Skyships

Skyships are an amazing thing. Ships that break apart the clouds like a regular ship breaks the waves. Not many possess these incredible feats of engineering and arcane, but those that do are some of the greatest users of skyships in the world. Prime examples are the Alphatian Empire, the Heldann Freeholds, the city of Serraine and the extinct Oostdock gnomes of the Hollow World.

There are many ways to create a skyship. Some create them by spells, others by sheer engineering genius, like the aforementioned Oostdock and the gnomes of Serraine. The modes of making a skyship move also vary greatly. A Vestlandic wizard once created a skyship by having his longship pulled by two wyverns. However, tragically he ran out of feed, and became the feed himself. The Alphatians maneuver their ships through the use of winds, and wind related magic. The gnomes of Serraine use magitech engines.

Skyship Creation

To create a skyship one must first possess the funds for it. Skyships are by no means cheap, and building the ship is only the first step. Then it must be made airborne. This is done through spellcasting.

Create Skyship

7th level enchantment (ritual)

Casting Time: 12 hours

Range: Self 30 ft.

Components: V, S, M (ship or other vehicle, 50,000 gp)

Duration: Permanent

Classes: Wizard, Sorcerer, Druid, Cleric

You chant and wave your hands around for 12 hours, imbuing whatever it is you wish to go airborne with magics. After the spell has been cast, the vehicle of your choice will gain a flying speed. The way it moves through the skies is up to your discretion, be it through magical beasts pulling it, or the winds guiding you.

Scroll of Thothian Enchantment

Wondrous item, Legendary

Created by an ancient Thothian priest, this scroll can be used to bind a being into the hull of a ship to grant it flying. To decipher and use the scroll, you must be a Spellcaster with at least two 5th-level Spell Slots. A creature that can't use the scroll and attempts to read it takes 8d6 psychic damage. To create a skyship, you must spend 3 months, working without interruption with the scroll at hand and Resting no more than 8 hours per day. You must also have a bound flying creature of size category Large or larger in your vicinity for its soul to be bound to the ship. Once you finish creating a skyship, it gains a movement rate of 10 miles per hour (240 miles per day) and can move on its own. The scroll will then be consumed by fire and vanish. Roll a d20. On a 1-5 your soul is bound with the creature you bound to the ship using the spell, meaning if the ship is destroyed you die without a saving throw

and cannot be brough back to life without using a *True Resurrection* or *Wish* spell. On a 6-20, your soul is not bound with the creature.

Skyship Gameplay

Once the skyship has been made airborne, it's time to fly. There are three kinds of skyships, each with their own unique gameplay elements. The skyship types are:

- Skyships pulled by flying monsters
- Skyships that fly with the wind
- Skyships that use engines

Each skyship type plays somewhat differently, and the skyship mechanics vary from ship to ship.

Skyships Pulled By Flying Monsters

A skyship pulled by flying monsters has a movement rate of miles per hour as depicted in the table below.

Average Minimum Strength Score	Miles per hour
15-17	5 miles
18-21	7 miles
22-24	9 miles
25+	12 miles

A skyship pulled by monsters requires a certain number of creatures based on their size. If the creatures' Strength score does not meet the minimum requirement, the ship's speed is halved.

Creature Size	Required Number of Creatures
Medium	20
Large	10
Huge	3
Gargantuan	1

Each creature pulling the ship requires 7 days worth of animal feed each week.

If the creatures pulling the ship are not fed for a day, the ship's movement speed is halved. If they are not fed for longer, they will either leave or try to eat the ship's crew.

Moving the ship will require a Vehicle (Air) check each day.

Creatures that can pull the ship can be Pegasi, creatures of the dragon or elemental creature types, monstrosities with flying speeds, or giant beasts with a flying speed.

Skyships That Fly With Wind

A skyship that moves with wind has a base movement rate of 8 miles per hour (192 miles per day).

To move the skyship, players should roll for the windspeed by using a d100.

Roll	Direction	Effect
1-20	No wind	No speed
21-40	Against	Half speed
41-60	Right	Normal speed
61-80	Left	Normal speed
81-00	Favorable winds	Normal speed

Spells like *Gust* can be used to propel the ship forward, but the speed is halved.

Skyships That Use Engines

Skyships that use engines have a base movement speed of 10 miles per hour (240 miles per day).

The skyship's engine can be powered by an elemental, or a magical power source.

The ship's power source requires a recharge every week.

To move with the skyship players must succeed a DC 12 Vehicle (Air) check.

Skyship Crew

Every type of skyship has a crew capacity. A minimum crew requires at least half the crew capacity of any given skyship. A skyship's movement speed is halved with a minimum crew. A crew of a skyship has base wages of 1 silver piece per person every day. Different skyships have different crew capacities as listed in the table below.

Ship	Crew Capacity
Galley	80
Warship	40
Man-O-War	200
Longship	40
Ship of the Line	50
Keelboat	3
Rowboat	2
Warbird	35
Sailing Ship	30
Biplane	2

Crew Morale

A crew of a skyship has a base morale of 10. The morale of the crew is tracked ever week, and the result can be divined from the table below.

Morale	Effect
14+	Zealous
11-13	Pleased
10	Normal
7-9	Displeased
4-6	Mutinous
1-3	Open Revolt

A skyship crew's morale can be affected by a variety of factors, as shown in the table below.

Factor	Effect
Double rations	+1 Morale
Normal rations	+0 Morale
Half rations	-1 Morale
25% of crew is dead	-2 Morale
50% of crew is dead	-4 Morale
Feast	+3 Morale
Double pay	+2 Morale
No pay	-5 Morale
No landing for two weeks	-3 Morale
Monsters pulling the ship revolt	-3 Morale
Losing a battle	-3 Morale

The dungeon master can freely come up with their own factors and effects on morale to add to the list.

Skyship-To-Skyship Combat

The method of skyship-to-skyship combat is the same as the ship-to-ship combat rules from the official 5th edition D&D naval rules.

PCs In Crew

Player characters can be part of the crew too, but in more important positions, like officers or important staff. The list below can be consulted for PCs as part of a skyship crew.

- Captain
- 1st Mate
- 2nd Mate
- Medic
- Chef
- Master Artillerist
- Chief Diplomat
- Master of Coin
- Quartermaster
- Navigator
- Boatswain
- Carpenter
- Powder Monkey

Player characters as crew members are a complicated beast, but a good group can pull it off with relative ease, otherwise test it and ignore it if you please.

Mystaran Skyships

Shown here are some of the different skyships found around the Known World and beyond, with stats to accompany each one. Other ships use their official stat blocks from the 5th edition D&D naval rules, with their movement rate replaced with one of the movement examples presented in this chapter.

Alphatian Man-O-War

Gargantuan Vehicle (220 ft. by 70 ft.)

Creature Capacity 200 crew, 400 others

Cargo Capacity 1400 tons

Cost 550,360 gp

STR	DEX	CON
20 (+5)	7 (-2)	17 (+3)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Frightened, Blinded, Deafened, Poisoned, Exhaustion, Prone, Stunned, Unconscious, Petrified, Incapacitated

Hull

AC 18

Hit Points 500 (damage threshold 25)

Control: Helm

AC 18

Hit Points 50

Move up to the speed of one of its movement components, with a 90-degree turn. If the helm is destroyed, the ship cannot turn.

Movement: Sails

AC 13

Hit Points 120; -10 ft. speed for every 30 damage taken.

Locomotion (Air) sails, speed 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind.

Weapons: Light Catapults (20)

Armor Class 15

Hit Points 75 each

Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. *Hit*: 25 (6d8) bludgeoning damage.

Weapons: Ballistae (21)

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit*: 16 (3d10) piercing damage.

Weapons: Ram

AC 20

Hit Points 100 (damage threshold 10)

The Alphatian Man-o-War has advantage on all saving throws relating to crashing when it crashes into another creature or object. Any damage it suffers is instead applied to the ram. These benefits do not apply if another vessel crashes into the Man-o-War.

Actions

On its turn, the Man-o-War can move using its helm. It can also fire its ballistae and light catapults. If it has half its crew or fewer, it moves at half speed and can fire only half of its weapons.

The Alphatian Man-o-War is a beast of a ship. It is deployed by the empire on various fronts during the many pointless heated wars with Thyatis, and they see plenty of use outside of combat too, as noblemen's ships, transport vehicles and cargo haulers. A well-known Man-o-War is an unofficially operating one going by the name Winds of Elysium.

The usual crew of an Alphatian Man-o-War consists of up to 400 sailors, as well as a wizard who can perform repairs on the ship. In addition, the ship can hold up to 200 marines and boltmen within itself. In combat the ship is known for brutal artillery barrages using its light catapults and ballistae to tear apart enemy ranks and fortifications.

Ship of the Line

Gargantuan Vehicle (200 ft. by 50 ft.)

Creature Capacity 200 crew, 100 others

Cargo Capacity 100 tons

Cost 150,000 gp

STR	DEX	CON
20 (+5)	7 (-2)	17 (+3)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Frightened, Blinded, Deafened, Poisoned, Exhaustion, Prone, Stunned, Unconscious, Petrified, Incapacitated

Hull

AC 15

Hit Points 400 (damage threshold 15)

Control: Helm

AC 14

Hit Points 50

Move up to the speed of one of its movement components, with a 90-degree turn. If the helm is destroyed, the ship cannot turn.

Movement: Sails

AC 13

Hit Points 120; -10 ft. speed for every 30 damage taken.

Locomotion (Air) sails, speed 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind.

Weapons: Light Catapults (15)

Armor Class 15

Hit Points 75 each

Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. *Hit*: 25 (6d8) bludgeoning damage.

Weapons: Ballistae (16)

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit*: 16 (3d10) piercing damage.

Weapons: Ram

AC 20

Hit Points 100 (damage threshold 10)

The Ship of the Line has advantage on all saving throws relating to crashing when it crashes into another creature or object. Any damage it suffers is instead applied to the ram. These benefits do not apply if another vessel crashes into the Ship of the Line.

Actions

On its turn, the Ship of the Line can move using its helm. It can also fire its ballistae and light catapults. If it has half its crew or fewer, it moves at half speed and can fire only half of its weapons.

A ship of the line is a prime example of skyship engineering. Using the magics of Alphatian and other nations' carpenters and wizards, the ship of the line glides elegantly through the clouds and is viewed by those below with awe and respect.

Heldannic Warbird

Gargantuan Vehicle (175 ft. by 115 ft.)

Creature Capacity 35 crew, 80 others

Cargo Capacity 35 tons

Cost 50,000 gp

STR	DEX	CON
18 (+4)	8 (-1)	15 (+2)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Frightened, Blinded, Deafened, Poisoned, Exhaustion, Prone, Stunned, Unconscious, Petrified, Incapacitated

Hull

AC 16

Hit Points 350

Control: Tail

AC 13

Hit Points 50

Move up to the speed of one of its movement components, with a 90-degree turn. If the tail is destroyed, the ship cannot turn.

Movement: Sails

AC 13

Hit Points 120; -10 ft. speed for every 30 damage taken.

Locomotion (Air) sails, speed 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind.

Movement: Wings

AC 14

Hit Points 120; -10 ft. speed for every 30 damage taken.

Locomotion (Air) wings, speed 45 ft.; 20 ft. while sailing into the wind; 60 ft. while sailing with the wind.

Weapons: Ballistae (5)

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit*: 16 (3d10) piercing damage.

Weapons: Bombard

Armor Class 18

Hit Points 65 (Damage threshold 10)

Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit*: 41 (8d10) fire damage.

Actions

On its turn, the Warbird can move using its wings. It can also fire its ballistae and bombard. If it has half its crew or fewer, it moves at half speed and can fire only half of its weapons.

The Warbirds of the Heldannic Order are some of the most dangerous weapons created by mortals. They fly with the power of an Immortal artifact which the Order guards with zealous fervor. The Warbirds are most often deployed against the Alphatian empire in the kingdom of Norwold, but some of them are said to be stationed on the southern continent of Davania, and they have even been said to have flown to space.

Biplane

Gargantuan Vehicle (40 ft. by 10 ft.)

Creature Capacity 2 crew

Cargo Capacity None

Cost 15,000 gp

	STR	DEX	CON
	18 (+4)	8 (-1)	15 (+2)

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Frightened, Blinded, Deafened, Poisoned, Exhaustion, Prone, Stunned, Unconscious, Petrified, Incapacitated

Hull

AC 18

Hit Points 400 (damage threshold 15)

Control: Joystick

AC 15

Hit Points 60

Move up to the speed of one of its movement components, with a 90-degree turn. If the joystick is destroyed, the biplane cannot turn.

Movement: Engine

AC 16

Hit Points 100; -10 ft. speed for every 25 damage taken.

Locomotion (Air) engine, speed 50 ft.; 25 ft. while flying into the wind; 60 ft. while flying with the wind.

Special If the engine is reduced to 0 Hit Points, the biplane explodes in a ball of fire and deals 10d6 fire damage to the pilot.

Weapons: Bolter (2)

AC 17

Hit Points 50 each

Ranged Weapon Attack: +6 to hit, range 200/800 ft., one target. *Hit*: 38 (7d10) piercing damage.

Actions

On its turn, the biplane can move using its joystick. It can also fire its bolters. If it has half its crew or fewer, it can fire only half of its weapons.

Hailing from Serraine, biplanes form the bulk of the flying city's garrison. They are the peak of gnomish engineering, and their bolters are known to be devastating. The biplanes are usually the first to announce the arrival of the flying city, and their airshows and combat showcases are second to none.

Oostdock Dirigible (Hollow World Only)

Gargantuan Vehicle (180 ft. by 40 ft. (cabin 40 ft. by 15 ft.))

Creature Capacity 5 crew, 40 others

Cargo Capacity 10 tons

Cost 250,000 gp

	STR	DEX	CON
	14 (+2)	7 (-2)	12 (+1)

Damage Immunities Poison, Psychic

Condition Immunities Charmed,
Frightened, Blinded, Deafened, Poisoned,
Exhaustion, Prone, Stunned, Unconscious,
Petrified, Incapacitated

Hull

AC 14

Hit Points 200

Control: Helm

AC 15

Hit Points 60

Move up to the speed of one of its
movement components, with a 90-degree
turn. If the helm is destroyed, the biplane
cannot turn.

Movement: Engine

AC 17

Hit Points 100; -10 ft. speed for every 25
damage taken.

Locomotion (Air) engine, speed 50 ft.;
25 ft. while flying into the wind; 60 ft. while
flying with the wind.

Special If the engine is reduced to 0 Hit
Points, the airship explodes in a ball of fire
and deals 10d6 fire damage to everyone
onboard.

Actions

On its turn, the airship can move using its
helm. If less than half of the crew is alive
the airship's movement speed is halved.