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Hulls

The hull is the main body of the ship. It determines the ship's HP, base movement and defences, and the number of engines and weapons that can be installed. When you build a ship, choose a hull first.

The following statistics are given on the parts list for hulls.

Mass: The ship's mass.

Max Crew: The maximum number of medium creatures the ship can support

Max Cargo: The maximum mass of cargo the ship can carry

Crew: The number of engineers needed to operate, and gunners needed to fight

HP: The ship's HP. The ship is wrecked at half HP, and destroyed at 0 HP.

Defences: Defence scores for the ship. These can be increased by armour, shields, moors and helms

FMR: Forced movement reduction, subtract this from any push, pull or slide.

MV: The ships base max speed, which can be increased by engines

Engine Slots: The number of engines the ship can have installed

Armr: The heaviest armour the ship can support.

Weapons: The number of Medium and Large magical weapons the ship can support.

Hull Failure: When the hull fails, so do its engines and weapons. The ship becomes moored. When the hull is destroyed, all of the ship's parts fail, and the ship is in danger of crashing.

Astral Skiff

Skiffs are small ships of Githyanki design. Astral Skiffs were originally designed for astral travel. They are not meant for long travel, make no sleeping accommodations and offer little storage space. Skiffs are commonly carried aboard larger ships to be used as scout craft or boarding vessels.

Skiffs can be produced in many sizes from that of a small kayak to canoes over 20 feet in length. The total area cannot exceed 8 squares. The most common design is a 2x4 square open top design with the pilot at the back. Closed designs are also common.

Unlike other ships, skiffs are small enough to fly stably without a moor. They cannot equip moors, or hazard shields. They rarely employ engines, since Githyanki have no need on the astral.

Planar Skiffs are Astral Skiffs designed with Planar Hulls. They are either fitted with Planar Compasses, or crewed by powerful Ritual Casters. Planar sails are used on these vehicles to allow flight on planes with gravity. Travel to dangerous environments is still not recommended without a larger ship capable of carrying a Hazard Shield.

Boarding skiffs were developed for battle. They are a heavier design sporting a weapons mounting and allowing for the addition of armour. Common weapon choices are rams, ballistae, or boarding harpoons. A single gunner seat is present next to the mounting, brining the ship's optimal crew size to 2. The gunner or the pilot may fire the weapon with a standard action.

Planar Transport

These personal transport ships are large enough to serve as mobile bases or pleasure craft for the wealthy. They also make modest battle vessels. They can easily support a commander, in addition to a full crew and a dozen servants or soldiers. Disregarding cargo space can fit another dozen occupants. Ignoring personal space, food, and sleeping arrangements, about 50 individuals can be packed on board.

It is common to fit a transport with a thruster and a propeller; this is cheap and effective. The ship contains 2 medium weapon mountings, both of which are controlled by a single gunner seat.

A crew of 2 is required to pilot the ship, a single pilot and an engineer. A full crew of three includes one gunner. The gunner control seat is above deck and controls both weapons.

The total area of a transport ship is about 100 squares, with various designs. A longboat design of about 4x18 squares is common for transport and siege vessels, since its single open deck makes for quick loading/unloading of cargo and troops. It also includes a small under deck area of about 4x7 squares for the ships working parts and additional cargo. A Sailboat design with 3 decks is also common, with decks occupying about 6x8 squares with some corners removed. It is common to build a cabin on the top deck to serve as captain's quarters, with the pilot's controls mounted atop the cabin.

SpellJammer

What Githyanki refer to as Astral Warships, other races call SpellJammers. SpellJammers are renowned ships synonymous with adventure and fortune. Many legendary heroes, villains and pirates used SpellJammers as their personal vessels. The SpellJammer can hold 30 passengers in addition to crew. This capacity increases to 60 if cargo space is converted into living space. If comfort and long term survival are ignored, about 200 people can be packed on board.

At least 2 thrusters are recommended for a Spelljammer. Additional thrusters are helpful, though cheaper propellers are an attractive option. The incredibly rich may also invest in drives. Some SpellJammers are not equipped with SpellJamming Helms; they are commonly referred to as *Airships*.

A crew of 3 is required to pilot the ship. A single pilot drives and 2 engineers maintain engines, moors and other devices. During battle, an additional 3 gunners are needed to operate weapons. The SpellJammer has a total space of about 300 squares. Usually about 3-4 decks that are about 12x8 squares in size, with corners removed.

Planar Freighter

This ship is specialized for trade and transport. It has an enormous cargo hold and is extremely bulky. It is not designed for speed or manoeuvrability. To combat piracy, freighters are often given escorts, or money is invested on better helms to allow more accurate plane shifting. The ship supports a crew of up to 12. If cargo space is renovated into rooms, it can hold up to 50 passengers, or jam up to 300 on board while ignoring comfort and feeding.

Most captains equip 3-4 thrusters, and occasionally equip weapons. A crew of two includes an engineer and a pilot. Two gunners are needed if the ship is outfitted with weapons. The ship uses a closed off design instead of an open deck, helping protect the pilot. Most of the 600 squares of space (distributed over 5 decks) are devoted to the massive cargo hold.

Planar Battleship

These behemoths are designed with warfare in mind. They bristle with weapons of every kind and are plated in the heaviest kinds of armour. Astral Battleships are used to head sieges, command aerial warfleets, and hold territory. Extremely wealthy merchants use them to safely transport the most expensive goods in the planes, and they are the choice trading vessels of the Mercane. They house up to 100 crew members or 200 if cargo space is converted to rooms. If cargo and comfort are ignored, 500 people can be jammed on board.

At minimum 4 thrusters should be installed, though drives are preferred. Some pilots combine a pair of drives with a pair of propellers to balance speed and manoeuvrability. Mercane always equip quadruple drives. A full set of weapons and heavy armour are practically mandatory.

One pilot and 3 engineers make up the crew. Seven gunners are almost always present to man the weapons. The ship has an area of about 700 squares. Usually it is around 25 squares long, and 10 wide with 2-3 decks and a command building on the main deck.

Flying Castle

Castles, islands, cities and the most massive ships fall into this category. Objects of legend, they serve as home bases for the plane's richest and most powerful individuals, including deities. In addition these behemoths can hold their own populations and ecosystems, along with tremendous amounts of cargo, and a frightening array of weapons. The statistics shown for the flying castle are only guidelines, individual ships vary widely.

Example Flying Castles

Ship Nine: The most well protected merchant vessel in the planes, it is staffed by over a hundred mercane. The vessel is covered with adamantine plates, and walls of force. Alarms and mercenaries guard every entrance. Traps are said to litter the inside corridors by the thousands. The ship is believed to be the only capable of travelling to the home world of the Mercane, where it is said to pick up vast cargoes of the rarest magic items. It can jump to maximum velocity in an instant, and easily outruns any other flying ship or creature. When it travels through dangerous territory (rarely), it tends to leave many wrecked pirate ships in its wake.

Scrag: A massive cube of iron from the plane of Acheron, fitted with engines and limitless armaments. It is covered with every weapon available. Each inch of its surface is layered with towers and fortifications made of the same iron as Scrag's body. Thousands of orcs live within the cube, constantly fighting for control of the vessel. This chaos is the only thing preventing all of the ships weapons from coordinating on incoming targets. The true leader of Scrag is generally considered to be whoever sits in the control room, though this tends to change weekly. It occasionally stops by inhabited locations to raid and pillage before returning to the skies with its supplies replenished. The majority of its time is spent hovering in Gehenna, Baator, or Acheron.

Colony: A massive metal cog wrapped on every side with huge mountains of sand and dirt. A few of the cog's teeth peer out from the mess. The entire thing is riddle with tunnels, covered in food crops, and completely infested by formians. The colony travels across the planes to new worlds, where it drops thousands of young formians and a few queens. Tens of thousands are said to make home within the island. Massive cannons on the surface fire a variety of ammo, from cannonballs, to bundles of formian warrior eggs ready to hatch. A couple dozen skiffs are used to carry landing teams of taskmasters and royal guards to attack larger targets. It is said the formians on board this island are defects, and that true formians attack Colony on sight whenever they see it.

Engines

Engines include propellers, thrusters, and drives. Ships are limited in the number of engines they can carry according to their hull. Any combination of engines can be used, up to this limit.

Thrusters were designed by the Mercane for use on the first SpellJamming hulls. Their design was eventually copied and mass produced, at which point Mercane unveiled their new *drive* technology. Now thrusters can be purchased cheaply in many markets across the planes.

Propellers were invented by gnomes who wanted greater control of their ships, and a little extra thrust for a low cost. Dwarves helped engineer the device into one which wouldn't explode. These propellers can be purchased in Bytopia, and in many cities across the planes where Byoptian dwarves and gnomes have set up shop.

Drives are a recent innovation put on the market by Mercanes within the last 100 years. All Mercane vessels are outfitted with these powerful engines. They seem to generate thrust without applying any force to other objects. They are the favoured engines for massive ships, or the SpellJammers of the eccentric rich.

The following statistics are given on the parts list for engines.

Movement: Movement bonuses for the four movement types

Fly: Max speed during flight

Swim: Max speed on a liquid surface

Dive: Max speed when submersed

Burrow: Max speed when burrowing

Lift: Your ship's *Total Lift* is the sum of the lift from all engines.

Engine Failure: Failed engines do not provide movement, or lift.

Propellers: Each installed propeller grants a +2 bonus to the pilot's *Fly Checks*.

100 HP (wrecked 50). Uses ship's base defences plus shield's deflection bonus

Availability: Bytopian gnomes/dwarves

Propellers do not provide much lift, but work well when paired with a powerful thruster, even on large ships. They are excellent on the surface of water, or below.

Thrusters

150 HP (wrecked 75). Uses ship's base defences plus shield's deflection bonus. Has superior cover.

Availability: Ubiquitous

These devices can generate the lift needed to carry large ships. They are more expensive than propellers, and much cheaper than drives.

Drives

200HP (wrecked 100). Cannot be targeted from outside hull. Uses ship's defences.

Availability: Mercane Merchants

These machines are only sold by Mercane Merchants. They can lift the largest ships.

Moors

Moors are essential to any ship larger than a skiff. Without moors, movement by engines is impossible, although mundane movement by sails and oars is still possible. Ships with destroyed moors may crash to the ground or drift away. Moors increase reflex defence and provide a bonus to *Fly Checks*. Moors have 100HP (wrecked 50) and use the Hull's base defences. They are safely contained in the hull and cannot be targeted from the outside.

The following statistics are given on the parts list for engines.

Fly Check: Moors grant the listed bonus to *Fly Checks*.

Ref Bonus: Moors grant the listed bonus to the ship's Ref Defense

Required: A Moor is required to make a ship stable enough to fly (with the exception of skiffs).

Moor Failure: Failure of moors can be catastrophic. The ship is in danger of crashing.

Inertial Moor 3000 gp

Manoeuvrability +1 **Ref** +2 **Availability:** Ubiquitous

A simple breaking system based on the same magic used by an immovable rod. This design has been in use since the first astral ships skiffs set sail, and was updated for use in larger vessels.

Gyroscope Array 28,000 gp

Manoeuvrability +3 **Ref** +4 **Availability:** Bytopia only

A Complex contraption built by gnomish inventors from Bytopia, Dwarves quickly upgraded the design into one which would not explode. It uses gyroscopes for superior balance, tilt control, and breaking. The source of the device's brake force is a trade secret.

Force Breaks 185,000 gp

Manoeuvrability +6 **Ref** +6 **Availability:** Ubiquitous

This device creates a wall of force within the hull of the ship which opposes all movement. To avoid tearing the ship apart and flinging passengers into walls, the force turns on and off in rapid succession. Crews are often irked by the eerie creaking sound of a force break, but engineers assure that the design is well within reasonable safety parameters.

Weapons

Magical weapons can be installed on your ship. They use the ship's energy to materialize ammo, reload, and fire. A single gunner can operate two medium weapons or one large weapon with a single standard action. Operating a weapon allows it to fire or reload. The pilot may operate a medium or large weapon with a standard action. A given weapon cannot be operated more than once per round.

Small Weapons

These ship mounted weapons are not controlled by the pilot. They are not installed or powered by the ship. They are simply large weapons which can be used to make a ranged attack. They are mundane weapons that can be found in any fortification or on any battlefield. Small weapons may require several actions to reload, and often a crew of several gunners is required to fire them at full efficiency. Characters may use these like any weapon, taking advantage of attack powers and class

features. They are mounted in place and difficult to move. These weapons are considered martial weapons for weapon proficiency purposes. They can be enchanted as ranged weapons.

Ballista (2x2 squares) **250gp** **Ammo:** 2gp, 5lbs
Group: Crossbow **Prof:** +2 **[w]:** 4d8 **Load:** 2 standard actions **Range:** 10
Ballistae cannot be fired and reloaded during the same round. An optimal crew of 2 can fire a ballista once every 2 rounds.

Cannon (1x3 squares) **400gp** **Ammo:** 3gp, 30lbs
Group: Firearm **Prof:** +2 **[w]:** 5d10 **Load:** 6 standard actions **Range:** 8
A ranged basic attack with a cannon is made against the target's Fort or AC, whichever is lower. A successful hit pushes the target 6 squares. Firing a cannon pushes your ship 6 squares in the opposite direction (apply force move resist). Cannons ignore 5 points of damage resistance. Cannons may be reloaded at a rate of up to 3 standard actions per round. They cannot be fired and reloaded during the same round. An optimal crew of 3 can fire a cannon once every 3 rounds.

Heavy Crossbow Turret (1 square) **200gp** **Ammo:** 5sp, ¼lbs
Group: Crossbow **Prof:** +3 **[w]:** 1d12 **Load:** move **Range:** 15
Proficiency with any crossbow is sufficient to use this large, mounted weapon. Sitting in the turret provides the gunner with partial cover against ranged attacks.

Net Thrower (2x2 squares) **200gp** **Ammo:** 10gp, 8lbs (retrievable)
Group: Flail **Prof:** +2 **[w]:** 0 **Load:** 8 standard actions **Range:** 8
Net throwers are generally used against enemies on the deck or attempting to board. Attacks with a net are against the enemy's reflex. Enemies hit are grabbed, and restrained until they escape the grab. The DC to escape this grab is 24. Winged enemies are unable to fly while grabbed. They have one round to escape the net, plus one additional round per 1000 full feet of before they hit the ground. Net Throwers can be reloaded at a maximum rate of 2 standard actions per round. They cannot be fired the same round they are reloaded. An optimal crew of 2 can fire the Net Thrower once every 5 rounds.

Ram 3,000gp
Rams are installed on the front of the ship. They do not require operation by a gunner. When you make a ramming attack with a ram equipped double the result of your *Fly Check* for the purposes of calculating damage.

Massive Ram 60,000 gp
Rams are installed on the front of the ship, and do not require a gunner. When you make a ramming attack with a Massive Ram equipped, add a +3 bonus to your Ram Check. Triple the value of your ram check for purposes of calculating damage, and add +3 to your forced move reduction for purposes of pushing. Massive Rams can only be fitted on ships weighing at least 20 tons.

Medium Weapons

Statistics for medium weapons include a +3 enhancement bonus to attack and damage.

Energy Spreader 15,000 gp
Range: Burst 1 within 15 **Attack:** +16 vs * **Hit:** 3d6+7 damage

These cannons fire blasts of elemental energy. Spreaders are excellent for dealing with swarms and clustered enemies. When you purchase a spreader, choose an element from the list below. This choice determines your spreaders damage type, which defence attacks are made against, and the secondary effect delivered on a hit.

Up to two additional elements can be added to a spreader for 5,000 gp each. The spreader only fires one element at a time, and switching between elements requires a minor action from a gunner or pilot.

Element	Defense	Secondary Effect
Fire	Ref	Target gains vulnerable 5 cold until end of gunner's next turn
Cold	Fort	Target slowed (save ends)
Thunder	Fort	Target is pushed 4 squares from centre of blast
Force	Ref	Target suffers -2 penalty to ranged and area attacks on its next turn
Lightning	Ref	If a single critical hit is scored, all hits deal full damage
Poison	Fort	Target suffers ongoing 5 poison damage (save ends)
Acid	Ref	Target suffers -2 penalty to AC (save ends)
Radiant	Will	Target is marked by the cannon
Necrotic	Will	Target takes 5 necrotic damage if it attacks on its next turn
Psychic	Will	Ship becomes invisible to target until end of target's next turn
Weapon	+19 vs AC	Target suffers half damage on a miss (caltrops)

Ballista 10,000 gp

Range: Ranged 15 **Attack:** +19 vs AC **Hit:** 4d8+10 damage

Ballistae are excellent weapons for besieging fortresses or attacking large ships. They have a high great damage output and attack rate. Their heavy bolts are only effective at short range, and are inaccurate against smaller targets. Ballista bolts ignore 5 points of damage resistance. They suffer a -4 penalty to hit against targets of medium size or smaller.

Ladder Bolts: At 150gp each, these ballista bolts are designed to attach to targets instead of destroying them. They trail long ladders which can be used to board ships or climb onto fortifications. Ladderbolts have a range of 10, and extend ladders with a climb DC or 10 between two ships. They deal only 1d8+10 damage on a hit, and do not ignore damage resistance. They stick into a hull only if they deal damage to it. A ladder breaks if stretched farther than 20 squares.

Magic Missile Turret 12,000 gp

Magic missile turrets have less firepower than other medium weapons, but make up for it with long range and versatility. They have three firing modes, which a gunner or pilot can switch as a minor action.

Focus Fire Mode **Range:** ranged 20 **Attack:** +16 vs reflex **Hit:** 4d4+7 force damage

The turret launches a volley of missiles at a single foe. This mode is best for priority targets.

Cross Fire Mode **Range:** ranged 20 **Attack:** 15 vs reflex, 4 targets **Hit:** 1d4+7 force damage

The turret launches four missiles at separate targets. This mode has high overall damage output and is great against minions, but sacrifices accuracy.

Spreader Mode **Range:** Area Wall 4 within 20 **Attack:** +16 vs reflex **Hit:** 1d4+7 force damage

A small barrage covers an area. This attack is effective against swarms and tightly grouped enemies.

Cannon 16,000 gp

This deadly weapon reloads slowly and is only effective at very short range. It packs quite a wallop used against structures, ships, or large enemies. Reloading the weapon takes a round, requiring the same action a gunner or pilot would use to fire it. It can be fired again on the following round.

The cannon ignores 10 points of damage resistance. Against ships and creatures, a hit pushes the target 6 squares. Against immobile structures, a hit deals an additional 10 damage instead.

The weapon suffers a -8 penalty to attacks against large or smaller creatures.

Keg Launcher 14,000 gp

A special creation from Keg's Kegs and Brews. This weapon uses a spring loaded mechanism to safely launch any Keg's Brand Keg without risk. The weapon uses the attack and damage statistics of the ammo launched, along with a +3 enhancement modifier to each. The launcher's power and versatility depend on the ammo deployed. Additional Kegs can be purchased at any Keg's location in Sigil. The launcher requires 1 round to reload.

Harpoon 10,000 gp

Range: Ranged 15 **Attack:** +19 vs AC **Hit:** 1d6+7 damage

Harpoons are excellent chase weapons, slowing the target, and allowing you to reel them in. When a harpoon hits and damages a target, it produces one tether between the target and the harpoon. Each tether reduces the targets movement or max speed by 1.

Large or smaller targets cannot move more than 20 squares from a harpoon they are tethered to. If a larger target moves more than 20 squares from a harpoon it is tethered to, the tether breaks. A creature can remove a tether as a move action with a DC 20 strength check. A ship pilot can remove a tether as a move action with a DC 30 acrobatics check. Tethers can also be attacked. They have defence scores of 20, 15HP, and resist 5 against all damage.

When a gunner or pilot operates a harpoon, they may choose to reel a target in, instead of attacking. In this case, the attack is made with the same bonus against the targets fortitude. On a hit, pull the target 4 squares, plus 1 square per attached tether. On a miss, your are instead pulled this many squares towards the target. Apply forced movement reduction in either case.

Drill 5,000gp

Drills are installed on the front of your ship. This drill allows any ship up to 20 tons in mass to burrow. When you ram a target with a drill, deal an additional 3d10+3 damage and ignore damage resistance.

Large Weapons

Statistics for large weapons include a +5 enhancement bonus to attack and damage.

Magic Missile Battery 325,000 gp

Similar to the magic missile turret, this weapon has 3 firing modes which can be changed with a minor action from the gunner or the pilot.

Focus Fire Mode **Range:** ranged 20 **Attack:** +24 vs reflex **Hit:** 15d4+21 force damage

The turret launches a massive cluster of missiles at a single foe. This mode is best for priority targets.

Cross Fire Mode **Range:** ranged 20 **Attack:** +23 vs reflex, 5 targets **Hit:** 3d4+18 force damage

The turret launches five volleys of missiles at separate targets. This mode has high overall damage output and is great against minions, but sacrifices accuracy.

Spreader Mode **Range:** Area Wall 5 within 20 **Attack:** +24 vs reflex **Hit:** 3d4+18 force damage

A small barrage covers an area. This attack is effective against swarms and tightly grouped enemies.

Siege Cannon

An upgraded version of the cannon, this massive weapon deals insane amounts of damage and is designed for wrecking ships and destroying castles. Reloading the weapon takes a round, requiring the same action a gunner or pilot would use to fire it. It can be fired again on the following round. The cannon ignores 15 points of damage resistance. Against ships and creatures, a hit pushes the target 12 squares. Against immobile structures, a hit deals an additional 30 damage instead. The weapon suffers a -8 penalty to attacks against huge or smaller creatures.

Fireball Launcher

Range: Burst 2 within 15 **Attack:** +24 vs* **Damage:**

Despite its name, this weapon can fire any type of energy chosen at the time it is created. The launcher produces a secondary effect on a hit, depending on the energy type used. The defence targeted and secondary effects are given for each energy type on the chart below.

Up to two additional elements can be added to a launcher for 100,000 gp each. The launcher only fires one element at a time, and switching between elements requires a minor action from a gunner or pilot.

Element	Defense	Secondary Effect
Fire	Ref	Target gains vulnerable 5 cold until end of gunner's next turn
Cold	Fort	Target slowed (save ends)
Thunder	Fort	Target is pushed 4 squares from centre of blast
Force	Ref	Target suffers -2 penalty to ranged and area attacks on its next turn
Lightning	Ref	If a single critical hit is scored, all hits deal full damage
Poison	Fort	Target suffers ongoing 5 poison damage (save ends)
Acid	Ref	Target suffers -2 penalty to AC (save ends)
Radiant	Will	Target is marked by the cannon
Necrotic	Will	Target takes 5 necrotic damage if it attacks on its next turn
Psychic	Will	Ship becomes invisible to target until end of target's next turn
Weapon	+26 vs AC	Target suffers half damage on a miss (caltrops)

Gravity Cannon 425,000

There are a variety of ways to use this weapon. The gunner or pilot chooses one when they operate it. The *Gravity Blast* is useful for knocking away flying enemies or throwing enemies on the deck overboard. The *Gravity Throw* is similar, but allows more control over direction and effects only one target. The *Gravity Lift* is commonly used to land boarding parties on enemy ships, or to retreat from said ships. No boarding checks are necessary when using the *Gravity Lift*. Finally, the *Tractor Beam* is like a super-powered harpoon that helps you pull enemy ships closer. When you pull an enemy ship into your ship with this weapon, make a Ram Attack against the target as though your current speed were 5.

The Gravity Cannon is very effective against heavy targets, ignoring 5 points of force movement reduction when used to produce a *Gravity Throw* and ignoring it entirely when using a *Tractor Beam*.

Gravity Blast: Blast 4 within 15, +24 vs Fort, Hit: the target is pushed 15 squares from the Cannon

Gravity Throw: Ranged 15, +24 vs Fort, Hit: the target is slid 20 squares (even up or down)

Gravity Lift: Blast 4 within 15, willing targets only, 1 huge, 2 large or 8 medium targets within blast

Effect: The targets are slid 20 squares (even up or down).

Tractor Beam: Ranged 15, +24 vs Fort, Gargantuan or larger targets only,

Hit: You pull the target 5 squares and slide your ship 5 squares towards the target. Both of these effects ignore forced movement reduction entirely. If you target a stationary structure you do not pull the target but instead slide yourself 8 squares towards the target.

Afterburner 225,000

When used, this 'weapon' increases your ship's max speed by 10, or by 4 while burrowing. Activating or deactivating the afterburner requires a standard action from the gunner or the pilot. While the Afterburner is active, the ship cannot turn. The afterburner can be operated for 1 hour before it runs out of energy. The afterburner then recharges fully after 6 hours.

Shield Battery 225,000

When activated with a standard action, the shield battery improves the ship's defensive capabilities. A wall of force surrounds the ship and everything inside for up to 5 minutes, preventing any attacks, creatures or objects from moving through the ship's shields. This renders the ship invulnerable to attacks, boarders and environmental effects while leaving it unable to attack. While this ability is active, the ship's maximum speed is reduced to 6 if it was above that value, and the ship cannot ram targets. When the shield's duration expires, or when it is deactivated with a standard action, it cannot be used again for 6 hours.

Massive Drill 100,000 gp

Drills are installed on the front of your ship. This drill allows any ship to burrow. When you ram a target, deal an additional 8d10+10 damage and ignore damage resistance.

Armour

Armour plating increases your ship's AC defence and gives it damage reduction. This is very helpful in protecting ships from large amounts of weak attacks during massive battles. Without armour, your ship's damage resistance is 3. The cost of armour is determined by your ship's mass. Add the armours weight to that of your ship. Installing armour takes 1 worker day per ton of ship.

Unlike other parts, armour does not have HP or defence values. Instead, it becomes wrecked when the ship's hull is wrecked. Repairing a hull equipped with light or medium armour costs 7gp per hp. Repairing a hull equipped with heavy armour costs 10gp/hp.

Light Armour, 500 gp per ton of ship

AC: +2 **Damage Resist:** 5 **Weight:** 50 lbs per ton

Light armour is designed to turn away arrows, bolts, and other mundane attacks that could threaten your ship in large numbers. It relies on a thin layer of metal plates welded in place.

Medium Armour, 1000 gp per ton of ship

AC: +4 **Damage Resist:** 10 **Weight:** 100 lbs per ton

Medium armour strongly discourages most low powered attacks, making the ship much safer in large battles. It contains heavy plates of layered metal, similar to full plate armour.

Heavy Armour, 1500 gp per ton of ship

AC: +6 **Damage Resist:** 15 **Weight:** 150 lbs per ton

Heavy armour uses an extra thick layer of magically reinforced metal armour. It essentially forces enemies who want to damage your ship to resort to siege weaponry.

Helm

A spelljamming helm allows your ship to plane shift. Helms also grant a bonus to a ship's Will defence. Using the plane shift ritual takes an amount of time given as the *Shift Time* below. After shifting, the ritual cannot be repeated until the *Recharge* time has elapsed. The ship must be able to

move. It flies or sails into the distance, growing insubstantial as it departs the world. If the ritual is interrupted, it fails but is not expended.

Spelljamming Helm 75,000 gp

Will: +2 **Arcana:** +10 **Shift Time:** 1 hour **Recharge:** 6 hours **Availability:** Ubiquitous
While shifting the ship's weapons lose power. You may only shift into adjacent planes or layers.

Spelljamming Sextant 150,000gp

Will: +4 **Arcana:** +20 **Shift Time:** 5 min **Recharge:** 1 hour **Availability:** Ubiquitous
Plane Shifting with a sextant is faster. Weapons still become inactive. You must shift to an adjacent plane. The pilot can use the sextant to perform the following action.

Detect planar travel, Standard Action: You sense any planar travel that took place within 1 mile in the last hour. You learn the type of travel used, the location of the travel, and whether the travel was to or from that location.

Spelljamming Console 600,000gp

Will: +6 **Arcana:** +30 **Shift Time:** 5 rounds **Recharge:** 1 hour **Availability:** Ubiquitous
This massive shipboard display projects an illusion of the surrounding 5 miles. The helm is located safely within the ship, without incurring penalties to perception and acrobatics checks. While shifting, you retain weapon function. You can travel up to two planes distant. The console has the following abilities.

Detect planar travel: As the spelljamming sextant ability, but with a 5 mile range.

Clairvoyance: As 'See Location' ritual, but no cost, 5 mile range, DC 25 to notice sensor

Shields

Shields protect ships from the dangerous environments of other planes. All shields provide a fortitude bonus to the ship they protect. Passengers and weapons on board gain a deflection bonus to defense against attacks that pass through the shield. They also gain damage resistance against these attacks. Finally, shields increase the DC of check made to board the ship, and some can prevent teleportation.

Hazard Shield 30,000 gp

Fort: +2 **Deflection:** +2 **Damage Resist:** 5 **Board DC:** +10 **Availability:** Ubiquitous
This shield surrounds the entire ship in a bubble. It is airtight and watertight, but solid objects can pass through it. When travelling to another plane, the shield provides protection from basic environmental effects, such as fire or cold properties of the plane. This protection does not protect against attacks of the same energy type, or particularly dangerous environmental hazards such as hurricanes or firestorms.

Environmental Barrier 100,000 gp

Fort: +4 **Deflection:** +3 **Damage Resist:** 5 **Board DC:** +20 **Availability:** Ubiquitous
This field turns aside all mundane arrows and bolts. In addition to the environmental protections provided by a Hazard Shield, the Environmental Barrier provides the hull with Resist 10 against all energy types. Anyone teleporting into the barrier from the outside without the pilot's allowance must make a saving throw or become dazed.

Force Shield 325,000 gp

Fort: +6 **Deflection:** +3 **Damage Resist:** 10 **Board DC:** +30 **Availability:** Ubiquitous
This shield deflects mundane arrows and bolts. Force Shields provide all benefits of the Hazard Shield. In addition the ship gains resist 50 against all energy types, and it is protected from extreme environmental

hazards on planes it travels to, such as storms of fire, acid rain, or hurricanes. Passengers are protected against the plane's basic environmental dangers for 24 hours. Teleportation onto the ship is blocked unless allowed by the pilot.

Accessories

Pilot Enclosure 400 gp

This 2x2 square enclosure grants the pilot superior cover. The pilot suffers a -5 penalty to perception checks and a -2 penalty to acrobatics checks to fly. Entering requires a key, or a DC 25 thievery check.

Control Shields 18,000 gp

These magical force walls surround the pilot's controls in a 3x3 square area. They grant the pilot full cover. Entering requires a keyword or gesture, or a DC 30 arcana check.

Ethereal Wards 28,000 gp

These magical wards placed within the hull suffuse the ship in energy that repels spectres and similar beings. Teleportation, ethereal travel, and creatures with phasing cannot move through the ship's hull. In addition, force attacks from your ship's weapons deal full damage to insubstantial targets.

Control Lock 5,000 gp

This design is available in magical or mechanical form. Magical locks detect identity race or appearance, locking the controls appropriately. They can be fooled by a DC 25 arcana check. Mechanical locks require a key, or specific sequence of inputs. This can be fooled by a DC 25 thievery check. A failed check to bypass a lock results in an alarm, and shutdown of the controls it protects for 10 rounds.

Docking Door 12,000 gp

A docking door is a huge door in the ship's hull. A move action from the pilot or an engineer can open or close the door 1/3 of the way. It can only open or close 1 step each round. At 1/3rd open, large or smaller creatures can squeeze through. At 2/3rd open, skiffs and creatures up to huge size can enter. When completely open, it forms a ramp allowing cargo to quickly be loaded and unloaded.

Elemental Spirit 8,000 gp

These spirits can fulfill the basic on-board duties needed to run a ship. Elemental spirits manifest as medium sized elementals. They cannot attack, have a score of 15 to all defences, and 15HP. They are bound to a ship's helm and obey the helm's owner.

Earth elemental spirits can perform repairs and work around the clock. Air elemental spirits are pilots with +20 *Fly Checks*. Fire elemental spirits can work as gunners, and have a score of 20 to all defences. Water elementals work as engineers; one of them counts as two engineers.

Private Cathedral 700,000 gp

This massive, extra-dimensional 20x20x4 square space can be added to any ship weighing over 20 tons. It increases passenger capacity by 40, cargo capacity by 80,000 lbs, or can be put to other uses.

Magical Voice 4,000 gp

A control in the helm allows you to amplify your voice and project it outward. This can be heard at a distance of up to 10 miles.

Planar Compass 5,000 gp

A small token often awarded to military pilots of spelljamming ships. It can detect the bearer's current plane, and the distance to any other plane (measured in the number of plane shifts needed to reach the destination). With a little effort, the bearer can determine their orientation with respect to any landmark, map, or cardinal direction.

If planar travel occurs within 1 mile of the bearer, they become instantly aware of the type of travel employed, whether the travel was an arrival or departure, and the location where the travel occurred.

Githyanki Made

Githyanki made hulls are generally only owned by Githyanki and not purchased by others. When piloted by a Githyanki on the Astral Plane, a Githyanki made hull has a max fly speed of 50, can accelerate instantly, and can turn by up to 180° at a time.

Mercane Made

These mysterious hulls are not for sale, and are only owned by some mercane. They can travel more than twice as fast as ship's owned by other races, and can accelerate or brake instantly. They have no discernable front and do not need to turn.