman can choose to use this module to cast *Plane Shift* as a mega spell, targeting the ship and all creatures aboard.

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

EXAMPLE WEAPONS

3x 24-Pounder Long Gun. *Ship Weapon Attack:* +8 to hit, range 6,000/18,000 ft., Fixed 2x front, 1x rear, one target. *Hit:* 16 (3d10) mega bludgeoning damage.

4x Medium Catapult. *Ship Weapon Attack:* +8 to hit, range 4,000/12,000 ft., Fixed 2x port, 2x starboard, one target. *Hit:* 10 (3d6) 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 manipulated gravity plane thanks to the multiple tentacles that the Helmsman can control freely, though this is rarely done.

MODEL VARIATIONS

The Cuttle Command comes in a handful of varieties, though without too many substantial changes. The main variation of the Cuttle Command is to act as a command ship through the use of its Helm Network. This allows the Helmsman of the Cuttle Command to watch the movements of all linked wildjammers and coordinate a strategic plan between all of them in real time. This makes the Cuttle Command a powerful ship in managing fleet tactics.

Wizard's Ship

Much like the Dragonfly variation of the same name, this variation sees the Cuttle Command transformed from command ship into a mobile laboratory, workshop, or shrine. With considerably more room than the Dragonfly (and considerably higher cost), this option is really only there for those with large sums of wealth and a desire for privacy. The 3 large hardpoints not mounted to a tentacle are removed in exchange for increasing its cargo storage to 62 tons.

Fiery Victory

This variation is named after the famed wildjammer, the Ultimate Victory that was regrettably destroyed in a mutiny. This variation's speed is increased to 2,000ft (45°) and the four tentacle mounted hardpoints are changed to small size and affixed with four fire projectors.

Mobile Base

This variation was designed to be a forward base for explorers or colonies from already established settlements. The 3 large hardpoints not mounted to tentacles are removed and replaced with 4 more tons of cargo storage and 2 new space docks for ships to dock at between exploratory missions. This variant is usually designed to carry a large number of supplies, as well as making space for a tavern or other recreational activities for sailors.

CUTTLE COMMAND

Human Ship of the Line (4 x 4)

Armor Class 18
Hull Points 300
Bulwark Points 46
Speed 1,500 ft. (45°)
Crew (Min/Max) 30/100
Cargo Hold 50 tons
Days of Air 12,000 days
Landing Land
Cost 100,000gp
Hardpoints 7 large
Fore Mantle N/A

Arcane Reinforcement. The Helmsman of this ship has advantage on all saving throws against mega spells made for the ship.

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

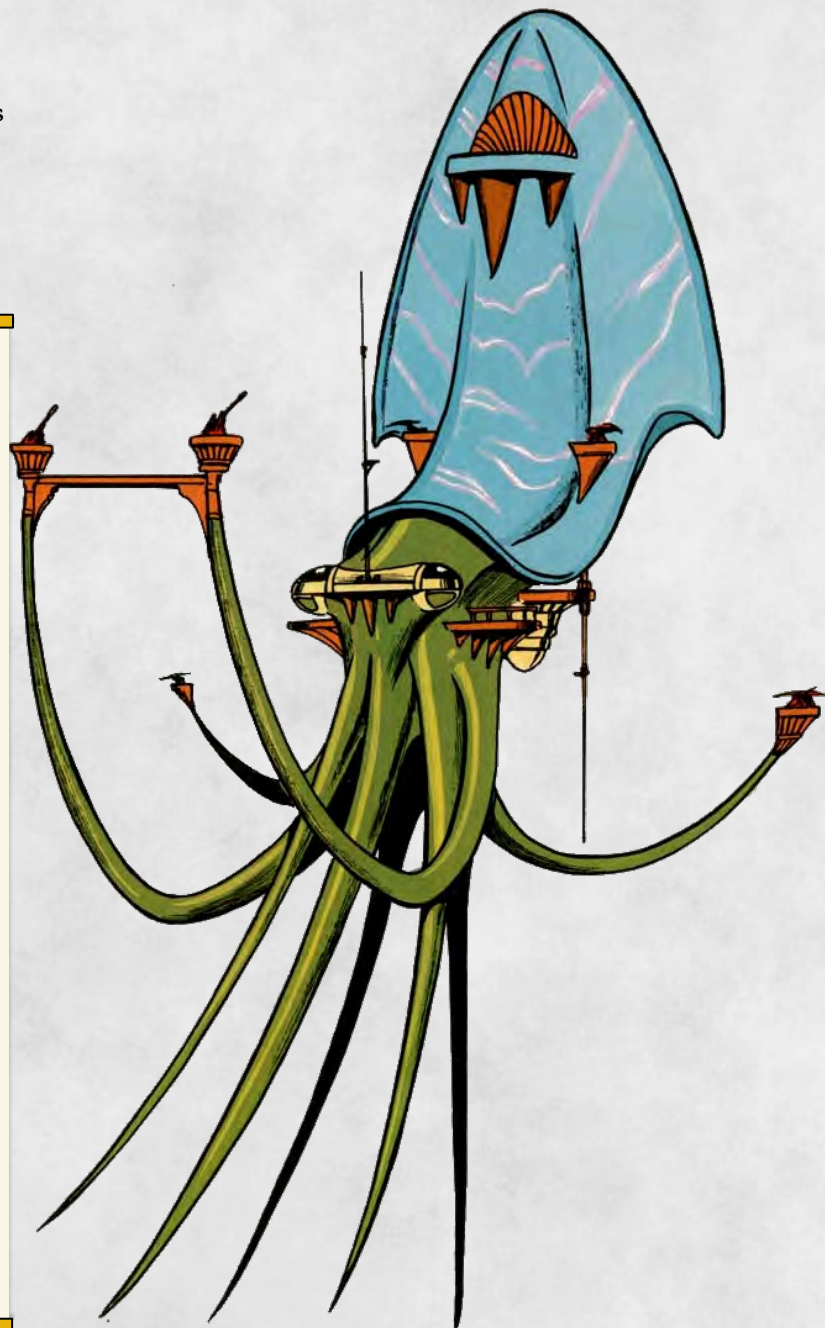
Helm Network. By spending one hour in close proximity with a willing wildjammer, the Cuttle Command can form a telepathic link to it. Until the Helmsman of either wildjammer chooses to break the connection (no action required), the Helmsman of the Cuttle Command can speak telepathically to anyone aboard any linked wildjammer and gather information from each ship's surroundings. This network can sustain up to 20 links.

Greater Biomatter Hull. If this ship has fewer than 50 hull points at the beginning of the initiative order each round, it regains 10 hull points.

Tentacle Mounted Weapons. Up to 4 hardpoints on this wildjammer ignore the fixed property.

EXAMPLE WEAPONS

7x 24-Pounder Long Gun. Ship Weapon Attack: +10 to hit, range 6,000/18,000 ft., Fixed 2x front, 1x rear, one target. Hit: 16 (3d10) mega bludgeoning damage.



ARMADA

The Armada is the greatest of the Elven Imperial Navy's wildjammer fleet. These wildjammers are surprisingly graceful and quick for their substantial size, as well as carrying a wide array of weapons. Owning an Armada is no small task, as the Elven Imperial Navy guard them fervently. Unlike with the Cutter and Man-o-War, the Elven Imperial Navy guard the secrets of the Armada so closely that they actively work to silence shipwrights that mimic this design. Possession of an Armada, whether it is one grown by the Elven Imperial Navy themselves or built by an adventurous shipwright, is treated as a crime against the Elven Imperial Navy and the offenders are immediately put to death.

Due to this strict attitude, most stay well away from attempting to make Armadas and instead focus on trying to develop other wildjammers to counteract them. Both the Tsunami and the Cuttle Command were originally built as away to help defend against the power the Armada brings to the Elven Imperial Navy.

MODEL VARIATIONS

There are a few variations to the Armada.

Starfly Hull

The starfly variant is the original grown by the Elven Imperial Navy. This variant is exceptionally difficult to find if one isn't given one by the Elven Imperial Navy. This variant gains the following feature:

Starfly Hull. This ship can be healed by the Repair Hull spell multiple times per day.

Thick Wood Hull

This is the wooden variant crafted by shipwrights not associated with the Elven Imperial Navy. This variant is more readily available, but its speed is reduced to 1,500ft (45°).

Wild Armada

This variation is the result of a starfly hull Armada being abandoned and left to drift. The hull itself begins to grow into a labyrinth of potentially dangerous flora. A wild Armada can be returned to normal by the Elven Imperial Navy with some.

ARMADA

Elven Ship of the Line (4 x 4)

Armor Class 18

Hull Points 300

Bulwark Points 46

Speed 1,500 ft. (90°)

Crew (Min/Max) 40/100

Cargo Hold 50 tons

Days of Air 12,000 days

Landing Space docks only

Cost 200,000gp

Hardpoints 14 large, 3 medium

Fore Mantle N/A

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

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

Maneuverable Sails. This ship can rotate the direction it faces before it moves instead of after it moves.

Trick Shot. Once per turn when the Helmsman uses Evasive Maneuvers or Wingbeat, one Gunner can use their reaction to make single 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 1,500 feet in a straight line.

EXAMPLE WEAPONS

14x 24-Pounder Long Gun. Ship Weapon Attack: +10 to hit, range 6,000/18,000 ft., Fixed 5x front, 3x port, 3x starboard, 3x rear, one target. Hit: 16 (3d10) mega bludgeoning damage.

3x 12-Pounder Long Gun. Ship Weapon Attack: +10 to hit, range 5,000/15,000 ft., Fixed 1x front, 1x port, 1x starboard, one target. Hit: 13 (3d8) mega bludgeoning damage.

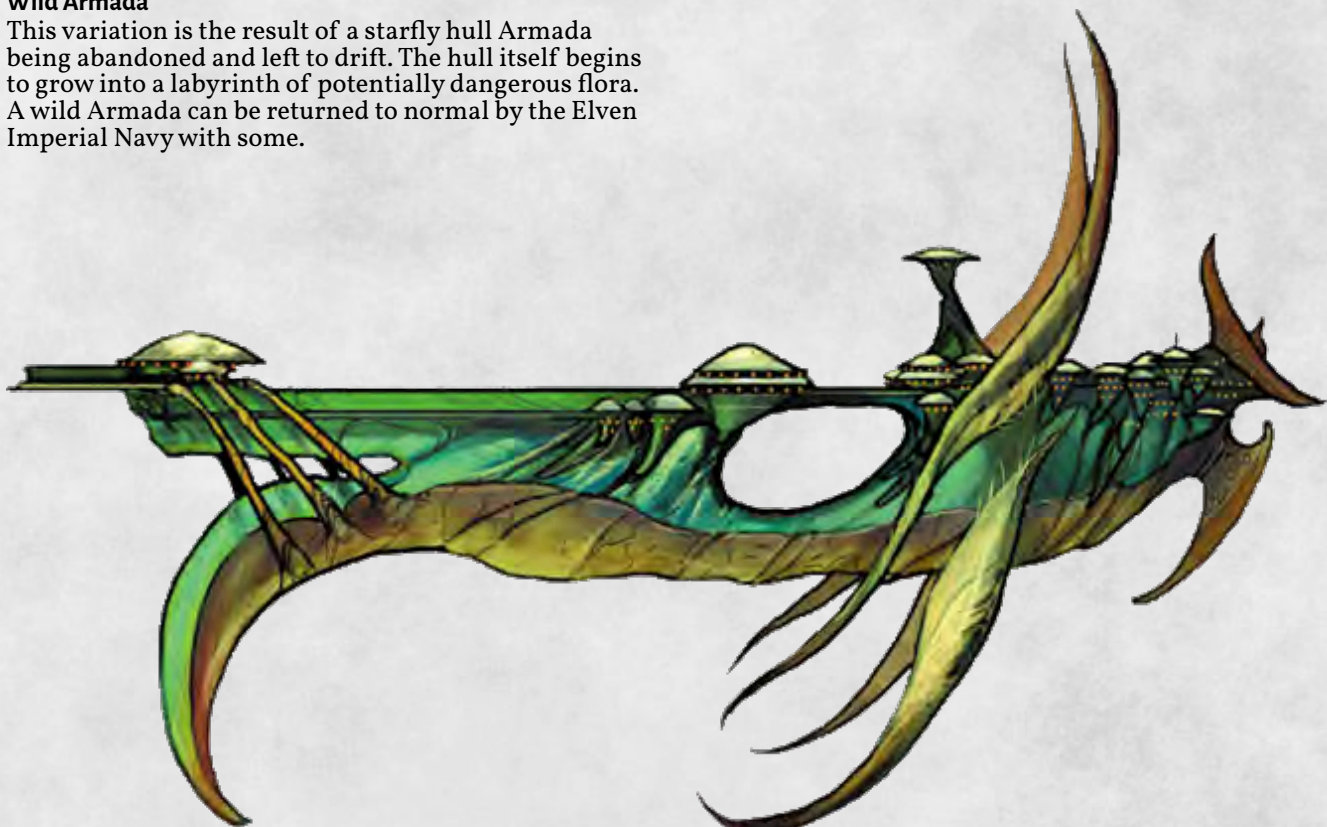


Illustration by Scott Schomburg

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DEATHSPIDER

While most species have smaller ships as their standard battle wildjammer, 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. As a result, Deathspiders are treated as something to be killed on sight. Regrettably, they tend to be rather powerful wildjammers, so taking them down is generally a concerted effort between many different wildjammers.

MODEL VARIATIONS

The Deathspider is the main workhorse wildjammer for the neogi, meaning it is often arranged differently to suit different jobs. That said, the exterior of all Deathspiders end up looking identical to one another, making it impossible to tell which kind of Deathspider you're looking at from the outside.

Broodship

When a neogi lives to an old age, there is just one fate for them: To be restrained by their fellow neogi, have their consciousness burned away, and their body transformed into an egg carrying neogi called a great old master. In this form, they are nothing but a ceaseless carnivorous hunger looking to devour anything and everything it can find. In due time, the eggs will hatch and the young neogi will devour the great old master. Until then, many of these great old masters are put into a Broodship where they can sail, hunt, and kill whatever they find for food.

Carrier

This variation of the Deathspider is designed to counter the fighters deployed by an Armada. Its cargo storage increases to 60 tons in exchange for losing 2 large hardpoints and 1 large point being reduced to medium size. This allows the carrier to hold up to 12 fighter bays for neogi Urchins.

An Urchin is a small fighter covered in spikes. Use the Blade stat block, but remove the hardpoint and change its ram to a Piercing Ram.

Piercing Ram. This ship is designed to directly collide with another ship or mega creature and survive (mostly) unscathed. When this happens, the target ship or mega creature takes 11 (2d10) mega piercing damage, and this ship takes 3 (1d4) mega bludgeoning damage.

DEATHSPIDER

Neogi Ship of the Line (4 x 4)

Armor Class 19

Hull Points 300

Bulwark Points 46

Speed 1,500 ft. (45°)

Crew (Min/Max) 30/100

Cargo Hold 50 tons

Days of Air 12,000 days

Landing Space docks only

Cost 400,000gp

Hardpoints 6 large

Fore Mantle Special (Piercing Appendages)

Piercing Appendages. This ship is designed with eight large spider legs protruding out around it. When the Helmsman takes the *Collide* bridge crew action, they can instead move up to half this ship's speed and then make a special *ship weapon attack* using their spellcasting ability modifier against a ship or mega creature within 1,000 feet. The Helmsman is proficient with this weapon. On hit, this weapon deals 13 (3d8) mega piercing damage.

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

Greater Biomatter Hull. If this ship has fewer than 50 hull points at the beginning of the initiative order each round, it regains 10 hull points.

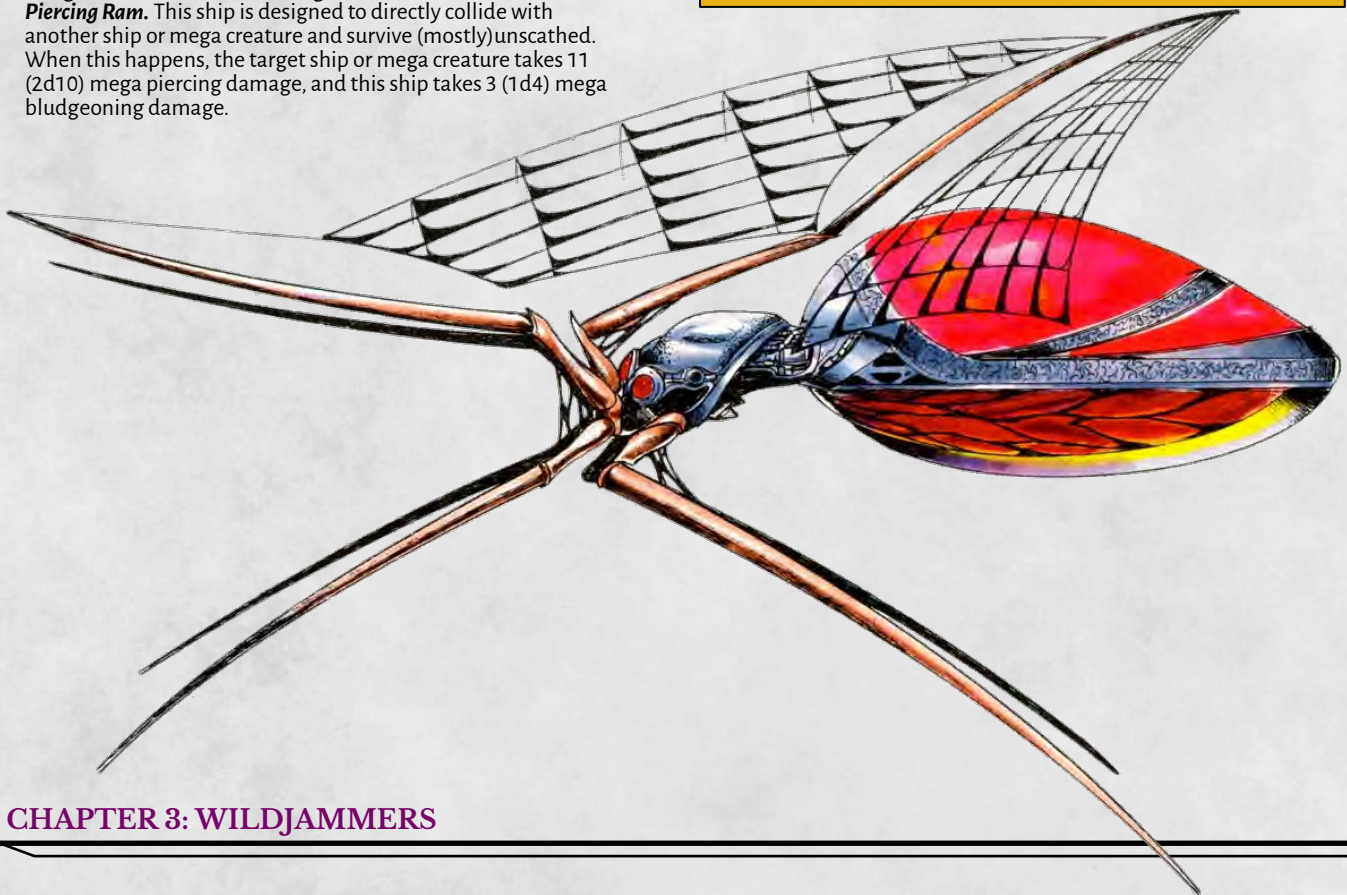
Scaled Design. This ship's modules and weapons cannot be disabled from outside attack.

Sturdy Design. When this ship is reduced to 0 hull points, it instead is reduced to 1 hull point. Once this ability has been activated, it can't be used again until the ship's hull has been fully repaired.

EXAMPLE WEAPONS

6x 24-Pounder Long Gun. *Ship Weapon Attack:* +10 to hit, range 6,000/18,000 ft., Fixed 2x front, 2x port, 2x starboard, one target. *Hit:* 16 (3d10) mega bludgeoning damage.

Piercing Appendages. *Ship Weapon Attack:* +10 to hit, reach 1,000 ft., Fixed front, one target. *Hit:* 13 (3d8) 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 wildjammer. The Tsunami is considered to be the most powerful wildjammer, short of The Spelljammer itself. Even the Elven Armadas of the Elven Imperial Navy pale in comparison to the Tsunami.

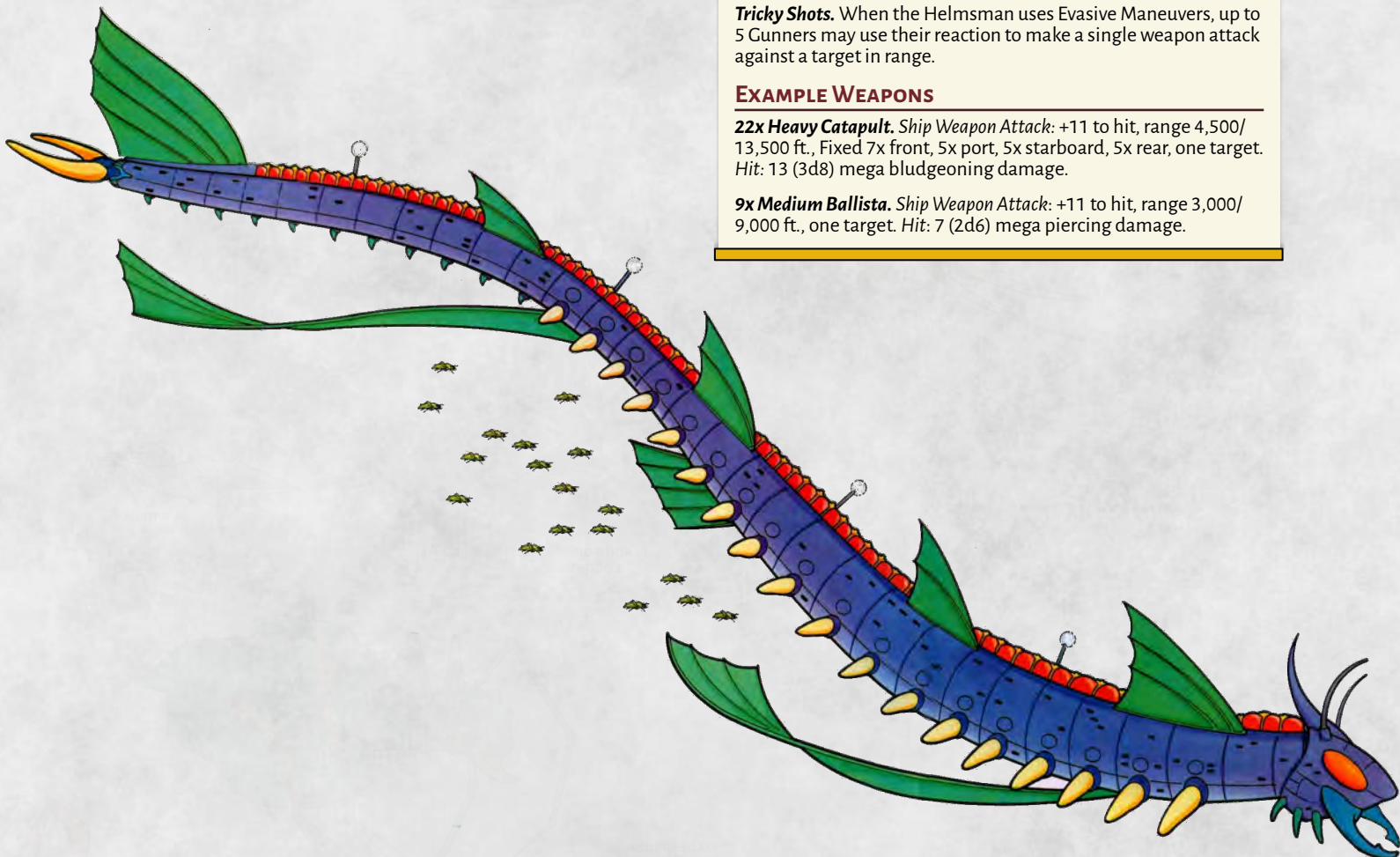
It is also said that there is no more beautiful a sight than seeing a Tsunami sailing through the stars. Even the beauty of the greatest of radiant dragons pale in comparison. The only thing to match the beauty of the sight is the terror if it is turned against you.

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.

MODEL VARIATIONS

There are only 8 Tsunamis in existence and no one is really looking to mimic its design. While it is incredibly beautiful and powerful, it also bankrupted the country of Wa to create them. As a result, there aren't any model variations for the Tsunami, and you're also extremely unlikely to find one to purchase!



TSUNAMI

Human Ship of the Line (4 x 4)

Armor Class 22

Hull Points 560

Bulwark Points 84

Speed 2,500 ft. (135°)

Crew (Min/Max) 75/300

Cargo Hold 100 tons

Days of Air 36,000 days

Landing Land

Cost 600,000gp

Hardpoints 22 large, 9 medium

Fore Mantle Displacer Beast Figurehead

Displacer Beast Figurehead. As an action, the Helmsman may activate this figurehead to create magical illusions of the ship nearby its actual location. Attack rolls against the ship have disadvantage. If the ship is hit by an attack, this effect is disrupted until the end of the Helmsman's next turn. The effect is also disrupted if the ship is destroyed or grappled. Once this ability has been activated, it can't be activated again for 1 hour.

Arcane Reinforcement. The Helmsman of this ship has advantage on all saving throws against mega spells made 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.

Reckless Bombard (1/Turn). The captain of this wildjammer 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 5 Gunners may use their reaction to make a single weapon attack against a target in range.

EXAMPLE WEAPONS

22x Heavy Catapult. Ship Weapon Attack: +11 to hit, range 4,500/13,500 ft., Fixed 7x front, 5x port, 5x starboard, 5x rear, one target. Hit: 13 (3d8) mega bludgeoning damage.

9x Medium Ballista. Ship Weapon Attack: +11 to hit, range 3,000/9,000 ft., one target. Hit: 7 (2d6) mega piercing damage.

SHIP CONSTRUCTION

Although there are many interesting wildjammers provided in this book, a party might like to design their own. While DMs could and should feel free to use their balancing intuition, in this section we'll be going through a process that a DM or the party can follow to design their own wildjammer!

It would be advantageous to read through this entire section first before starting to build your own ship. It will likely be easier the second time through!

To begin, we start with a generic ship template with AC 10 and a speed of 3,000 (90°). As we go through the following steps and you make your choices, you will make changes to these values.

Please note that this assumes your ship is being built for space travel. Ships designed by groundlings for naval travel suffer a -45° maneuverability penalty.

STEP 1: PICK A HULL SIZE

The first thing we need to do is decide how big the ship is going to be. A larger ship tends to have better AC, HP, BP, cargo storage, and hardpoints, but they are slower and more expensive.

Start by choosing a hull size, any size between 10 and 100. The higher this number, the bigger the ship, and also the more expensive. See the Hull Sizes Table below and modify the generic ship with the values in the AC, speed, and maneuverability columns.

HULL SIZES TABLE

Tonnage	Ship Size	AC	Speed	Maneuverability
10-20	Schooner (1x1)	+2	+0 ft.	+45°
21-40	Sloop (1x1)	+4	+0 ft.	+0°
41-60	Frigate (2x2)	+5	-500 ft.	+0°
61-90	Heavy Frigate (3x3)	+6	-1,000 ft.	-45°
91-100	Ship of the Line (4x4)	+7	-1,500 ft.	-45°

STEP 2: CALCULATE HP & BP

To calculate your ship's hull points, multiply the ship's tonnage by 2.6, round down, then add 40 to the result.

For example: If your ship has a tonnage of 38, that's 38 x 2.6 = 98.8. Add 40 for a total of 138 hull points.

To calculate your ship's bulwark points, multiply the hull points by .15 and round to the nearest even whole number. In this example, 138 x .15 = 20.7. We then round to 20. This ship has 20 bulwark points.

STEP 3: CHOOSE HULL MATERIAL

Your wildjammer can be made out of a wide variety of different materials. Choose an option from the Hull Materials table below. This will modify your ship's AC, speed, and maneuverability. It will also determine the cost per ton for the hull.

Please note that not all materials listed here are easily found on the market. For example, elves jealously guard the rituals for growing plant based ships. They are listed for for situations where the characters have earned the ability to buy them.

HULL MATERIALS TABLE

Material	AC	Speed	Maneuverability	Cost Per Ton
Thin Wood	+0	+500 ft.	+45°	500gp
Thick Wood	+1	+0 ft.	+0°	1,000gp
Plant	+1	+0 ft.	+45°	2,000gp
Metal/Stone	+3	-500 ft.	+0°	2,000gp
Crystal	+2	+0 ft.	+0°	1,500gp
Biomatter	+1	+0 ft.	+45°	1,500gp

STEP 4: AIR, CREW, & CARGO

Next we do some quick and easy calculations.

- **Cargo Hold** is equal to half your ship's tonnage, rounded down.
- **Crew (Min)** is equal to 1/3 of your ship's tonnage, rounded down.
- **Crew (Max)** is equal to your ship's tonnage.
- **Days of Air** is equal to your ship's Crew (Max) multiplied by 100.

For example, our 38 ton ship has a cargo hold of 19 tons. It has a minimum crew required equal to 12, and a maximum crew of 38. It has 3,800 days of air.

STEP 5: APPLY MODIFIERS

Many ships are designed with a modifier that further adjusts the hull's statistics. This is optional and it can only be applied at ship construction. Adding one of these options increases the cost of the hull by 10%.

Choose **one** from the list below.

AETHERDYNAMIC HULL

The hull of this ship is infused with a small amount of aether, making it glide much more easily while sailing in wildspace. Unfortunately, this increased speed does make it harder to turn quickly.

This ship's speed is increased by 500 ft., but its maneuverability is reduced by -45°.

DENSE HULL

Through the use of transmutation magic, the material used in the construction of this ship is more dense than it would normally be. While this does slow down the ship, the hull becomes more defensible.

This ship's AC is increased by 1, but its speed is reduced by -500 ft.

MANEUVERABLE RIGGING

This ship is enhanced with specialized rigging making it exceptionally easy to handle. This allows the crew to make faster turns, but the rigging interferes with the sails and creates a drag, reducing overall speed.

This ship's maneuverability is increased by +45°, but its speed is reduced by -500 ft.

THICKENED HULL

This hull is thickened, taking up more space and making it harder to turn, but in exchange provides a considerable jump in defense.

This ship's AC is increased by 2, but its cargo storage is reduced by 20% of its total and its maneuverability is reduced by -45°.

VERSATILE DESIGN

This ship is designed with a sleek hull and adaptable rigging system that make it particularly maneuverable, but at the cost of durability.

This ship's maneuverability increases by +45°, but it loses 1 AC.

STEP 6: CHOOSE A HELM

In most cases, you'll want to use a *Wildjammer Helm*. If your ship is a Heavy Frigate or Ship of the Line sized ship, you will need to use a *Wildjammer Helm (Major)*. If you already own a *Wildjammer Helm*, a member of the Arcane will transfer it and license it to this new ship for a modest 10,000gp fee.

If you have acquired a helm that you want to use in lieu of a *Wildjammer Helm*, a shipwright will usually install it. Consult with your DM.

STEP 7: ASSIGN HARDPOINTS

Both this and the next step require DM input. The number of hardpoints on a ship varies considerably based on the ship's overall design.

Consider the Clipper. The Clipper is a ship with a crew (min/max) of 18/65. It also has a whopping 26 medium hardpoints, usually with a 12-pounder long gun that needs 4 crew each. This means that to use the guns, the Clipper needs 104 crew members. This is a poorly designed ship, but it works for the giff because they are willing to deal with the unfortunate living conditions if it means more guns.

Now consider the Hammership. The Hammership has a crew (min/max) of 24/60. The ship has 3 large hardpoints, usually for 24-pounder cannons, each of which require 6 crew to operate. That means to use each of these guns, the ship needs 18 crew. In total, that's 42 crew to operate the sails and guns, with 18 in reserve should any crew meet an unfortunate end or otherwise be incapacitated. This ship makes sense.

With that in mind, there are some general rules to follow when assigning the number of hardpoints for a reasonably designed wildjammer. See the Hardpoint Table below for the maximum hardpoint size and number of hardpoints by ship size.

Remember, these are guidelines. Many of the ships in this document break them!

HARDPOINT TABLE

Tonnage	Ship Size	Max. Size	Max. #
10-20	Schooner (1x1)	M	2
21-40	Sloop (1x1)	M	3
41-60	Frigate (2x2)	L	4
61-90	Heavy Frigate (3x3)	L	6
91-100	Ship of the Line (4x4)	L	-

STEP 8: FEATURES & LANDING

Assigning ship features is another step that requires DM input. Features are meant to represent the things that the ship is good at. A quick and agile ship might have a feature like Evasive, allowing it to move in any direction when the Helmsman uses the Evasive Maneuvers bridge crew action. It wouldn't make much sense for the massive and clunky Whaleship to have that same feature.

Just like with weapons, I can only offer guidelines to help DMs in assigning features to a new ship. See the Features Table for a rough estimate of how many features a ship should have based on its tonnage.

When a ship is being built, it can forego installing a fore mantle in exchange for 1 additional ship feature in addition to the number shown on the table below.

In addition to assigning features, the DM must also assign landing gear. This is largely based on the ship's aesthetic. Does it have legs? It lands on the ground just fine. Is it shaped like a boat? It can land in water just fine. Use your best judgment based on the design.

FEATURES TABLE

Tonnage	Max. # of Features
10-40	1
41-60	2
61-90	3
91+	4

STEP 9: THE NAMING

Now that you've mapped out your ship, you'll pay the shipwright based on the cost per ton multiplied by the ship's tonnage. Construction takes a number of days equal to the ship's tonnage. You can also purchase modules, upgrades, fore mantle equipment, and ship weapons directly from the shipwright to have them installed during construction and save some time.

Once your ship is done, you'll want to gather the crew for a naming ceremony. It's bad luck to deploy a ship on its maiden voyage without a name! This is the perfect opportunity for a fun roleplay heavy scene!



WILDJAMMER COMBAT

Wildspace is largely untamed. Much like sailing on the open sea or traveling between towns in a western, there's little in the way of police to help you outside of large populated cities. This means a well prepared ship would be wise to be ready to protect itself!

In this section, we'll be discussing how wildjammers protect themselves against other ships and against the gargantuan monsters that live in wildspace ("mega creatures"). The ship combat system presented here is an adaptation of the ship combat system designed by Mage Hand Press for their Dark Matter setting. **This system is not compatible with the ship combat rules presented in any of the official books.** The goal of this system is to have ship combat feel like the party is using a tool (the ship), rather than putting aside their character sheet to play a mini-game.

That said, **you do not need to use ship combat in a Wildjammer game.** This section is entirely optional. Many DMs are completely fine with using the party's ship as a narrative tool for conveying the party around to different locations, to act as a central base, and even as a recurring battlemat for attacking monsters. That said, you may be a DM who wants your party to battle a space kraken or defeat a space version of Charybdis and Scylla. This system is for that kind of DM.

MEGA SCALE

While reading through this supplement, you've seen the word "mega" come up a lot. In D&D 5e, we're used to combat on "ground scale", where an individual character's powers can have great sway over a battle. In Wildjammer, ship combat takes place on a larger scale called "mega scale". Unlike ground scale, an individual character is fairly harmless at mega scale with their normal ground scaled abilities. A fireball's 8d6 fire damage does almost nothing to a ship with hull points. That's where ships and mega-spells come in.

In this supplement, something tagged "mega" means it is only intended for use in ship vs ship combat. Those features which aren't tagged mega are ineffective at influencing anything at mega-scale. For example, a paladin going up to a ship, attacking it, and doing a *divine smite* is ultimately ineffective on the hull. But if that same paladin were to fire a ship's cannon and use *divine smite* when the cannonball hits, they would deliver a devastating blow. In other words, ship and ground combat are kept completely separate.

As a general rule of thumb, something mega is 100x its ground counterpart. For example, ground scale has a 5-foot by 5-foot grid, while mega scale has a 500-foot by 500-foot grid. If you deal 1 mega damage to a ship, it takes 100 regular damage (1 hull point).

Now you might ask: Why not use mega scale stuff on ground scale enemies? Tiamat's 600 hit points can be converted to 6 mega hit points which a ballista can easily do. The answer is simply that **ground and mega scale are conventions of play to make the game easier, not to translate mechanics between scales.** If a ship is going to fight Tiamat at mega scale, the DM should probably create a mega scale version of Tiamat.

One thing that doesn't scale up is time. A round of combat is 6 seconds in both ground combat and ship combat. This is to make it easier for the DM to run a boarding encounter on the ship while the ship is still engaged in a ship scale fight (if the DM wishes to). See the Mixing Mega & Ground Scale section.

SHIP WEAPON ATTACKS

In a normal D&D 5e game, there are melee and ranged attacks. While it may seem intuitive that the cannons on a ship would be dexterity based ranged weapons, this leaves many martial characters at a disadvantage that doesn't feel particularly fun. For this reason, this system has a new kind of attack, a *Ship Weapon Attack*.

When a character makes a ship weapon attack, they roll a d20 and add their proficiency plus either their Strength or Dexterity modifier (their choice) to the attack roll. Based on circumstances, the DM may call for this roll to be made at advantage or disadvantage. If the total of this attack meets or beats the AC of the target, the attack hits. On a hit, the character rolls the damage of the ship weapon, **but they do not add their modifier to the damage roll.**

Some classes have features that modify their attacks. The *Gunner* and *Fighter Helmsman* role have a feature to allow such features to work in ship combat subject to DM approval. While a feature like Extra Attack is easy enough to approve for ship weapons, something like a barbarian's *Reckless Attack* doesn't quite work as well. Fortunately, a barbarian can jump in a Spirit Warrior where their reckless attack works fine.

DMs: remember that players build their characters because they like to use their character's abilities. *Reckless Attack* is problematic because the drawback effects the entire party, but something like *Divine Smite* has no such drawback. Be open to your party using their class features in ship scale combats, so long as they are performed with ship weapons. A paladin's *divine smite* might only work on *melee weapon attacks*, but it probably should also work on *ship weapon attacks*.

MIXING MEGA & GROUND SCALE

As a DM, you may encounter a situation where some player characters are doing ship combat while others are caught up in a ground scale fight. Since combat is 6 seconds for both scales, you can run both encounters simultaneously using the same initiative.

On a creature's turn in initiative, they may choose whether to act on ground scale or to act on mega scale. For example, if a PC is aboard an enemy ship, they can't really operate one of their ship's guns. If they are busy leading the crew to aim and fire a ship's cannon, they can't focus on the boarding party on their ship. Use your best judgment.

SHIP GRAPPLES

In most cases, ship combats are fought until one side surrenders, runs away, or is disabled and boarded. It's rare for a ship to be destroyed. Even if the bridge crew want to fight to the death, the standard crew will likely mutiny, as surrender is often preferred to suffocation.

When one ship wants to board another, they need to grapple the other ship. Grappling involves a Captain coordinating the crew into tossing lines and shooting harpoons to lock the two ships together.

When a ship is grappled to another, both ships move at half their normal speed, and both move when the other moves. A ship grapple ends when a Captain uses their action to attempt another grapple check to break the original check that grappled them. **A ship which has 0 hull points automatically fails any attempt to resist being grappled by another ship.**

While in a ship grapple, the crew of either side can board the other if a boarding party is initiated by the Captain. Otherwise fighting commences between the top decks of the two ships.

BRIDGE CREW ROLES

When engaged in a ship fight, it's important for player characters to have a way to contribute to the fight. If the fight feels too much like the ships themselves fighting, like in a classic war game, often players won't feel like they are still playing their character. To help with this, Wildjammer makes use of bridge crew roles.

A creature can only occupy a single bridge crew role at a time. Some roles, like the Captain, Helmsman, or Boatswain can have only one occupant, while Gunner and Fighter Helmsman can have as many as the ship has capacity for. A creature can switch between roles as a bonus action on their turn, but if the role they are switching into is occupied, the current occupant must agree to the swap.

BRIDGE CREW PROFICIENCIES

As a character levels up, they also gain new abilities for their bridge crew roles. Starting at 1st level, a character gains 4 bridge crew proficiencies. They gain 2 more points at levels 5, 9, 13, and 17. Each character starts at rank 0 in each bridge crew role and can spend points to increase their rank, unlocking that rank's feature. You must meet the level requirement to buy a rank and must buy them in order.

A character may reallocate their ranks by spending 1 week of downtime per rank changed.

ROLES DESCRIPTION

There are five roles included in this supplement:

The Boatswain. You lead the crew in repairing the wildjammer and working the sails.

The Captain: With a booming voice, the Captain coordinates their crew and bolsters their abilities.

The Fighter Helmsman. You deploy in a small fighter craft to harass enemy ships and mega creatures.

The Gunner. You command a small team of crew members in operating one of the ship's weapons.

The Helmsman. You are the ship, controlling its every movement around a battlefield.

BOATSWAIN

As the Boatswain (also called the 'bosun'), your job aboard a wildjammer includes maintaining and managing the wildjammer's hull, masts, sails, and rigging. You are also responsible for leading the crew in operating the sails and repairing the wildjammer. Your responsibilities include daily inspections of the wildjammer'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 wildjammer and crew.

BOATSWAIN

RANK	Level Req.	Features
0	1	Boatswain, Brace For Impact
1	1	Fix It Up
2	1	Work the Sails
3	5	Hurry It Up
4	9	Expert Boatswain
5	13	Hard Turn
6	17	Master Boatswain

BOATSWAIN

While in the Boatswain role, at the start of your turn, your wildjammer heals a number of bulwark points equal to half its maximum, rounded up.

BRACE FOR IMPACT

As an action, you ready the crew for an attack. Choose one 90° side of your ship. Until the start of your next turn, your ship has resistance to non-magical physical damage dealt to that side of the ship.

FIX IT UP

As an action, you can repair a ship weapon, module, or sail that has been disabled. Make a DC 15 Intelligence (Carpenter's Tools) check. On a success, it is repaired for 1 hull point and resumes functioning as normal.

WORK THE SAILS

As an action, you can command the crew to adjust your ship's sails to change how it controls. You must change these one step at a time, such as from *furled* to *course-sail*, then *course-sail* to *full-sail*.

Furled. Your ship loses 500 ft. speed, but gains 45° maneuverability to a maximum of 180°.

Course-sail. Your ship moves at its standard speed and maneuverability.

Full-sail. Your ship gains 500 ft. speed, but loses 45° maneuverability to a minimum of 0°.

HURRY IT UP!

As an action, you push the crew to work harder. Your ship's bulwark points are restored to full and any Gunner that takes the Open Fire action before the start of your next turn can make one additional attack. Once you use this action, you can't use it again for 1 minute.

EXPERT BOATSWAIN

When you take the Brace for Impact action, you choose a 180° side instead.

HARD TURN

As an action, you command the crew into a dangerous maneuver. The first time your ship moves before the start of your next turn, its maneuverability increases by 90°, up to a maximum of 360°.

Once you use this feature, you can't use it again until you complete a short or long rest.

MASTER BOATSWAIN

While in the Boatswain role, your wildjammer has a number of extra bulwark points equal to your proficiency bonus.



CAPTAIN

As a captain, you decide what goes on and when. Through your work, you coordinate the different groups aboard the wildjammer 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 wildjammer 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.

CAPTAIN

RANK	Level Req.	Features
0	1	Captain, Fire At Will
1	1	Ship Grapple
2	1	Boarding Party
3	5	Full Speed Ahead
4	9	Expert Captain
5	13	Barrage
6	17	Master Captain

CAPTAIN

While in the Captain role, all bridge crew members take their turn at your initiative. The entire party acts on that turn in the initiative order, and you can choose in which order the crew members take their turns. Any effects that occur at the start or end of turn for one bridge member occur at the start or end of the collective turn. If you leave this role, bridge crew members resume using their own initiative roll.

FIRE AT WILL

As an action, you call out an order to fire. One Gunner of your choice may use their reaction to make one *ship weapon attack* against a target in range.

SHIP GRAPPLE

As an action, you ready the crew to throw grapple hooks and chains on another ship. The next time before the start of your next turn that your ship enters the same space as another ship, you may make a Charisma (Water Vehicles) check contested by the opposing ship's Captain. If the opposing ship has no captain, the DC to grapple is 10. On a success, both ships are tied up in a ship grapple.

BOARDING PARTY

While in a ship grapple with a ship that is schooner-sized (1x1) or larger, as an action you can call for a boarding party. Any number of player characters or eligible crew that have not yet used their action this turn can join you. Each creature that chooses to join you readies their action at the same time to swing across to the other ship at the same time. Player characters who join the boarding party are no longer in their bridge crew role, if any. Crew that join the boarding party can no longer assist in operating the sails or using the ship weapons.

At the start of the next round of combat, every creature in the boarding party simultaneously swings, leaps, or climbs across to the other ship.

FULL SPEED AHEAD

As an action, you call out an order to the Helmsman. The Helmsman may use their reaction to immediately move up to half the ship's movement speed (rounded down) within its cone of movement. The ship doesn't turn after moving.

EXPERT CAPTAIN

When you take the Boarding Party action, members of your boarding party (other than you) now only use a bonus action to board the other ship, allowing them to attack as soon as they swing over.

BARRAGE

When you use the Fire At Will action, you may choose an additional Gunner to make an attack with their reaction. Once you use this feature, you can't use it again until you complete a short or long rest.

MASTER CAPTAIN

While in the Captain role, you have advantage on initiative rolls when entering combat.



FIGHTER HELMSMAN

A Fighter Helmsman acts as a fighter pilot for a ship. Using small craft, these fighters launch out of or off of a larger wildjammer with the cargo to hold it. They are able to move quickly and make devastating targeted attacks to disable and weaken enemy wildjammers.

Unlike a Helmsman, a Fighter Helmsman doesn't use a *Wildjammer Helm*, meaning they don't have to be a spellcaster. Instead, their ships make use of alternate forms of propulsion fueled by the aether of wildspace and the phlogiston of the rainbow ocean. While these helms might seem better than a *Wildjammer Helm* at first glance, they only generate enough power to move the smallest of vessels in space, and never at jamming speeds necessary to cross large distances. As a result, these fighters are best when deployed from a larger ship for combat encounters.

FIGHTER HELMSMAN

RANK	Level Req.	Features
0	1	Fighter Helmsman, Eject
1	1	Attack
2	1	Targeted Attack
3	5	Emergency Repair
4	9	Expert Fighter Helmsman
5	13	Dodge & Strike
6	17	Master Fighter Helmsman

FIGHTER HELMSMAN

While in the Fighter Helmsman role, you can use your action to deploy a fighter-sized ship from your wildjammer. When you do, your token is placed directly adjacent to the wildjammer. Until you return to the same space as a friendly wildjammer with a fighter bay, you cannot change roles. Once per turn, you may move like a Helmsman's move action, but without spending an action. In addition, the crew requirement of ship mounted weapons is reduced by 1.

EJECT

As a reaction to your fighter-sized ship being destroyed, you may eject. You remain lingering in space in your square until you either run out or air and suffocate or are picked up by a ship or mega creature.

ATTACK

As an action, you make a *Ship Weapon Attack* using your ship mounted weapon. If your fighter-sized ship has the **Frame** feature, you instead make a *melee or ranged weapon attack* using your ship's weapon.

You can use class features which apply to weapon attacks (such as Extra Attack) while taking the Attack action. Some class features that don't translate well to the Gunner role (like Reckless Attack) may work better as a Fighter Helmsman. Consult with your DM about whether a feature is appropriate for use.

TARGETED ATTACK

While you are within range to attack a ship, you can attempt to disable one of its ship weapons, modules, or sails. Make an attack at disadvantage against one of these targets. On hit, you first deal damage to the target's bulwark points, then to the weapon, module, or sails. If the weapon, module, or sails are reduced to 0 hull points, it is disabled. All damage dealt to ship

weapons, modules, or sails this way is also dealt to the ship's hull points.

If you use this feature to attack a mega creature, you can target one of its natural weapons. On hit, the mega creature has disadvantage on attack rolls with that natural weapon until the start of your next turn.

EMERGENCY REPAIR

As an action, you turn your attention to patching up damage on your fighter. Your fighter regains twice your class level in hull points. Once you've used this ability, you can't use it again for 1 minute.

EXPERT FIGHTER HELMSMAN

All fighters you fly count as having the Quick Eject feature. If your fighter already has the Quick Eject feature, you move at double speed.

In addition, your fighter gains 8 bulwark points while you are piloting it.

DODGE & STRIKE

When a ship or mega creature hits you with an attack, you may use your reaction to negate the attack, move up to half of your movement speed, and make a single ship weapon attack against the creature. Once you use this feature, you can't use it again until you complete a short or long rest.

MASTER FIGHTER HELMSMAN

When you take the Targeted Attack action, you don't make your attack at disadvantage.

In addition, your fighter now gains 16 bulwark points while you are piloting it.

GUNNER

When you take on the role of a Gunner, you are put in command of a small group of crew members operating a ship mounted weapon. These weapons are designed with sufficient firepower to puncture even the greatest of beasts one might find while sailing wildspace.

A ship can have as many Gunners as it has weapons. Any character can be a Gunner, as ship weapons use either your Strength or your Dexterity. If a character is a spellcaster, they can even get the weapon enchanted to use their spellcasting ability modifier.

As a Gunner, your job is to bring swift death upon anything that dares to threaten your ship.

GUNNER

While in the Gunner role, you command the crew of a single ship mounted weapon on your wildjammer. During your turn, you can use a bonus action to switch to another weapon that isn't currently being used by another Gunner. You can do this between attacks with the *Open Fire* action.

GUNNER

RANK	Level Req.	Features
0	1	Gunner, Open Fire
1	1	Trained Gunner
2	1	Readied Attack
3	5	Precise Shot
4	9	Expert Gunner
5	13	Distracting Shot
6	17	Master Gunner



OPEN FIRE

As an action, you make a *Ship Weapon Attack* using your ship mounted weapon.

TRAINED GUNNER

You can use class features which apply to weapon attacks (such as *Extra Attack*) while taking the *Open Fire* action. Some class features may be inappropriate for use. Consult with your DM.

In addition, the backfire score of any ship weapon you attack with is reduced by 1.

READIED ATTACK

As an action, you ready the *Open Fire* action. When your readied action criteria is met, you may use your reaction to take the *Open Fire* bridge crew action.

PRECISE SHOT

Once per turn when you hit with a *ship weapon attack*, you add your ability score modifier used for the attack to the damage roll.

EXPERT GUNNER

The crew and backfire score of ship weapons you use is reduced by 1.

DISTRACTING SHOT

When you hit with a *ship weapon attack*, you can create an opportunity for another attacker. You add your proficiency bonus to the damage of the attack and the next attack made against that target is at advantage.

Once you use this feature, you can't use it again until you complete a short or long rest.

MASTER GUNNER

While in the Gunner role, your *Precise Shot* feature applies to all ship weapon attacks you make.

HELMSMAN

When you settle down into the helm of a wildjammer, you feel the ship become a natural extension of your body, moving just as if you were walking. This gives you, the Helmsman, the most intimate knowledge of the wildjammer. When it is hurt, you can feel it. When nearly crashing into an asteroid, you feel your own heart beating with adrenaline. The ship isn't just an inanimate tool, the ship is you.

As the Helmsman, you control how the ship moves around the battlefield. You are the one who powers it and moves it. While the Boatswain and the crew work to manage the sails that enable your full movement, it is ultimately you who controls how the ship moves.

HELMSMAN

RANK	Level Req.	Features
0	1	Helmsman, Move, Match Speed, Jamming
1	1	Evasive Maneuvers
2	1	Collide
3	5	Dogfighting
4	9	Expert Helmsman
5	13	Spell Surge
6	17	Master Helmsman

HELMSMAN

To occupy the role of Helmsman, you must meet all requirements to attune to the helm installed on the ship and spend 30 minutes to attune. Some helms have a **Quick Attunement** option to quicken this process. To switch out of this role, you must break attunement. You must spend the same amount of time to safely leave the helm as well, otherwise you may suffer an **Unattunement Backlash** effect (if any) as described in the helm's description.

While you are in the Helmsman role, you gain control over the wildjammer like it is an extension of your body and can extend your senses to any spot aboard the wildjammer (no action required).

Each wildjammer and mega creatures faces one of 8 directions, corresponding to 45-degree intervals. To give the feeling of momentum to wildjammers, each wildjammer has a maneuverability score that limits them to a cone of movement. This cone extends forward and is as wide as the ship's maneuverability.

MOVE

As an action, you move your ship up to its speed within its cone of movement. Once you have finished moving, you can turn your ship up to its maneuverability.

MATCH SPEED

As an action, you attempt to match speed with another ship. Until the start of your next turn, when the target ship would move, you mimic their movements and maintain the same distance as when you took this action. If the other ship moves in a way your ship can't, this effect ends.

JAMMING

As a bonus action, you start charging your ship's helm to accelerate to jamming speed. Charging the helm takes 1 minute. If you start your turn in the same space as another ship, mega creature, or object at mega scale, the charging is paused until the start of your next turn.

EVASIVE MANEUVERS

If your ship is a Frigate (2x2) or smaller, as an action you may focus on evading attacks. Until the start of your next turn, you add your Dexterity modifier to your ship's AC and you have advantage on Dexterity saving throws made on behalf of the ship.

COLLIDE

If your ship is Heavy Frigate-sized (3x3) or smaller, as an action you can move up to your speed within your cone of movement and enter the space of a ship or mega creature. If you move at least 1,000 feet, you may make an attack using your spell attack bonus against the target ship or mega creature. You are considered proficient with this attack. On hit, both your ship and the target take 1d10 mega bludgeoning damage. Larger ships deal and take more damage. The damage increases to 2d10 for Sloops (1x1), to 3d10 for Frigates (2x2), and to 4d10 for Heavy Frigates (3x3).

DOGFIGHTING

If your ship is Frigate-size (2x2) or smaller and a ship of your size or smaller is behind you within 1,000 feet, as an action you can perform a complex maneuver. Make a Dexterity(Water Vehicles) check contested by

the Helmsman of the other ship. On a success, following several tight turns, you switch places with that ship. The direction that each ship is facing doesn't change after their places are switched.

EXPERT HELMSMAN

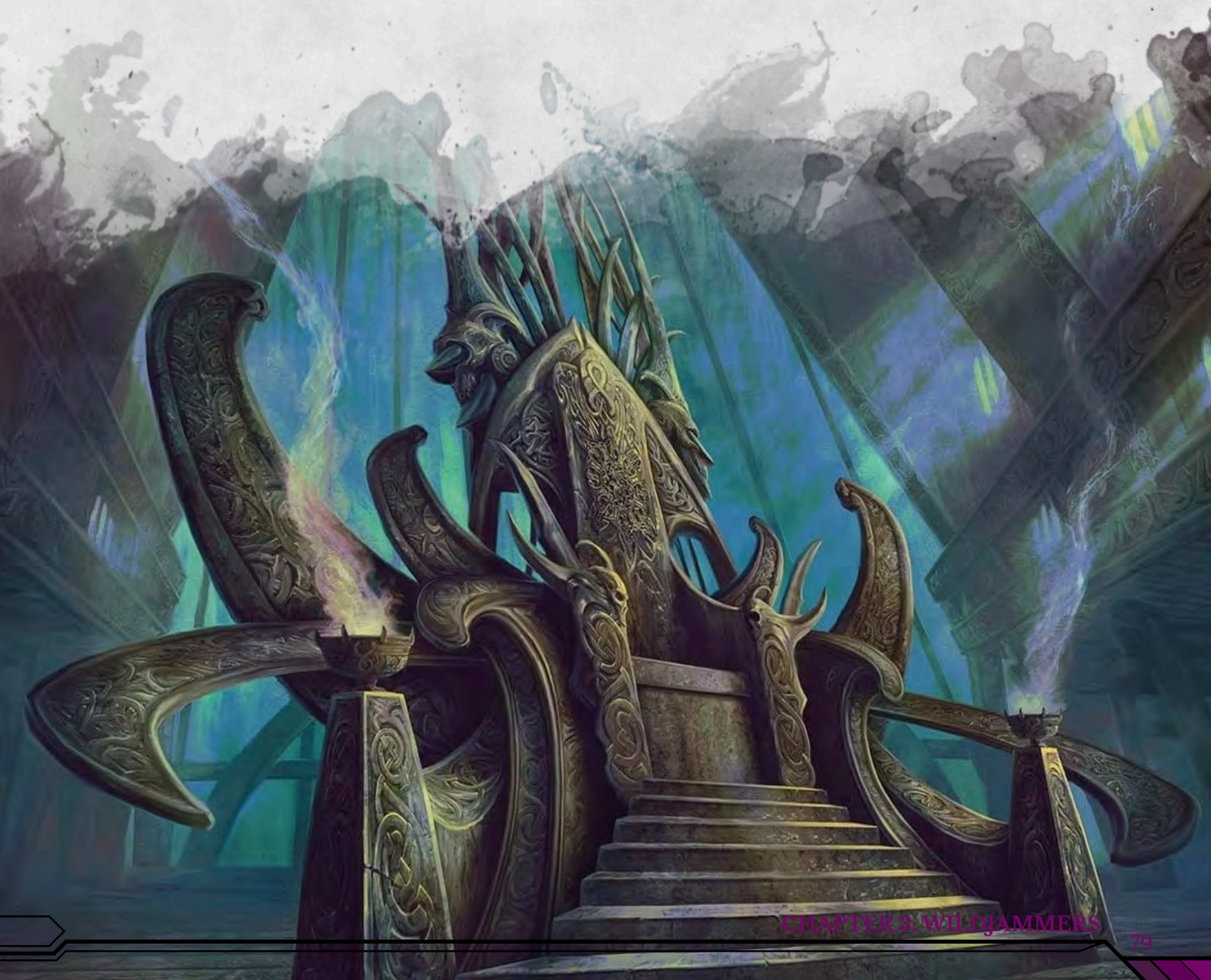
You can use the Evasive Maneuvers and Dogfighting actions with Heavy Frigate-size (3x3) ships.

SPELL SURGE

As an action, you may expend a spell slot of any level up to your proficiency bonus. When you do, you move in a straight line up to the ship's movement speed plus 500 feet per level of the expended spell slot. Once you use this feature, you can't use it again until you complete a short or long rest.

MASTER HELMSMAN

While you are in the Helmsman role, your wildjammer has 500 feet of additional movement.



CHAPTER 4: PEOPLE & PLACES OF WILDSPACE

"Spelljammer was initially thought of as being AD&D in space (Sorry - Innnnn Sppaaaaace!), but soon became obvious as a way to tie the existing campaigns together. One of the challenges of all the campaigns existing in the same reality, was that there are small differences like gods, for example, some of which overflow into other campaigns and others which do not. And things like the constellations of Krynn moving around. Crystal spheres, enclosing each solar system in its own container, were the answer to that."

-Jeff Grubb

Those who have tried to merge the settings together have often run into little hiccups. Often, these hiccups are easy enough for a DM to handle by just ruling things at their table. Want to stick to the Forgotten Realms pantheon? The DM says it and it is so. When creating a rule set like Wildjammer, we don't have that same luxury. The rules need to account for whatever.

I concluded the last section talking about how to interpret the planes across settings. In this section, I'll be talking about faiths that exist in wildspace across the various spheres. These gods may be represented in a setting or not, but they can usually be found somewhere in wildspace!

FAITHS OF THE SPHERES

How is it that one god has so much power in one setting but not in another? In Wildjammer, the answer is rather simple: No matter how strong a god is in one sphere, that power doesn't translate to another sphere. No matter how hegemonic their power may be in their sphere, the sphere itself is a hard limit. If a god wishes to have power in another sphere, they need expand their religion and get followers in that sphere.

A consequence of this is that classes like cleric or paladin that derive divine power from a deity end up beyond the reach of their god. Luckily, there are two divine spells included in this supplement that help account for this: Contact Home Power and Detect Powers. These spells allow the cleric or paladin to once again regain spell slots while they are away from home. Paladins that worship an ideal rather than a specific god will still want to use Detect Powers, as it allows them to connect with the power present in this new crystal sphere they've arrived at.

Warlocks are able to bypass this limitation because their patrons are generally lesser planar beings that don't have the same power as a god. Gods tend to only get concerned about the intervention of other gods.

If a cleric or paladin were to spend the time to spread the faith of their god in another sphere, they could bring about their god having direct power in the setting! Be warned, many gods dislike interlopers and might take issue with you proselytizing for an interloping deity!

Some gods already have a presence across multiple spheres, making their clerics and paladins have a home all over space. Think of how many different settings use Correlon and Lolth. Worship of these gods can be found in multiple settings, and so their clerics and paladins are always in contact. There are also a handful of popular faiths in Wildjammer that are present almost everywhere. These are the Temple 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 don't need rituals to contact their god in other spheres, 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 simply old enough and has such wide reach that they have worship in most spheres. Their access to magic comes from them being widespread, not because Ptah has some special status.

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.

Suggested Domains: Forge, Knowledge



THE PATH AND THE WAY

Originating from the continent Kara'tur of Toril (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.

Funny enough, there is great disagreement over which gods fill which roles at which time, resulting in this faith splintering into countless factions with their own interpretation. It doesn't appear to matter much,

however. Paladins and clerics of the Path and the Way from one sphere are just as at home in another sphere, suggesting that they are all correct and connected in some divine way. As such, a cleric from Kara'tur in Realspace that sees the Overgod Ao as the head of the celestial bureaucracy is still in good standing with the Path and the Way of Greyspace, where they believe that Boccob resides at the top of the celestial bureaucracy instead of Ao.

Although this faith is split into many factions, the factions rarely war with one another in a violent fashion. They work with one another readily enough, even if they have different interpretations. This has allowed the Path and the Way to be a considerable power in the spheres. On top of that, they have no overt enemies. Since the followers of the Path and the Way believe that everything has its place in the celestial bureaucracy, they don't make enemies easily. Only those who subvert their faith or attack their people are enemies.

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, but tensions do grow with time.

Suggested Domains: Order, though all domains have a place in the Celestial Bureaucracy.

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 are always in touch with their god while they are in wildspace, even if the faith of Celestian has no influence in the sphere. That said, if they were to land on a planet, they would then be out of contact with their god, as they are now on the planet rather than in wildspace.

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 are allowed to aid mercenaries, but only when the mercenary work is defensive in nature.

The Seekers find themselves working with the Celestians the most. This has resulted in a substantial amount of overlap between Celestian worshipers and membership in the Seekers.

The Temple of Ptah has a deep and long held hatred for the Celestians. This is firmly rooted in the fact that Celestians, much like followers of the Path and the Way, are widespread enough to be a threat to what they claim to be Ptah's unique status.

Suggested Domains: Knowledge, Peace.

FACTIONS

Since Wildjammer incorporates other settings into it, Wildjammer is not just host to a variety of faiths, but also factions. These factions are each seeking to achieve something out in the stars. The list in this section is not exhaustive. DMs are free to create or interpret these factions differently than I present.

More information on these factions can be found in CGR1 The Complete Spacefarers Handbook (1992), originally published by TSR, Inc.

MILITARY FACTIONS

Military factions are those who tend to get involved in combat to pursue their goals. These groups vary on their approach and their goals, but each will fight to achieve their goals.

ELVEN IMPERIAL NAVY

Ever since the elves first began to plan their departure from the Feywild and going to the material plane, a small contingent of elves were fearful of what this could mean for their species. Separated across various worlds, their species could become more fractured than ever, and as a result, become more vulnerable to their enemies. Rather than join the others on the various worlds, these elves decided to migrate to space to act as a cohesive force for elf-kind. These elves formed the Elven Imperial Navy.

Through careful cultivation of the starfly plant, a plant native to wildspace, the original members of the Elven Imperial Navy managed to grow the first of the Armadas. These massive butterfly shaped wildjammers could host hundreds of elves and carry them through space for an extended period of time. This is achieved through carefully cultivated gardens that regularly replenish the air envelope.

Before long, the Elven Imperial Navy began to grow a smaller form of the Armada called the Man-o-War. Then they grew the Cutter and finally the Flitter. Each of these is a smaller version of the previous, and all together they make up the backbone of the Elven Imperial Navy.

Their primary mission is two-fold: First, they battle the enemies of elf-kind across the many spheres and do so in support of groundling elven civilization. Second, they coordinate between all of elf-kind by performing an annual check up, dispatching a ship to check in on every major known settlement.

Both of these missions are coordinated through their base of operations, Lionheart. Lionheart is the name of a collection of Armadas that have been joined together into a base. This base has been blessed

directly by the Seldarine to make it into a mythal, one capable of transporting the entire base from one sphere to another. This mobility has helped assure that no matter how deadly a threat the elves face, they will never have their main base of operations cornered.

As a result of all of this, the Elven Imperial Navy has become one of the largest military forces found in the spheres. Although their arrogance is obvious to anyone who meets them, they are generally through of as a force of stability, which in turn drives trade.

THE COMPANY OF THE CHALICE

This organization is primarily made up of people devoted to protecting people against the dangerous threats found in wildspace. Neogi? Illithids? Beholders? This organization battles them all.

If a sphere has a branch of the Company of the Chalice, that branch is run by a single Knight Commander. There's never more than one branch to be found in a single sphere. It is the purview of this Knight Commander to choose how justice is to be enacted within the sphere and which evils should be hunted down. While enemies like the neogi make for easily agreed upon enemies, sometimes different Knight Commanders will disagree. While the Knight Commander gets to choose for their sphere, if they begin to use the Company of the Chalice for selfish purposes or prideful goals, they may find they have become the target of another branch.

THE PRAGMATIC ORDER OF THOUGHT

The Pragmatic Order of Thought, often referred to just as "Pots" is an organization devoted to undermining slavery and assuring the promises of freedom and liberty among the various species of wildspace. From the point of view of the Pots, not enough is being done to counteract slavery in wildspace. Both the neogi and illithids are well known for taking humanoids as slaves, and while it is true that slave trading is illegal with both the Elven Imperial Navy and the Company of the Chalice, more needs to be done and it needs to be done now.

This organization is highly decentralized, with various splinter cells each focused on a different task without much coordination between cells. In places where slavery is illegal through another powerful faction, the Pots work as spies to root out underground slave rings and bring them to justice. In spheres where slavery isn't illegal, whether it be due to anarchy or despotism, Pots run safety shelters and help smuggle slaves out of these spheres and work to undermine slavery operations at every turn.

Some organizations that agree with the anti-slavery focus of the Pots feel that the Pots are losing focus on the big picture and there is a way to effect greater



change at a higher level. Pots disagree with this reasoning. If given the chance to save 10 slaves now or leave them to save 10,000 slaves later, Pots will generally choose to save the 10 slaves now. That said, if both are possible, they'll definitely do both!

THE TENTH PIT

Freedom is secondary to security and peace. This is the central tenet held by The Tenth Pit, a small but highly organized group that present themselves as a force for stability, but ultimately seek to serve their own self-interest through control. To those of The Tenth Pit, there is nothing wrong with being a tyrant, a despot, a cruel monarch, just so long as that restrains lawlessness and brings stability to the lives of those in wildspace. Those who support The Tenth Pit either join to lead and control others, or to benefit from them when they get to power.

The Tenth Pit isn't large enough to single-handedly control a sphere. Instead, they tend to find corrupt leaders and work in support of them. So long as that leader turns a blind eye to smuggling, protection rackets, and all sorts of exploitation, that leader gets a kickback and the support of the membership of The Tenth Pit.

THE TRADING COMPANY

This poorly named group isn't actually a mercantile organization, it's a mercenary company. They sell mercenary and full-scale military contracts to the highest bidder without any concern for the morality or goals of either side. All that matters is who pays the most. The only lines for The Trading Company is that they won't sell mercenary contracts to opposite sides of the same conflict and once a contract is paid for, it is guaranteed. A mercenary of The Trading Company is loyal for the duration of their contract and will never break it. Perhaps most unusually, The Trading Company will even offer military contracts to help grounding civilizations wage war.

Mercantile organizations are exactly what you expect: They are groups devoted to making profit by trading goods between spheres or planets. Travel between spheres can be rather difficult by magic, even more so when you want to bring a lot of stuff along with you. As a result, wildjammers hauling goods between spheres is a common way of making money and paying for ship upkeep.

MERCANTILE GROUPS

THE SMITHS' COSTER

This organization is devoted to the creation and sale of weapons and armor. They focus on designing unusual weaponry and innovative armor, and bringing that to spheres with people who don't have that kind of equipment. The Smiths' Coster is largely responsible for the spread of gunpowder weaponry through the spheres. If you need a gun, an exotic weapon, strangely fitted armor, look no further.

GASPAR RECLAMATIONS

Gaspar Reclamations is a young organization founded by the mage Gaspar. This company sells many magic items and offers their services to track down magic items that aren't often held in stock. They have a great reputation for always acquiring whatever it is you're looking for, except perhaps artifacts. That said, if you deal with Gaspar himself, even artifacts might not be out of reach!

THE SINDIATH LINE

In the aftermath of the First Unhuman War, the defeat of the goblinoid forces left the Elven Imperial Navy as the de facto hegemon around the Known Spheres. The Elven Imperial Navy started to police trading lanes between planets and between spheres, seeing this as necessary to preserving elf-kind. As you might imagine, many grew uncomfortable with constant elven military presence.

As the situation became more hostile, an elven admiral named Sindiath offered an alternative. He would retire from the Elven Imperial Navy and take a handful of the ships that were policing these lines. These ships would be rebranded as a private mercantile organization called The Sindiath Line. The Elven Imperial Navy would still control this group behind the scenes, but to the people of the spheres, it would appear as an independent trade and transportation organization. Should any of their ships ever find a threat to elf-kind, they would immediately report it back to the Elven Imperial Navy.

In modern times, The Sindiath Line has control of hundreds wildjammers, all of which travel between the spheres, making money through trade and passenger transportation.

THE CHAINMEN

The Chainmen is a human operated slavery organization that actively seeks to acquire slaves and sell them to whoever is looking to buy. As a result, The Chainmen are hated and feared by most decent folks in the spheres, but regrettably they can be found in many port cities.

As a mercantile organization, The Chainmen avoids getting involved in taking slaves from other wildspace civilizations. Though they are known to swoop down and abduct groundling humanoids into slavery, when it comes to wildspace, they work through other means. They will often set up contracts with governments to get rid of unwanted prisoners in their dungeons. Another common practice is for The Chainmen to offer bounties on criminals against the local government, usually at a higher price than the local government would pay. Unfortunately for many, The Chainmen rarely concern themselves with making sure a bounty is legitimate, resulting in many being put in chains on the claim that they're a criminal.

MISCELLANEOUS GROUPS

There are a few other factions found in wildspace, but they don't fit as either military or mercantile.

THE SEEKERS

This organization has a singular focus on learning more about space and the big questions that are still unanswered. For a long while now, academics have noted that the edge of a crystal sphere is always twice the distance from the primary system body as the farthest out planet. Every sphere seems to follow this pattern. Why were they created this way? And by whom? Is there some greater purpose behind this oddity? These are the types of questions The Seekers like to investigate when traveling through the spheres. The only people they make their enemies are those that spread lies.

THE XENOS

The Xenos are a group of human supremacists with a deep hatred for non-human life. They actively seek to destroy or subjugate any non-human species found around the spheres. In the point of view of the Xenos,

the elves didn't just start leaving Faerun for Evermeet, they were fleeing the Time of Troubles which they started. The elves could have wiped out the orcs once and for all at the end of the Unhuman Wars, but they didn't because they wanted to keep the orcs around to use against groundling humans and maintain their position of superiority. Both of these claims are false, but the Xenos spread these kind of lies to bolster support for their cause. This has made them an enemy of the Seekers.

THE SHAPERS

This group is a coalition of various spellcasters found across the spheres who come together to share knowledge of magic between one another. They have a strong interest in maintaining stability and order around them so that way they can focus on their spellcraft. This has made the Shapers an ally of anyone that promises to leave them alone to their Art while keeping the distractions to a minimum.

If someone is ever looking for some sort of rare magic from some specialized school of magic, the Shapers will generally know someone who can help.

POINTS OF INTEREST

In this section, I'll be going over a few major systems for various D&D settings. This includes the solar system of Forgotten Realms (Realspace), Greylance (Greyspace), Dragonlance (Krynnspace), and as well as some others. Finally, I'll talk about the Rock of Bral, an asteroid city that can be easily snapped in anywhere!

The information in this section is going to be a bit sparse, so that way I don't run afoul of the Wizards of the Coast fan content policy. For more information, check out the original Spelljammer: Adventures in Space (1989) boxed set. Chapter 4 of the Lorebook of the Void will go into more detail.

TYPES OF CELESTIAL BODIES

In Wildjammer, celestial bodies come in many shapes and sizes. Remember that these celestial bodies didn't form through natural processes, but through construction by gods and beings of substantial power.

In the following sections, you'll see me refer planets as earth body or air body, etc. This is a categorization system used in Wildjammer to define what kind of celestial body it is. There are five types: earth, air, water, fire, and life. The type is determined by the composition of the celestial body from surface to core. For example, earth is an earth body planet because it is primarily earth from surface to core. A water planet would be water from surface to core, and a living planet would be plant life from surface to core.

REALMSPACE

As home to the Forgotten Realms campaign setting, as well as Oriental Adventures and Al-Qadim, Realspace is a particularly lively and active sphere. The gods of Realspace tend to be more interested in their own politics than messing with spacefarers and the groundlings are more or less unobtrusive. This has resulted in Realspace being a popular spot for traders, adventurers, and mercenaries.

The solar system of Realspace is heliocentric and has eight planets. There are also a handful of other smaller celestial bodies to check out, but I won't go into those in this supplement. For more details, buy SJR2 Realspace (1991), originally published by TSR, Inc.

PRIMARY: THE SUN

Realspace has a large, fiery yellow colored sun. The sun hosts portals to the Elemental Plane of Fire which keep it lit up in flame and is home to fiery creatures.

ANADIA

Anadia is the closest planet to the Sun in Realspace. The vast majority of the planet is covered in umber hulks, with the exception of the two poles. The two poles have a more reasonable climate, resulting in lush and fertile earth. The north pole is ruled over by feudal halflings beneath an emperor. The halflings here keep non-halflings in reservations or in guarded slums, claiming it is for their own protection from clever halflings. The south pole lacks a hierarchical structure, with halflings split into various family factions and clans, only trusting those they already know.

COLIAR

The next planet from the sun is Coliar, a gas giant made up of breathable air with large chunks of earth making up islands that float around rapidly within. There are three dominant lifeforms in this cluster: lizardfolk, aarakocra this planet are lizardfolk, aarakocra, and dragons. While the lizardfolk and aarakocra are in constant war with one another, the dragons play both sides off of one another, and neither side is willing to pick a fight with them. Aarakocra love to fly the winds of Coliar while lizardfolk value how close it is to the sun, believing that being close to the sun makes their eggs hatch stronger offspring. All three deal with wildjammer society.

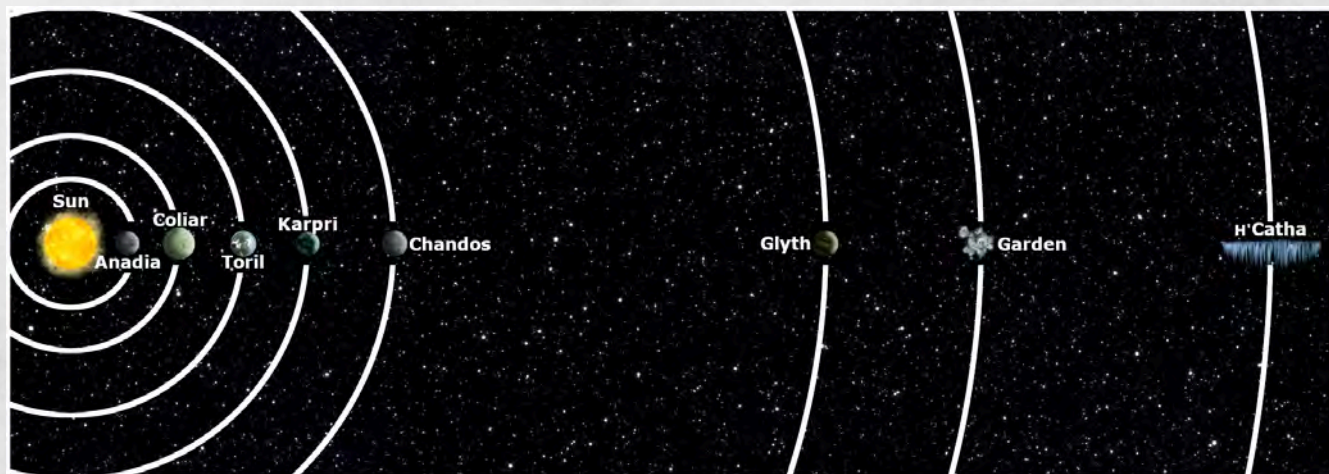
TORIL

The third planet from the sun is Toril, the one you are likely most familiar with. The continent of Faerun is the main setting for Forgotten Realms, while the eastern continent Kara'tur is the setting of Oriental Adventures. South of both of these is Zak'hara, where the Al-Qadim setting takes place. Most civilizations in Faerun and Zak'hara are not aware of wildjammer society and not many seem interested in introducing them to it. Toril is best known in the stars as the home for one of the main branches of the Elven Imperial Navy in Evermeet, as well as for the nations of Shou Lung and Wa in Kara'tur. The Path and the Way has spread far from Shou Lung through voyages of their Treasure Fleet of Dragonships, plus the people of Wa are known throughout the spheres as the creators of the legendary Tsunami windjammers, considered by many to be among the greatest ships designed yet.

Toril has a moon named Selune which is the home to an unknown race of pale humanoids. Most wildjammer civilization lives in the Tears of Selune, an asteroid field which follows Selune.

KARPRI

Our next planet is Karpri. It is a water planet, meaning that the entire globe is water, from the surface all the way to the core. The poles of the planet have thick ice caps with arctic native creatures. Around the equator is a dense thicket of seaweed and underwater plant life. Between the equator and the ice caps is an area of smooth sailing. There are no islands on Karpri and civilization is entirely underwater. A wildjammer that can land on land could attempt to land on the ice caps, though that is risky at best. There are also some massive branches that grow out of the thicket that can also be landed on, but travelers are warned not to as the thicket is the most dangerous place on the planet.



CHANDOS

Our next planet, Chandos, is also a water world. Unlike Karpri though, this planet has a staggering number of islands. Imagine a water balloon filled with ball bearings and water. That's what Chandos is like. Islands stack upon one another to form something like a surface, but it is constantly in flux around the currents of the planet. Most lifeforms that live on the surface of Chandos live nomadic lives as storms are constantly shifting the position of islands and potentially even destroying them. Any traveler descending into Chandos is advised to bring light, as the large amount of islands above cause the waters within to become quite dark and murky.

If you ask me, there is no better place to put anglerfish monstrosities in a D&D game than on Chandos.

GLYTH

Do not go to Glyth. These words cannot be emphasized more clearly to any traveler around the spheres. Glyth is a perfect microcosm of what to expect of a universe conquered by mind flayers. Beneath the surface of Glyth reside countless colonies of mind flayers that live in war with one another. In their minds, anyone that lands upon the surface is fair game to enslave, as Glyth is their sovereign property.

When mind flayers need to deal with one another or with the outside world, they meet on Haven, the moon of Glyth. This acts as a neutral ground for all of the mind flayers of Glyth and a relatively safe space for travelers.

GARDEN

Our next planet is Garden. Garden is a large collection of asteroids floating within the same air envelope. A plant connects each of these islands together like a world tree. Many of the asteroids in Garden have towns and villages that make for a resupply point for travelers through RealmSpace. That said, given the dense number of islands and places to hide, pirates love to prowl around here.

H'CATHA

Our last planet, H'Catha, is unlike all of the others so far in that it isn't a sphere. H'Catha is a massive disk of outward flowing water from a mountain at the center called the Spindle. When the water gets a good distance away from the Spindle, it falls off of the gravity plane and dissipates in wildspace. H'Catha is home to a variety of beholders, most of which are at war with one another for control of the Spindle.

GREYSPACE

Greyspace is the home to the Greyhawk campaign setting, which takes place on its first planet, Oerth. Unlike RealmSpace, Greyspace is geocentric, with its sun revolving around Oerth. Greyspace has a rich and diverse array of celestial bodies and gods that are all too happy to stay out of space. Like RealmSpace, this means Greyspace is a favorite location for traders, adventurers, and mercenaries.

For more detail on Greyspace, look up SJR6 Greyspace (1992), originally published by TSR, Inc.

PRIMARY: OERTH

Oerth is the main planet where the Greyhawk campaign setting takes place. It is situated at the center of its view of the universe, and many adventurers and powerful figures have egos that believe much the same about themselves. As a result, Oerth doesn't tend to care much about what's going on in wildspace. They are already the center of the universe, why care about being anywhere else?

KULE / CELENE

The next planet out is Celene. Although every planet in this geocentric system is technically a moon to Oerth, Celene can be distinguished in the sky of Oerth, making it more of a moon than the other planets past. Celene has no atmosphere and no active civilization. There are ruins there, but the difficulty in exploring a planet without an atmosphere is substantial and not many have cared to try exploring it yet.

RAENEI / LUNA

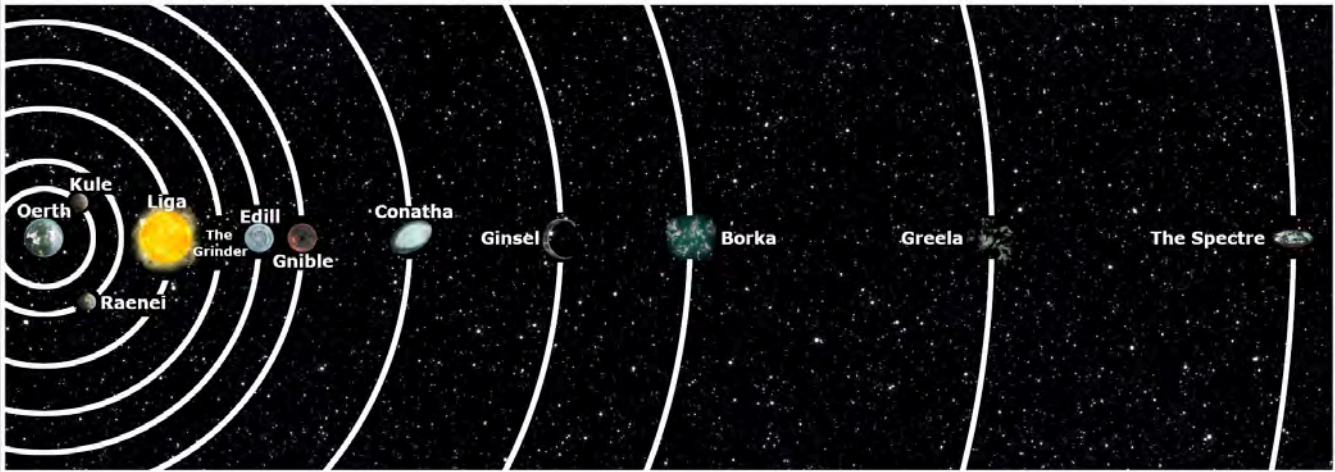
Luna is the second planet that, like Celene, is often thought of as a moon to Oerth because it can be distinguished against the sky from Oerth. Unlike Celene, Luna is not a dead planet, but one with a rich and diverse ecosystem extending all across the world. What stands out about Luna is that there appear to be no more native intelligent species to the planet, only travelers who've settled down there. All native life on Luna is monstrous.

LIGA (THE SUN).

Liga is the third body out from Oerth and the star of the Greyspace sphere. The sun burns a bright gold but has tiny specks of blue within it.

THE GRINDER

The Grinder is less of a planet and more of a massive asteroid field. It surrounds Oerth on all sides, not just in a disk orbit, so no matter what approach one uses, they must contend with The Grinder. While some parts



of The Grinder support wildjammer civilization, other parts are full of monstrous creatures and undead. Be wary when traveling through The Grinder.

EDILL

Edill is the first planet as we move out from The Grinder. It is an air planet with sporadic islands. Edill is primarily occupied by dragons who use these scattered islands to lay eggs and keep mobile treasure hoards away from thieves.

GNIBILE

Next out is the planet Gnable. Gnable is an air body world, but the air is completely unsuitable to life. The planet seems to have strong connections to the negative energy plane, resulting in the world being occupied by undead. It is not uncommon to hear stories of ghostly wildjammers sailing out from Gnable and taking to the stars. None of these stories are confirmed, but it doesn't stop the rumors.

CONATHA

The next planet out is Conatha. Conatha is a large oblong water planet with a pair of large chunks of earth at its core separated by a few thousand miles. As these two large chunks of earth revolve around one another at the core, the waters also move. This makes Conatha look almost like an ooze toppling over itself repeatedly as it orbits Oerth. Conatha is full of sahuagin, whales, triton, and other aquatic creatures. Due to its odd orbit pattern, there are no islands.

GINSEL

Our next planet is a crescent shaped planet called Ginsel. Although it is a crescent world, it is probably better thought of as a spherical world with a giant bite taken out of it. There are creatures all over the surface and within the crescent. This heavy population has resulted in not much wildlife being left on Ginsel outside of those creatures which are raised in ranches and on pastures by the primarily feudal societies. These societies regularly war with one another and all are generally looking for ways to overcome their rivals.

BORKA

Borka used to be a goblinoid stronghold before the Elven Imperial Navy had the planet destroyed during the Unhuman Wars. All that remains of Borka are vast small chunks of sandstone connected by a shared air envelope. The goblinoids who survived this destruction and still live on Borka attack anyone who gets close on sight. They can't afford word getting to the Elven Imperial Navy that there are still goblinoids living on Borka.

GREELA

Our next planet is really a collection of small planetoids called Greela. These planets are mostly lush, becoming increasingly dense with plant life as you get closer to the center of Greela. The primary occupants of Greela are elves, though each planetoid has its own ecosystem of predators.

THE SPECTRE

The final celestial body in Greyspace is the Spectre. It is named this because it seems to blink in and out of existence from the point of view of Oerth. In truth, the Spectre is a disk world that spins on its orbital path, meaning that a viewer from Oerth might see one of its two faces in full, or it may be flat and therefore practically invisible to a viewer from Oerth.

There is no natural animal life on The Spectre, even though the disk could easily support it. This has made The Spectre a favorite location for wildjammers to set up outposts and cities for traveling ships.

KRYNNSPACE

Krynnspace is home to the Dragonlance campaign setting. Relative to Greyspace and Realmspace, the gods of Krynnspace are few in number but significantly more active and meddlesome in the affairs of mortals. This makes travelers a bit wary of this sphere.

For more detail on Krynnspace, look up SJR7 Krynnspace (1993), originally published by TSR, Inc.

PRIMARY: THE SUN

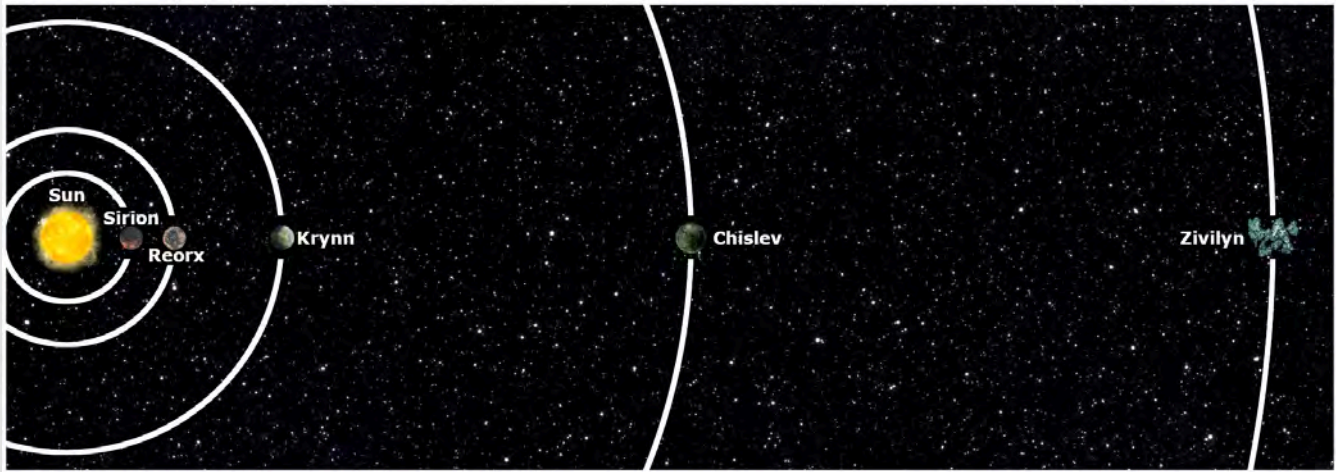
To date, no one has discovered anything unique about the sun of Krynnspace.

SIRION

Sirion is the first planet out from the Sun. As one would expect, it is a fire body planet. The surface is cool enough to allow a crust of basalt to form for fire creatures like salamanders and efreet, but it remains hot enough that the surface is constantly shifting. Only around the north and south pole is there any amount of geological stability.

REORX

The next planet out is Reorx. It is an earth body planet, but unlike those we've talked about so far, Reorx is not smooth. The entire surface is covered in ravines, tall mountains, and deep chasms. It's almost like a ball of clay that has been badly scratched all over the surface by a cat. All bodies of water exist within these chasms, sometimes reaching up to the top. They are not wide or



circular, they are always in these long cuts across the surface of the planet.

The planet is inhabited by dwarves, Krynnish gnomes, and mind flayers. It also has a single moon called The Hammer.

KRYNN

Krynn is the center of humanoid activity in Krynnspace and the location of the Dragonlance campaign setting. It is an earth-like planet covered in the ruins of an ancient advanced civilization that was destroyed by a meteor strike (potentially from the gods). Krynn has 3 moons named Nunitari, Lunitari, and Solitari. All are considered to be uninhabited, though Krynnish gnomes have been seen exploring them from time to time.

CHISLEV

Our next planet is Chislev, an incredibly dense forest world. Although it is technically an earth body planet, at this point it is called a 'living world' because plants grow everywhere, including on and from other plants. This means you're unlikely to ever find the ground without a lot of hard work cutting down into thicket. Weather is always stormy and rainy on Chislev. Traditional humanoids don't find Chislev to be a good place to live. Instead, it is giants and dragons who primarily live on Chislev, hunting the monstrous and gargantuan wildlife of the planet.

ZIVILYN

The final planet in Krynnspace is Zivilyn, an air body world. There are continent sized boulders that fly around within Zivilyn, but it isn't particularly conducive to humanoid living. Even dragons don't make their home in Zivilyn, likely due to the lack of wildlife to hunt for food. The main living creatures in Zivilyn are the crews of wrecked wildjammers or miners left behind from abandoned expeditions. Zivilyn has twelve moons just beyond its air envelope, each of which is made of earth.

CLUSTERSPACE

The Astromundi Cluster is a campaign setting created for Spelljammer to occupy the sphere called Clusterspace. This sphere is larger than any of the others discussed so far, so rather than go over an entire campaign setting, I'm going to review the broad ideas presented in the original material.

For more detail on Clusterspace, look up The Astromundi Cluster (1993), originally published by TSR, Inc.

Clusterspace is an easy sphere to get into, but difficult to escape. It has rivers leading to it from Krynnspace, Greyspace, and Realmspace, yet it is often avoided. Wildjammers find it easy to find portals to get in, but portals leading out are nearly non-existent and inaccessible to normal wildjammers even when found. Only the living ships of the Elven Imperial Navy seem to be able to escape.

As you might imagine from the name, most celestial bodies in Clusterspace are clusters of small objects. There are numerous asteroid belts, a pair of suns, large nebulae made up of space debris and gas, and so on. Most civilization you find in Clusterspace is going to be made on clusters of asteroids that are connected by bridges and ladders.

Clusterspace has just about every species you've ever imagined trapped there. The neogi and illithids make for common enemies, but other people trying to escape are just as dangerous.

Although this makes it sound like Clusterspace is a blank slate, many of the destroyed planets that now make up the clusters of floating space debris hold ancient ruins that suggest Clusterspace is the origin sphere of the mind flayers.

RAVENLOFT

According to CGR1 The Complete Spacefarer's Handbook (1992), Ravenloft as a setting exists in a demiplane rather than in a crystal sphere. The main way a Ravenloft campaign begins is with an adventuring party getting caught up in a random appearance of the Mists of Ravenloft. The same can be true for a wildjammer crew! The Mists of Ravenloft can reach to anywhere in wildspace in any sphere. The only place a wildjammer crew would never run into the Mists of Ravenloft is in the phlogiston.

If a wildjammer ends up in Ravenloft, it functions as normal, except that if it travels too far away, the mists bring it back to Barovia.

SHARDSPACE

Eberron was originally published in 2004 by Wizards of the Coast, a decade after Spelljammer had stopped being published. As a result, we never really got much in how Eberron fits within Spelljammer's model of the universe. This leaves it up to the DM to decide how they wish to handle including Eberron in their game world. Perhaps it is in a parallel dimension, a pocket of the material plane, or simply so far away and the sphere is only accessible through a black hole. However you choose to do it, Eberron was intentionally segmented off from the rest of D&D.

MAGIC THE GATHERING SETTINGS

Many of the Magic the Gathering settings have been getting published in D&D 5e, be it through full campaign settings like *Guildmaster's Guide to Ravnica* (2018) or *Mythic Odysseys of Theros* (2020), or in the *Plane Shift* series. So how do these fit in *Wildjammer*?

In terms of lore, they really don't. In classic Magic the Gathering lore, each world is its own universe and planeswalkers are the only ones who travel between them. You couldn't simply fly up from Theros through Nyx and eventually get to Ravnica, as the universe has a solid ending point (like hitting a crystal sphere!).

When it comes to using Magic the Gathering settings in a *Wildjammer* game, you simply need to relax the rigidity of that part of the lore. Many of these settings already are established as planets or moons, it's just that there's nothing if you sail out into space. So instead of saying it just ends, put the threshold of a crystal sphere there. Some settings might do better as a plane instead of a sphere, like Lorwyn. Lorwyn is full of fairy tale creatures brutally killing one another over and over. That would fit nicely in the Feywild, perhaps demiplane of the Feywild.

THE ROCK OF BRAL

The Rock of Bral is a vibrant city built upon a one mile long asteroid with labyrinthine tunnels between the two sides. It was originally created by the *Spelljammer* team as a hub city that can be put anywhere as the DM wants for their game. Some games take place entirely on the Rock of Bral and never really go sailing. Pirate ports have a lot of room for adventure!

For more details on the Rock of Bral, look up SJR5 *Rock of Bral* (1992), originally published by TSR, Inc.

BRIEF HISTORY

The Rock of Bral's history started about 150 years ago when pirates started making use of it for their bases. It had been occupied before, but those occupants were long since gone. In a short time, a bandit king named Cozar managed to bring all of the other pirates on the Rock under his sway. Over time and under his rule, the Rock started to become a more legitimate settlement instead of just a pirate's den. As the city grew, Cozar eventually put out a public ban on piracy as a means to drive more trade through the Rock.

That said, piracy remains in the lifeblood of the Rock. While committing piracy around the Rock is responded to, everyone sort of looks the other way if you are a pirate looking to fence some goods you got elsewhere. The worst crime is that which endangers the Rock itself. Prisoners found guilty are gifted to the illithid embassy.

Cozar's son, Frun, wasn't as efficient a leader as his father. It was during this time that the ruling house started to delegate more tasks to various factions on the Rock. Many different factions and royalty started to arise.

When Frun died, his eldest son Calar took over. Within a week, Calar was assassinated, passing the throne on to Andru, the younger son. Unlike his elder brother and father, Andru took after his grandfather. Within a week, Andru claimed to have found the assassins and had them executed. Yet, rumors go around that the alleged assassins were actually people Andru owed money to and he conspired to kill his older brother to get the throne and remove those he was indebted to. No one knows for sure.

Whatever happened, Prince Andru of Bral is but one player in the politics of the Rock of Bral. There are now

many factions and embassies that struggle for power over the Rock, as well as the constant threat to dangers still lurking inside the Rock that has yet to be fully explored.

GRAVITY PLANE

The gravity plane of the Rock of Bral separates the asteroid into an upper and lower part. The upper half is the city proper, called the City of Bral. The lower half is reserved entirely for the Prince.

THE CITY OF BRAL

The city is located on the upper half of the Rock. There are two parts: The High City and the Low City. The High City is on the more elevated part of the asteroid and houses Prince Andru's castle. The Low City is the rest of the city. A wall separates these two parts from one another.

LAKE BRAL

The Rock of Bral has a big hole going right through it. This hole is filled with water that gathers around the gravity plane running through the Rock. This means the lake has a top on both sides of the Rock. Various creatures live in the water as a means to clean up filth and waste.

THE EDGE

The Rock has an edge on both sides that fall off sharply. Guard posts are set up along the edge to watch for anyone unfortunate enough to have fallen off.

THE UNDERSIDE

The underside is the lower part of the Rock. This area is entirely the property of Prince Andru and it hosts a private fleet of wildjammers. Also visible from the underside are the Vanes, large wing-like constructs that extend out to allow some limited control of how the Rock is drifting.

THE DOCKS

The thinner portion of the Rock has a set of extensive wooden docks to accept all travelers to the city. A wildjammer that attempts to land in the city will likely find themselves under arrest quite quickly. Just off to the side of the wooden docks is a dry-dock for wildjammers that can land on land.

THE CAVERNS

Inside of the asteroid between the upper and lower half are the caverns. These labyrinthine caves are largely the result of creatures that once lived on the Rock well before Cozar first took it over. These caverns have not been fully explored though they are sometimes used for moving from one side of the Rock to the other. Few seem particularly interested in stirring up whatever might be waiting deep within.

MARKETS

Much of the real estate of the Rock is devoted to markets. Given that many of the original founders of the Rock were pirates, there was a lot of stuff to sell off and so many shops were created. There is a central Great Market that resides toward the center of the Low City. On the other side of the Low City is the Lesser Market where shady dealings happen.

SPECIES DISTRICTS

There are five major districts to the Rock of Bral set up by species that grouped together early on in the founding of the Rock. There is The Burrows for halflings, the Dwarven District, the Dracon Enclave,

the Forest for elves, and Giff-Town for the Giff. Each of these is run by factions focused on the interest of their species on the Rock.

TEMPLE DISTRICT

There are temples to various gods on the Rock just near Lake Bral. They include churches to The Path and the Way and to the temple of Ptah.

THE GRAVEYARD

Not many can afford to be buried here. Most are instead burned or set adrift in space.

THE DONJON

The Donjon is the name of the Crown's prison for criminals judged too dangerous to be allowed to work off their crime.

FESTIVAL GROUNDS

The Festival Grounds were built over the damage done by a neogi controlled dwarven citadel crashing into the Rock. Instead of rebuilding city, they put in grounds for festivals and built an arena.

THE BARRACKS

Located in the High City, the barracks houses the military of Prince Andru of Bral.



CHAPTER 5: RUNNING WILDJAMMER

This chapter is all about DMing! So far this supplement has covered the universal model, player options, ship mechanics, and even some setting materials you can choose to use to add people and places to your world. But what about running the game? What about things that will pop up once we start DMing a game? Well, that's what we're going to be going over in this chapter. I can't say I'll cover everything, but I'm going to try to cover enough to smooth over some potential problems when running a game of Wildjammer.

That said, it is important to understand that this chapter is just guidelines. This is just a bunch of stuff that I have found help me when running a game. You may not agree and want to run stuff a different way. Go for it! The only wrong way to run a game is one where you and your players aren't having fun.

TRAVEL

Any game of Wildjammer is invariably going to end up with someone asking about a trip, "How long does it take to get there?". On the surface, this question is no more difficult to answer than telling your party how long it will take them to get down the road to the big city they are heading for. You might have a map that shows you distances, you might have it written down in your notes, or you might just make it up on the spot.

You can answer this question the same way in a Wildjammer game. Nothing about running a game in space requires you to map out every detail of every system, including planetary orbital motion. You can if that's something you enjoy, but you don't have to.

In this section, I'm going to run through a few travel related rules and tidbits of information that may help you depending on how you like to handle travel!

TRAVELING BETWEEN PLANETS

There's at least two things for you to consider when it comes to a party setting sail between planets. First, how do they intend to navigate to their destination? Second, how long does it take to get there?

Navigation in space can be fairly easy thanks to the stars all around. When getting ready to set sail, you can simply require the players to make a Navigator's Tools check to plot a course to their destination.

If you want it to be more difficult or if they are in an unfamiliar sphere, you might require them to first get a hold of a *Star Chart*. A star chart isn't some magic item, it's more of a reference chart for how the system works. It shows the orbital path of the known planets there and how to plot a course to them based on the stars. This would allow a crew to plot a course even when they have no basis for understanding the stars they are looking at. I generally make it so star charts can be purchased for between 100gp and 600gp at any port in one of the surrounding crystal spheres.

PLANETARY DISPLAY

These rules might be useful for more theater of mind travel, but if you want to build a scale map that you can move planet tokens around on, you want to use the Planetary Display!

In the dropbox with this supplement, there is an image called the planetary display. This shows a pair of circles, each comprised of rings. These rings are orbits that a planet or similar can be on centered around a

sun or other primary. Each ring is divided up into squares that you can place tokens on and move them along the ring as they revolve. The first ring out from the center has 6 blocks, the second ring has 12, the third ring has 18, and so on.

The two circles represent the inner and outer system. All of the right side circle is contained within the center of the left side circle. The right side is the inner system, planets like Mercury or Mars. On the left side, we have the outer system, for planets far away from one another, like Jupiter or Neptune.

On each circle, you can determine the scale. Lets say we know our ship moves 100 million miles a day, so we make a square on the right equal to 50 million miles. Our ship can move two squares per day. When scaling this up on the right display, multiply by 20. Now a square is a billion miles, or 10 days of travel. This is to show how much closer things are in the inner system than in the outer system.

Remember that you can determine this scale! The goal is to give you the tools to show relative distances between planets over large distances.

PLANETARY DISPLAY (EXCEL)

For those of you familiar with Excel, you might find this useful. Back in 2016, Lord Torath, a contributor on The Piazza shared a neat [Excel sheet](#). On this sheet, you can put in your planet's names, sizes, orbital speeds, and the like. Once it is done, you can override the "Starting Position" column's equations with flat integers and it will give you a set display. You can give the worksheet your party's travel speed and two planets and it will tell you the time it takes to travel between the two. If you change the time elapsed cell at the top of the page, it will automatically move every planet around the display and recalculate distances. If you're a fan of Excel, you'll find this useful!

TRAVELING BETWEEN SPHERES

In a narrative sense, traveling between spheres can be handled quite easily. The phlogiston and the spheres within are all moving around slowly. At certain spots in the phlogiston, there are **flow rivers**, invisible currents that can be felt by and used by a Helmsman to sail the phlogiston. These rivers invariably lead between crystal spheres, like the strings of a spider's web leading to intersections. Traveling from one sphere to the next can be as simple as the party leaving their current crystal sphere and following a flow river all the way to their destination.

Alternatively, you can make use of a flow map. In the dropbox with this supplement, you'll find a copy of Nerik's Map of the Flow, a fantastic homebrew map that gives relative placement for many crystal spheres and approximate travel time along flow rivers between them. If you like using maps like this, you can use this similar to a nautical map, showing the best routes across the world's waterways.

PERCEIVING PLANETS IN THE SKY

Anyone proficient in Navigator's Tools can spend some time to notice a planet among the stars by noting how they move, but how close to do you need to be to just see the planet? This varies by planet size, as a bigger planet can be seen farther away, but my rule of thumb is that you can distinguish the planet from the stars when you're within 300 million miles (3 days travel)..

COMBAT

In most games of D&D, there is more than a little bit of combat. Whether it is the adventurers fighting for their lives through the labyrinthine caverns of the Underdark, or them ending up in a fight against the corrupt guards protecting a vampire's estate, one way or another, combat comes up.

Running combat in Wildjammer need not be any different than running it in any other setting, but there are some extra considerations.

ZERO-G COMBAT

Just like a sailor might someday end up in a fight with something beneath the water they sail on, sailors in Wildjammer might find themselves in the aether of wildspace. This forces them to fight in a particularly challenging environment.

When making a *melee weapon attack*, a creature that has no way to magically fly, levitate, hover, or in some way move while in the aether has disadvantage on the attack roll.

When making a *ranged weapon attack*, the weapon's normal range is doubled, but a creature that has no way to magically fly, levitate, hover, or in some way move while in the aether has disadvantage on the attack roll.

BALANCING SHIP COMBAT

In a groundling adventure in D&D 5e, we can make use of the CR system to have a general ballpark idea for how powerful a creature is. Unfortunately, that doesn't extend to ship combat. We can't just scale up a creature to mega scale and expect things to work out. As much as I've tried to make the ship combat mirror ground combat, it does differ, and it is important to take that into account when designing encounters.

In a ground scale encounter, monsters are designed around each character having their own offensive and defensive abilities. Unfortunately, when it comes to ship scale combat, creature balance has to account for the entire party having one set of defensive stats, including one pool of hit points (a ship's hull points). In other words, **your party is constrained by the ship they are in.**

SHIP CONSTRAINT

Lets dive into that a bit more. I think understanding how a ship constrains the party is important to making ship scale encounters.

Lets imagine we have 5x level 15 PCs. Among them, we have a Helmsman, a Boatswain, and 3 Gunners. At level 15, they all have a 20 (+5) to their main offensive ability score with a proficiency bonus of +5. That's a +10 to hit, not counting magic items.

Now lets put this party in a Dragonfly. This ship has 75 HP, 12 AC, and 1 light catapult. When one of the Gunners uses the light catapult, they have a +10 to hit and they deal 7 (3d4) mega bludgeoning damage per attack, plus 5 once per turn from the Gunner feature *Precise Shot*. Assuming our Gunner is a Fighter with *Extra Attack (2)*, that means this ship can deal an average of 26 (7 + 7 + 7 + 5) mega damage each turn if every attack hits. That's pretty good when against a weaker enemy!

Lets put the same party in something bigger, a Hammership. Their ship has 250 HP, 16 AC, and 3 heavy catapults. The Gunners still have a +10 to hit, but now they deal 13 (3d8) mega bludgeoning damage per attack, plus 5 from the *Precise Shot* Gunner feature.

Furthermore, all 3 Gunners can make attacks, as the ship has more hardpoints. Lets say all Gunners are Fighters with *Extra Attack (2)*, that means they can do 44 (13 + 13 + 13 + 5) each. That's a total of 132 damage if all attacks hit!

See how different this is? The same party in separate ships results in a major change in both damage and defenses. The point I want to convey here is that when you are balancing your encounters, you need to design the offensive potential of your enemies based on the defensive potential of your party's ship. Your party will get better, but a ship is like a piece of equipment: it doesn't level up with you, it doesn't get better as you do. The characters can use the weapons better (higher attack bonuses and the like), but the ship isn't gaining while leveling.

NPC SHIPS AND MEGA CREATURES

For your first time designing a mega scale fight, I recommend you start with a mega creature. Don't worry about ship weapons and all that jazz, just focus on making a big beastie that does enough damage to put pressure on the party's ship and can take enough damage to survive a couple turns against your party's offensive abilities.

That said, you may reach a point where you want to throw an enemy ship at your party. After all, it's ship combat! I recommend you **design your enemy ships exactly like monsters**. In a normal D&D 5e game, we don't normally assign class levels to enemy creatures, we simply give them enough HP and AC to last, with enough attacks to hurt and create tension, and enough features to make the fight fun. Build your enemy ships in exactly the same way. Don't get bogged down on the exact stats of every bridge crew officer (except for use in a boarding fight). I never reference the creatures aboard the ship when running an enemy ship, I just build the ship's stat block to include whatever features I want it to have.

That also means I don't worry about an enemy ship's bridge crew actions. If there is a bridge crew action I want the ship to be able to do, I'll make it a part of the ship's stat block. I'll always let a ship repair half of its bulwark points, move, and attack each turn, but something like a Captain's *Fire At Will* feature I just wrap up into the ship's multiattack.



MEGA CREATURES

Throughout this supplement, I've mentioned mega creatures, but I haven't said much about them. This book doesn't provide many stat blocks, at least not yet, but they are something a DM might want to add to their game if they want to use the ship combat rules in this book. The way I see it, a seafaring adventure (even one in space) isn't complete without sea monsters like the kraken or Charybdis and Scylla. These threats are perfect for ship encounters.

All mega creatures are just like regular creatures, just scaled up to mega scale. They are so massive that they need to be defined as larger than gargantuan. They occupy at least a single 500 foot by 500 foot square on a mega scale grid. All mega creatures have mega hit points instead of regular hit points, which is the same as having hull points. Their movement speed and senses are all scaled up to mega scale as well. Mega creatures can't be summoned by traditional magic and non-mega creatures can't transform into them.

CHALLENGE RATING

As I described in the last section, it is difficult to assign a CR value to mega creatures (as well as ships) because the party's ship constrains most of their defenses to that of the ship. This means you must design your mega creature encounters around your party and what they have available to them.

If you are a math person, feel free to dig into adding up the average damage your party can do with ship weapons and use that to assign HP and AC. If you like to feel things out, just start small and work your way up in terms of enemy strength. Just like encounter building in a ground based D&D 5e game, the more you do it and the more fights you run, the more you'll start to intuit what your party can handle.

EXAMPLE MEGA CREATURES

The two stat blocks I include in this section are two I have used in low to mid tier games. Feel free to use these as a starting point for your own creatures. If you want more, I suggest you check out the Dark Matter campaign setting by Mage Hand Press, as they have plenty of interesting mega creatures in there.

ASTEREATER

These massive asteroid-sized beholder-kin are seen by other beholder-kin as the black sheep of their genetic family. Unlike other beholder-kin, astereaters are not particularly intelligent and tend to not have much in the way of magic or psionics. That said, what they lack in smarts they make up for in sheer size and strength.

As outcasts of beholder-kin, astereaters primarily reside on the outer edges of asteroid fields, remaining motionless and blending in perfectly as drifting rocks. They wait for the unwary ship to get too close, allowing them to close the gap quickly so they can bite and grapple it. This natural camouflage is perfect, allowing them to fool even the best trained eye.

As an unusual and grim silver lining, astereaters are unable to digest non-organic material. This means that when they are done eating a ship, all of the metals and treasures aboard the ship are generally left in perfect condition, just waiting for someone to come along and kill the astereater. This makes the astereater almost like a rather disgusting and dangerous piñata. If you kill one, be sure to dig around inside for treasure!

ASTEREATER

Mega-large aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 157 (14d20 + 10)

Speed fly 2,500 ft.

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

Saving Throws Str +8, Con +4

Skills Perception +8, Stealth +12

Senses Darkvision 12,000 ft., passive Perception 13

Languages Beholder, deep speech

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 mega creature or wildjammer that it can see.

False Appearance. While the astereater remains motionless, it is indistinguishable for an inanimate asteroid.

Crunching Jaws. Once the astereater has a mega creature or wildjammer grappled, it loses the multiattack feature until the grapple ends, but has advantage on all attack rolls against the grappled mega creature or wildjammer.

STAT BLOCK HEADING

Multiattack. The astereater makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 500 ft., one target. *Hit:* 21 (3d10 + 5) mega piercing damage. A mega creature or wildjammer of sloop size (mega medium) or smaller must succeed on a DC 15 Strength saving throw or become grappled.



SHARCHINID

These massive shark-like creatures spend much of their time swimming through wildspace on the hunt for delicious mega creatures and wildjammers. Their favorite prey are delphinids, peaceful dolphin-like creatures seen by sailors as a sign of good luck. As such, sharchinids are generally killed on sight by most wildjammers that find them in wildspace. That said, even if they didn't want to, the sharchinids rarely leave them much of a choice.

In a long forgotten sphere, a tyrannical ruler once sought a way to better hunt down rogue wildjammers in his territory. He forced a wizard with a talent for transmutation to flesh sculpt delphinids into trainable wildjammer hunters. The wizard transmuted these delphinids into monsters.

These delphinids were modified in a number of ways. First, they were given rows of incredibly sharp teeth with which they could rip apart a wildjammer. Second, their senses were heightened and fine tuned, allowing them to detect the presence of Wildjammer Helms based on subtle vibrations in the aether. Lastly and perhaps most terrifying, they were altered to be able to link themselves to a *Wildjammer Helm*, allowing them to follow a wildjammer into jamming speeds.

To the surprise of no one reading this entry, things didn't go as planned. These creatures proved resilient to training and their hunger was out of control. They devoured everything, not just rogue wildjammers. It didn't take long for these creatures to start ripping the tyrannical ruler's fleet to pieces for food and material to replicate. Before long, they had started to spread across the many spheres.

SHARCHINID

Mega-medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (8d10 + 10)

Speed fly 3,000 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +3

Senses Blindsight 6,000 ft., passive Perception 13

Languages -

Mega Creature. This creature is far larger than gargantuan size. It occupies an area 500 feet long by 500 feet wide.

Arcane Hunger. The sharchinid is able to precisely know the location of any Wildjammer Helm actively creating propulsion within 100 miles of it.

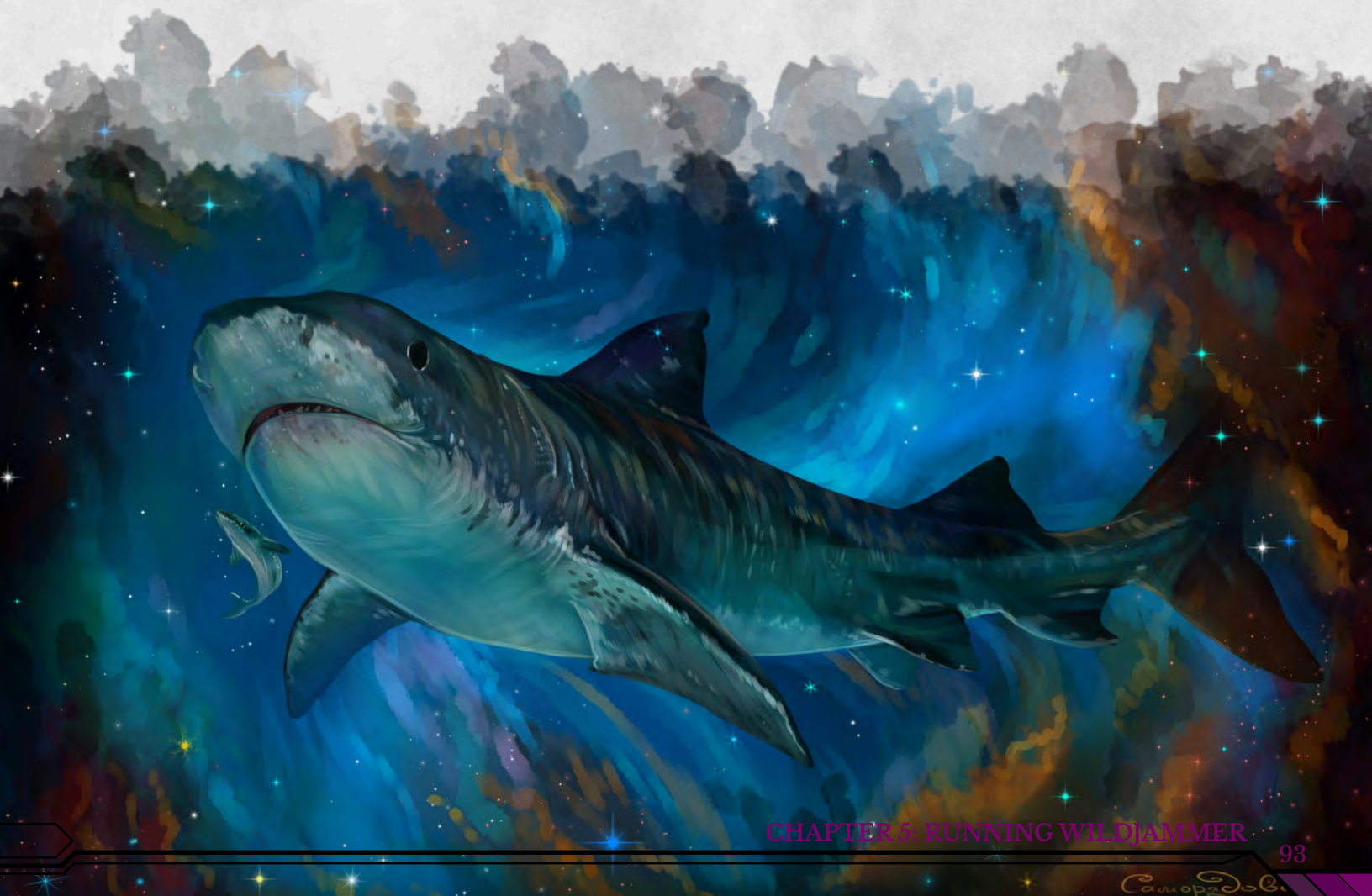
Relentless Pursuit. Although the sharchinid can't accelerate to jamming speeds alone, it can link itself to the helm of a wildjammer and pursue them into jamming speed. Whenever a wildjammer within 10,000 feet of the sharchinid accelerates to jamming speeds, the sharchinid can latch onto the magic of the helm to accelerate to jamming speed.

Aether Breathing. The sharchinid can only breathe in the aether of wildspace or in the phlogiston.

STAT BLOCK HEADING

Multiattack. The sharchinid makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 500 ft., one target. *Hit:* 12 (2d6 + 5) mega piercing damage.



BUILDING A SPHERE

When running a Wildjammer game, you might run a game that takes place entirely in a city like the Rock of Bral. You might run a game that focuses on a small cluster of worlds. You might focus in on just one sphere. You might also like to have your players voyage across many spheres and see different settings.

However you run your Wildjammer game, homebrew is in the lifeblood of this setting. You build your own ideas, your own worlds, your own villains, and so on. There is enough setting material that you can fly between Eberron, Wildemont, Forgotten Realms, and so on, but you can also add in your own setting material! The beauty of crystal spheres is that you can reasonably put any setting you can imagine into your Wildjammer universe.

In this section, I'm going to offer some guidelines on designing your own crystal spheres.

CREATING YOUR SETTING

When building your homebrew setting or just adding in a random crystal sphere, there are some things you may want to consider that you otherwise wouldn't in a normal D&D 5e game. Consider the following:

Type of System: What kind of star system exists in this sphere? Is it a normal solar system? If so, is it heliocentric or geocentric? If not, what's the unusual arrangement within the sphere? Is it a flat plane sitting atop four huge elephants standing atop an infinite stack of turtles all the way down? Or something even crazier?

The Primary: If you're doing a fairly standard sphere, what is the primary? Is it a sun? Two suns? Three? Are any of those suns sentient? If so, they are friendly or hostile? Maybe the primary is black hole? Or it could be another crystal sphere and inside of that crystal sphere is another system. Heck, maybe the primary of that system is another sphere, just as large. Remember, you **don't** need to obey the laws of physics!

Celestial Bodies: How many planets are out there? Any asteroid belts? How do they orbit the primary, in a circular pattern or some other way? Do they rotate at all and if so, in an odd way or not? For each planet, how big are they? Are they fire, earth, water, air, or life planets? Do they have moons or odd creatures living upon them?

People: Who in the sphere is aware of wildspace and spacefaring society? Are they friendly or hostile? What are their experiences with other spacefaring societies? How do they perceive the universe through a cultural, political, social, and religious lens? Do they believe the universe is an endless expanse caused by a big bang, is it all carried upon the back of a giant turtle, or was it all suddenly created as is? Are there people living on planets in the system who aren't aware of spacefaring society?

How big is the system?: The edge of the crystal sphere is always twice the distance of the primary to the most distant planet in the system. Is this a massive system with tons of empty space? Or is it densely packed with dozens or hundreds of worlds? Are any of these worlds unusual or unique in some way?

RANDOM SPHERE TABLES

There are some tables out there worth checking out for randomizing your own crystal sphere. First, check out *Spelljammer: Adventures in Space* Boxed Set (1989), originally published by TSR, Inc. One of the books in that set is called *Concordance of Arcane Space*. In chapter 5 on page 74, there is a section called *Randomly Generated Systems*. These tables are fantastic for creating a template of a crystal sphere with just a few dice rolls.

In addition to that, I'd also recommend checking out *Blog of Holding's "Building the One Page Spelljammer Rules"*. It is an excellent one-pager that helps build out a sphere rather quickly, along with some interesting and fun encounters!



RANDOM PLOT HOOKS

Sometimes it can be tough thinking up interesting plot hooks to run with for a game with as much freedom as Wildjammer. When you have total creative freedom over the setting and the endless possibilities of space, choice paralysis is understandable.

Luckily, people like /u/AlternativeArrival create lists of various plot hooks that you can use for different style campaigns. They have created a variety of useful lists of 50 plot hooks to work for characters from various backgrounds. Although these are meant to create a plot hook for characters of that background, many of them can easily be the start to a campaign!

With /u/AlternativeArrival's permission, this section is going to include a slightly altered version of his [50 Plot Hooks for Sailors](#) list. The alterations are mostly superficial, meant only to translate the seafaring plot hook to a wildjammer one.

50 PLOT HOOKS

1. A legendary white Great Dreamer (space whale) has been sighted near your starting town.
2. An extra-large Whaleship has become wedged in the middle of a popular aether river through an asteroid field. All attempts to move it, mundane and magical, have so far failed.
3. The queen of the starting town has announced a grand expedition to a far off sphere and is seeking experienced adventurers and sailors to take part.
4. A newly formed government in the sphere has begun to take issue with so many wildjammers coming and going.
5. A literal Sea Fever has broken out throughout wildspace, and the docks are now packed with people desperate to sail out on the aether.
6. A sailor that served on the same ship as a PC has come to them for aid guarding a shipment of spices.
7. A grand canal is being cleared through a dangerous nebula, the likes of which have never been seen before. Upon its completion, one of the most important trading ports in the sphere will be rendered irrelevant.
8. Long have aethermages worked to keep the aether of wildspace stable in this sphere. As of late, the aethermages have found their magic failing and aether storms are on the rise throughout the sphere.
9. A group of radical druids have begun attacking ships hunting delphinids (space dolphins) and great dreamers (space whales).
10. Bloody Alice, the Scourge of the Sea of Night, has finally been captured and is due to be hanged publicly. A letter arrives from her jail to the PC, asking for them to be at the hanging.
11. A man attempts to pay the PC with stolen treasure from a far off sphere.
12. Two sailors in the middle of an argument over the lyrics to a common sea shanty are on the verge of starting a bar brawl.
13. A sister ship to a vessel lost in an infamous disaster is about to set off on her maiden voyage.
14. An ornery space Dragon Turtle has planted itself just outside the docks of a small port city, attacking any wildjammer that comes near. The sailors claim to have heard some kind of message coming from it, but none of them know the creature's language.
15. Following the end to the local Empire's protectionist trade policies, the docks of every wildjammer port are flooded with ships from far off lands, all eager to peddle their wares.



16. A captain in the Elven Imperial Navy, famed for her daring tactics, has fled in one of the Navy's flagship Armadas, claiming a conspiracy that implicates the entire Admiralty.
17. A blockade has been set up around a port city built on an asteroid from a rival faction. The PCs are hired to smuggle supplies into the city.
18. An old captain of a PC, now approaching the end of his life, wants the PC's help in completing a perilous journey back to his homeworld.
19. Rumors are abound of a faction building a new wildjammer meant to rival even the Tsunamis. The PCs are tasked with investigating the faction's ship yard to discover if there is any truth to these rumors.
20. A ghost wildjammer has been sighted off the coast, but unlike its other ethereal brethren, it doesn't appear to be a pirate ship or a navy vessel; it's a cruise liner, and it's still taking on passengers.
21. The Prince of the Rock of Bral has been kidnapped and is being held for ransom.
22. A sailor that a PC once sailed with, long thought dead, has returned and is eager for revenge against the PC, who they blame for the disaster.
23. A new faction of pirates sailing under a blood red flag have started to attack trading and naval wildjammers. They are as hungry for blood as they are for treasure. That's right... They're Vampirates!
24. A legendary captain has died along with their crew at the hands of a siren who's song is so potent, it can ensnare the will of those who read the lyrics of it or hear it sung by another creature.
25. A PC receives a 25 word message from an old shipmate who claims to be stranded on a distant asteroid or planet not located on any star map. They beg the PC for rescue.
26. While planet-side, the party finds dozens and dozens of dead skullbirds (space vultures).
27. The rum is gone. A shortage across many of the wildjammer ports in the sphere has lead to sailors of all sorts looking for a new steady supply.
28. An arcane college claims to have discovered a way to teleport massive amounts of cargo between planets and crystal spheres, putting into question the necessity of trading wildjammers.
29. The Knight Commander of the sphere's Company of the Chalice has begun a massive push to end piracy, going as far as far as to attack ships with little provocation and burn down trading ports though to harbor pirates from the law.
30. A debate over mining rights to an asteroid field between two factions threatens to become a war.
31. An eccentric Radiant Dragon has taken it upon themselves to wildjammers sailing through 'their territory' by conducting surprise tests of combat readiness of both military and civilian vessels. When asked why, the dragon gives only cryptic warnings.
32. The lady of an increasingly important port town is advertising a race around the sphere. The winner will be prized with a strange magical artifact.
33. Aether storms have become more frequent and dangerous for those traveling through a nearby asteroid belt. Survivors have spoken of massive aether elementals spotted in the storms.
34. A trading guild has been hiring more and more experienced sailors and officers in order to man their ever growing fleet of 'escort' ships.
35. A captain of legendary fame is hosting a gala, attended by admirals and pirate lords alike, and the PCs have been invited!
36. Wreckage from a great space battle has begun to wash up on a port city from aether waves, but the flotsam implies a previous unknown kind of wildjammer, and the bodies that follow don't match any species that the locals recognize.
37. The admiralty of the local government's navy is meeting to discuss a course of action in the face of a parliament that they believe is weak willed.
38. A wildjammer has been found adrift, totally empty and without any evidence of what caused it to be deserted.
39. A wildjammer that hunts down game in wildspace has started bringing back strange and unusual animals from a far off and rarely visited part of space. Little do they know that they are starting to encroach upon the territory of a great leviathan.
40. A wealthy arcanist and patron of adventurers wants the PC to join them on an expedition to the elemental plane of water.
41. Waves of aether begin to recede from the docks of a town, evidenced by docked ships falling into the asteroid as they are no longer supported on the aether. Sailors and citizens alike begin to run, fearful of an aether tsunami.
42. A call has gone out amongst every seedy tavern and smuggler's cove: the pirate king is dead and the contest to decide the next one has begun.
43. Slowly but surely, an aether storm has started building in a previously inconspicuous area, larger than any seen before. At its center, an island has been glimpsed, where no island was before.
44. Asteroids and planets no longer match star charts, compasses spin aimlessly, and even the stars are leading even the most experienced navigators astray.
45. The aether has started to heat up, burning both animals and sailors that are unfortunate enough to fall into it. Sailors start to flee from the system.
46. An old companion of the PC seeks them out with a fragment of what they claim to be a map to a long lost stash of treasure.
47. A long dead admiral, betrayed by their empire and forsaken by their god, has arisen from his grave in the cold of space and is starting to build a terrifying armada of the damned, to bring about terrible vengeance on the world of the living.
48. A PC comes across a message in a bottle, carried through the void of space on the aether, that tells of a hidden island filled with treasure. The island appears on no map and it holds onto its treasure as jealously as it holds onto the people who show up.
49. A local god has been found floating in wildspace, undeniably and impossibly dead.
50. With the local system mapped entirely and the navies of various local empires, kingdoms, and republics increasingly intolerant of pirates, a small group of them who feel the call of the sea have requested the PCs help in setting sail for a new ocean: The Astral Sea.

OPTIONAL RULES

Throughout this supplement, the focus has been on creating a series of streamlined and easy to use rules that can help bring your game of D&D 5e into space. Unfortunately, streamlining often comes at the cost of flavorful mechanics that can add to a game if you are so inclined to deal with the extra overhead.

In this section, the goal is to provide you with a few different optional rules you can use in your game. Use however many (if any) of these rules as you wish. Just be sure that it is done in a way that it brings more fun to your table!

ANTI-PLANAR PHLOGISTON

In the original Spelljammer campaign setting, just as in this supplement, the phlogiston is a place beyond the reach of the planes and dimensional magic. This was done as a way to justify why the gods of different settings don't mess up the lore of other settings, which preserves each setting's integrity. In 2e Spelljammer though, this also meant that clerics, paladins, and others who derived their power from planar sources were also isolated from their more powerful spells. If you want some of this original flavor, use this rule.

When using the Anti-Planar Phlogiston optional rule, spell slots don't return as normal. Clerics and paladins can only regain 1st and 2nd level spell slots when finishing a long rest while in the phlogiston. Even paladins that serve a virtue or ideal are limited by this, as their service might not be to a deity, but a deity does sponsor the power to the paladin.

Warlocks are similarly limited. When a warlock regains spell slots on a short rest, these spell slots are limited to 2nd level, even if they would otherwise be cast at a higher level.

When in crystal spheres where the divine entity that sponsors the character's power has no influence, the character must use the *Contact Home Power* or *Detect Powers* spell to establish a link to the divine benefactor or to temporarily gain power from a local power. If the character doesn't establish this link, they continue to only regain spell slots up to 2nd level until such time as their divine benefactor has power in that sphere.

CRITICAL HITS CHART

Ship combat in Wildjammer is meant to mirror ground combat as closely as possible while still retaining the feeling of being in a ship, so there isn't anything like a critical hit chart for ship fights. Nevertheless, if you want to have devastating critical effects, you can use the Critical Effects table provided below.

When an attack against a ship is a critical hit, instead of doubling the dice pool of the attack, the attack deals its normal damage plus an extra effect. Roll a d20 on the table below to determine the critical effect.

Additionally, when a ship is reduced below 50% of its maximum hull points, it must roll on the Critical Effects table.

CRITICAL EFFECTS TABLE

Roll	Effect
1-5	Double the damage dice pool of the attack.
6-8	Fire
9-11	Casualties
12-14	Hull Holed
15-17	Module Damaged
18-19	Ship Shaken
20	Spelljammer Shock

Fire. Your ship has caught fire! Until the Boatswain uses their action to put out the fire, the ship can't regain bulwark points and suffers 5 (1d10) mega fire damage at the start of each round of combat.

Casualties. The critical hit has unfortunately caused the death of some of the crew. For every 20 damage dealt by the critical hit, one crew member dies.

Hull Holed. A large hole has been punctured in the hull of your ship. Until the ship has its hull repaired (see pg. 41), the ship's maximum bulwark points is reduced by 5 (2d4).

Module Damaged. A ship weapon, module, or sails is broken! Until the Boatswain takes the *Fix It Up* bridge crew action to repair the it, it is inactive and unusable. Weapons cannot be fired, modules cannot be used, and the sails cannot be used to turn the ship. The attacker chooses which ship component is damaged.

Ship Shaken. The power of the attack has knocked everyone aboard the ship off balance. The first attack made by each Gunner before the end of their next turn is made at disadvantage. If the ship suffers additional instances of *Ship Shaken* in the same turn, the number of attacks made at disadvantage increases by 1 each.

Spelljammer Shock. A surge of arcane energy surges back through the helm and into the Helmsman. The Helmsman is immediately unattuned from the helm and must succeed on a DC 15 saving throw using their spellcasting ability saving throw or fall unconscious for 1d4 hours.

GRITTY REALISM (REVISED)

Since Wildjammer is based on the Age of Sail, there is going to be a great deal of downtime between events. Sailing the high seas is great, but you're not likely to get 7 encounters into an adventuring day when sailing. When there is just 1 encounter a day, it often leads to characters 'going nova' and using all their strong abilities and trivializing encounters because there's only going to be one in the day. To account for this, you may wish to apply this revised version of the Gritty Realism rules.

Using this variant, whenever your characters spend 8 hours resting (or shorter if the character has a feature that allows them to finish the rest in some other way), they finish a short rest. They can only complete a rest once every 24 hours. Every 7th rest the characters take is a long rest.

The goal of this is to allow more even combat pacing across multiple days, without requiring characters do nothing for an entire week to achieve a long rest. This also helps the DM to avoid unwanted gaps in narrative development just because characters must complete their long rest. It sucks to build up a sense of urgency and have characters go, "Well, we can't do anything because we need to sit around for 7 days to long rest."

ADDITIONAL RESOURCES

If this supplement has interested you, you may want to seek out more information about the real Spelljammer setting. Check out some of these links below, as I have found them to be incredibly useful in learning more about what Spelljammer is!

RESOURCES 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 good material here!
- 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 here is amazing.
- 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 Player Space Ships](#)
- [Realmspace, The Faerun Solar System](#)
- [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](#)



FINAL CREDITS

This supplement was put together for free and I have not made or seek to make money off of it, nor should anyone else. I'm just a fan of Spelljammer and wanted to bring as much of it to 5e as I can! The fan content policy this is supplement was made under does not include the use of trademarks like Spelljammer, so for that reason I have branded this as Wildjammer. Nevertheless, I want it to be clear that most of the ideas and content here are adapted from Spelljammer. It might be best to look at this as fan-fiction, clearly derived from the work of others, but adding my own interpretations on it.

Much of the information drawn from Spelljammer for this book comes from google and from things I've learned reading over the original books. Many of the new ideas were developed by talking to other fans of Spelljammer. It is in this final section that I'll be attempting to give thanks to everyone who helped out along the way!

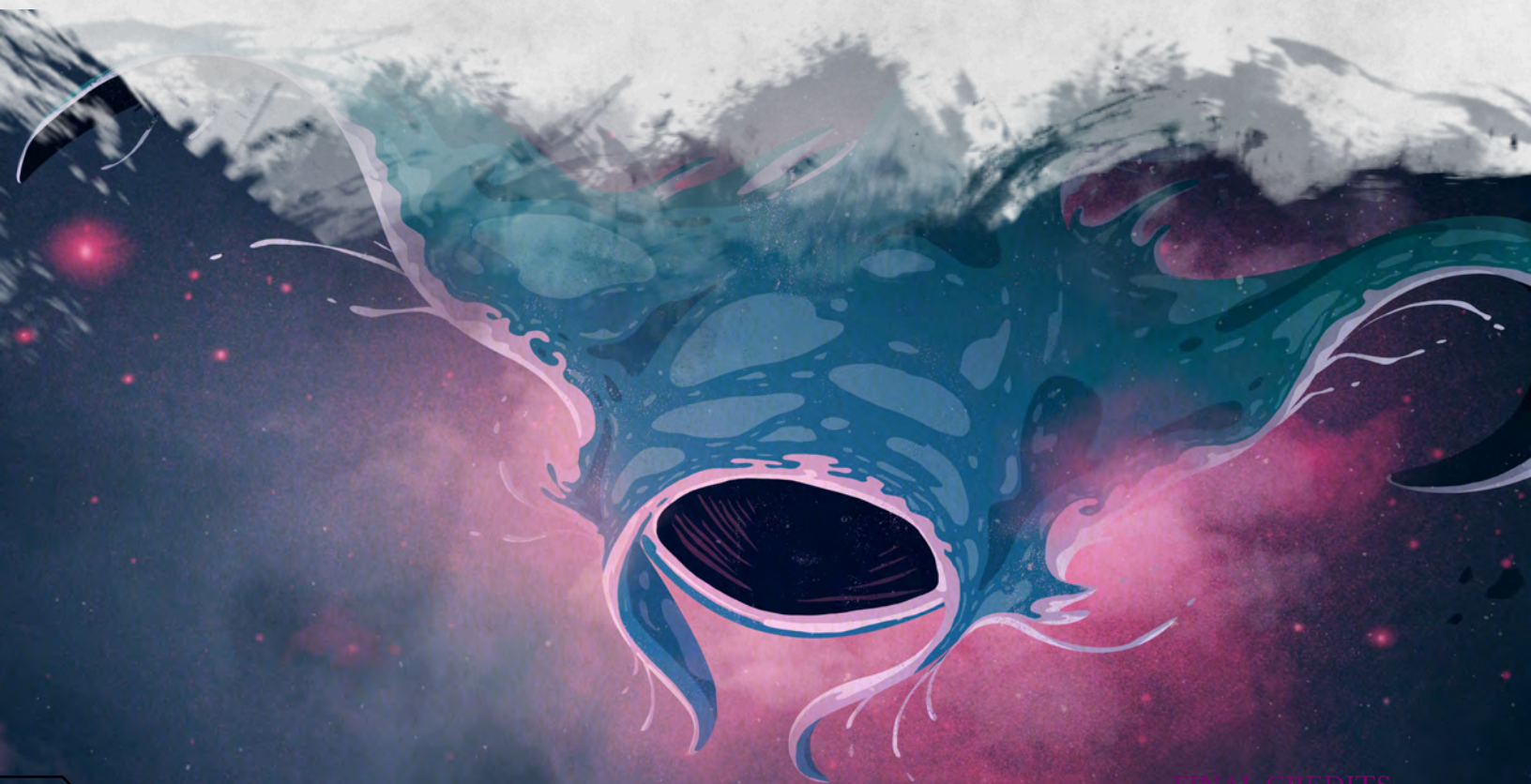
First off, big thanks to Jeff Grubb and the other writers and designers on the Spelljammer team back at TSR who helped bring this setting to life. Although Wizards of the Coast hasn't published much of Spelljammer since the original run, the fact that it holds an esteemed position in the community speaks volumes to how creative and great a setting it is.

Second, huge thanks for the Mage Hand Press team. After spending months trying to find a way to make ship combat feel fun, it was your combat system in Dark Matter that inspired me the most to get this project going and carry on with it so long. I'm looking forward to getting my backer kit, and I recommend everyone else who reads this far to go check out their stuff, here.

Alright, now some specific thanks:

ARTWORK

- Page 6: The extent of the air envelope image was taken from [this page](#). No original source is cited but the design is based off of the image on page 7 of The Concordance of Arcane Space (1989), published by TSR, Inc.
- Page 7: The artwork I use to represent the crystal spheres is a colorized version of the Flammarion engraving (1888) done by Robert Aulicino for the book *The Discoverers* by Daniel Boorstin, published by Random House in 1983.
- Page 8: The artwork I use to represent the phlogiston is named Sky Travel by Bianca Morelos. You can find her artwork [here](#) and you can order prints of this image [here](#).
- Page 9: The artwork of the Astral Sea is by Ari-Matti Toivonen, uploaded to [his artstation site](#).
- Page 10: The picture of Large Luigi in the Laughing Beholder is from D&D 5e's Spelljammer (2022).
- Page 11-12: The dohwar and drakon portraits were drawn by John Carl Flores, commissioned by BipolarDiceRoller.
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- Page 15: Mind flayer artwork was published in Dungeon of the Mad Mage (2018) by Wizards of the Coast.
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- Page 20: The druids channeling magic is the Magic the Gathering card Druid's Repository, drawn by Daarken.
- Page 21: The fire mage is from the Magic the Gathering card Flamethrower Sonata by Slawomir Maniak.
- Page 22: The throne is from the Magic the Gathering card Sigil of the Empty Throne, drawn by Cyril Van Der Haegen.
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- Page 30: The wizard in a vortex of magic is from the Magic the Gathering card *Muse Vortex*, drawn by Kieran Yanner.
- Page 31: The black orb is from the Magic the Gathering card *Damnation*, drawn by Kev Walker.
- Page 33: The image of a ship sailing into space is from a video made for *Voyage of the Corvus Corrone*. It was uploaded to DeviantArt by artist redkidOne [here](#).
- Page 34: I created the the "Diagrams: Cone of Movement" using GIMP.
- Page 38: The image of a giff with a gun resting on its shoulder was found on the cover of "Giff, a New Playable Race for D&D 5e" by Benjamin Huffman, and [currently available on DMsGuild for purchase](#).
- Page 44: The gith aboard a ship is the cover of the book *Corsair*, second in the *Blades of the Moonsea* trilogy by Richard Baker.
- Page 45: The image of the goblin *Blade* is from [here](#). I have been unable to identify the original source.
- Page 46: Picture of The Spelljammer was done by Jeff Easley and published in *The Legend of Spelljammer* (1991) by TSR, Inc.
- Page 47: The image used to represent a Spirit Warrior is called "Corsus Guardian" by Kyle Enochs, posted to [his artstation](#). This creature was used as a boss in the game *Remnant: From the Ashes*.
- Pages 49-70: The art for the following ships all come from images available on [TSRarchive.com](#):
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- Pages 50 & 56: The artwork for the *Threshership & Turtle Ship* was created by Lauren Decker, who is both a talented artist and a fun person to have in a D&D game!
- Page 69: Armada image came from [here](#), with a cutout by me. Original author and copyright information is on the image itself.
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- Page 81: The picture of the city is from the Magic the Gathering card *Access Tunnels*, drawn by Alayna Danner.
- Page 82: The flag of the Elven Imperial Navy was created by John "Paladine" Baxter.
- Pages 85-87: The simple system maps for *Realmspace*, *Greyspace*, and *Krynnspace* were created by me using GIMP. Planetary assets are by Tiffany Munro. Her site is [here](#).
- Page 89: The *Rock of Bral* is from D&D 5e's *Spelljammer* (2022).
- Page 91: The image of a cool ballista bolt on fire is the Magic the Gathering card *Open Fire*, drawn by Jason Kang.
- Page 92: The *Astereater* is from D&D 5e's *Spelljammer* (2022).
- Page 93: The image of a shark in space is by @elenasteem. You can see more of their work [here](#).
- Page 94: The flying turtles is called *Flying Turtle Ships* by VLAC. You can find it [here](#).
- Page 95: The image of the demons and angels battling between ribbons of earth is from [this post](#) on reddit. One user says its title is "God's Creation".
- Page 98: The image of Jace reviewing a book is the Magic the Gathering card *Pore Over the Pages*, drawn by Magali Villeneuve.
- Page 99: The giant star creature was drawn by Geoff Tice and posted to reddit [here](#).

- Throughout: Affinity Producer Template by Nathanaël Roux - <https://www.barkalotdesigns.com>.
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EDITING

Thanks to /u/Geekboxing for reaching out and giving me some editing pointers. While they didn't edit this, they were responsible for giving me some useful tips!

IDEAS AND CONTENT

- Yet another 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*!
- Thanks to /u/Trickishwheat8! Speaking with him on the subreddit helped me develop many of the ideas in this supplement. Furthermore, /u/Trickishwheat8 is the author of a great supplement and reference document for running a faithful adaptation of *Spelljammer* from 2e to 5e. Go check out *The Updated Spacefarer's Guide*!
- Huge thanks to Adam "Night Druid" Miller. Not only for this article that offers a cool background to the phlogiston, but also for being helpful with talking through some of the weirder parts of *Spelljammer*!
- 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 to ScottMcCarroll article on *aethersailing*.
- Thanks to Eric Wethington! It was his idea originally to have colored nebulae as an environmental hazard.
- A general thank you to everyone who participates in conversations at *Sages of Spelljammer*, on the subreddit, on the Piazza, on Discord, and everywhere else. Hearing from this community helped me a lot in putting this together!

PLAYTESTING AND DEVELOPMENT

- A big thanks to my players in *The Exoletium*. If not for their patience in dealing with constant revisions, retcons, and system overhauls, this supplement would not exist. Thanks Codey (Erlend Nohfree), Joe (Zomar Kalsarga), Muddy (Leroy Murrand), Rebecca (Narrow Arak), and Steve (Liliandra Seralynn).
- An equally big thanks to the folks of *The Axe Gang* that helped me playtest a lot of this book as it grew. While this group started after *The Exoletium*, they have had to put up with my crap for a while as well! Thanks Aben (Voth), Elle (Vex), Gopher (Serz), John (Damian), & Soth (Nova).
- Thanks to RathofKelly for help testing!
- Thanks to Surge for taking the initiative to decide to make this supplement into a Foundry module! Thanks to everyone who helped me run short one-shot space encounters to test system revisions.

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