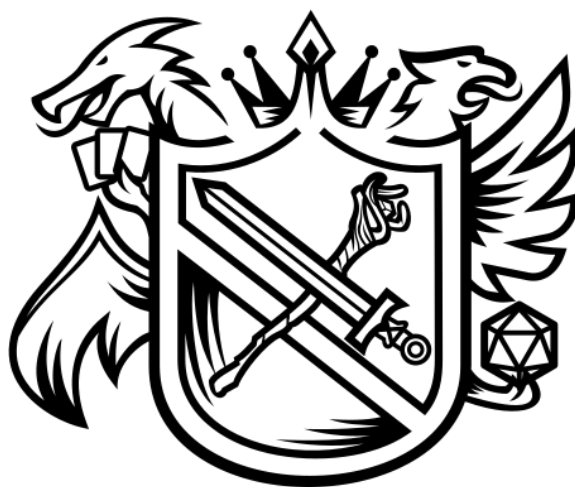




Anthology Voidship Captain's Handbook

This document holds the rules related to voidship operations in the Aether in a game of D&D 5e for the 2025-2026 **Academy Anthology: Tales of Home** campaign. Please note that this is a living document and the game masters reserve the right to update it in the future.

What's Different From Spelljammer?

These rules are based roughly on Spelljammer – a fun and exciting setting originally written for second edition AD&D. This is not a direct conversion of Spelljammer. It is a new voidship rule set that contains ship-to-ship combat that is fully compatible with D&D 5E. These rules use some of the best features of Spelljammer and discards or replaces others.

Crystal Spheres and Phlogiston

The original Spelljammer system had "Crystal Spheres" that in turn bobbed about in a substance called Phlogiston, or the Flow. The Crystal Spheres allowed each different AD&D product line to exist in its own sphere, and the Flow allowed for travel between them. This system eliminates all of this and instead uses Provinces made up of [Shard Systems](#) as the major geography across the Aether.

Gravity Planes

In the original Spelljammer system, every object exerted its own gravity, but only objects of a certain size exert enough force for a gravity plane to develop. Spherical objects attracted objects towards their surfaces uniformly. Objects with a more irregular shape developed a gravitational plane. This plane worked in both directions so that it was possible, for instance, to

walk on the bottom of a ship. These rules drop this concept, instead making the Aether more like the cold of the North Atlantic ocean.

Voidships create a magical gravity similar to that on Earth. This magical effect extends to the edge of the air bubble (30 feet) around the ship. This magical gravity pulls down in relation to the orientation of the ship. Anyone falling overboard will fall as they would on the Earth until they reach the edge of the air bubble. Ten feet beyond the edge of the magical bubble they will stop falling and are trapped weightless in the Aether.

This will be true for anything dropped. If the ship is moving, anything that falls overboard will simply be left behind once it has left the voidship's gravity bubble. Anything thrown or fired from the ship will behave normally, as it would on the Earth, until it reaches the edge of the magic bubble. It will then continue in a straight line at its current speed forever unless it hits something or enters another source of gravity.

If two or more ships get close enough to each other that their gravity bubbles touch, they will automatically orient themselves so that “down” on all ships is in the same direction. Also, their air bubbles join to form one large air and gravity bubble large enough to contain both vessels and centered between them.

If a ship enters the gravity of a Shard, it will orient itself with that particular Shard's gravity. This alignment of gravity fields occurs almost instantly with no adverse effects to anyone aboard the ship.

Objects Dragging Air

The Spelljamming idea was that all objects would drag air with them whenever they leave an air envelope. A typical human, for example, would drag enough fresh air with him to breathe for about ten minutes. After that time ran out the air turned foul for a period of time and then became deadly and unbreathable. Larger objects would drag larger amounts of air that would stay fresh longer. These rules abandon this concept entirely.

The magical devices that propel the skyships also create breathable air. A player character that leaves an air envelope doesn't die instantly, but will not last long unaided. For more information, see the section [Alone in the Aether](#) below.

The Spelljammer Helm

The Spelljammer system used a magical device called a Spelljammer helm. It was a throne like chair and the mage that controlled it was required to be seated on it to control the ship. When they did so, they lost all of their spells. It effectively removed one character from all activity other

than controlling the ship. This system uses a variety of Propulsion Engines to make voidships move through the Aether allowing the Pilot to keep their spells while controlling their voidship.

You can use the spelljamming helm to move the ship through the Aether up to the ship's speed. You can steer the vessel, albeit in a somewhat clumsy fashion, in much the way that a rudder or oars can be used to maneuver a seafaring ship.

Voidships

To aid in running adventures where voidships engage in combat, dogfight amongst the ruins of the Inner Planes, or face situations where their various capabilities become relevant, these rules describe how these vessels might interact with their environment and one another.

Basic Statistics

Each voidship has a stat block, just like a monster. Many voidships, particularly used ones, have quirks that are unique to them that could be beneficial or detrimental. These stat blocks are broken into the following elements.

Ability Scores

Each voidship has the six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and the corresponding modifiers. The Strength of a ship expresses its size and weight. Dexterity represents a ship's ease of handling. A ship's Constitution covers its durability and the quality of its construction. Voidships usually base their Intelligence, Wisdom, and Charisma scores on the Pilot at the controls. If a ship has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

Vulnerabilities, Resistances, and Immunities

A ship's vulnerabilities, resistances, and immunities apply to each of its unique components and is listed in its stat block. These vulnerabilities, resistances and immunities are often based off of the material used to construct the voidship. Voidships are typically immune to poison and psychic damage. Voidships are also usually immune to the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious.

Voidship Components

A ship is composed of different components, each of which comprises multiple objects:

Hull. A ship's hull is its basic frame, on which the other components are mounted.

Control. The control components are used to interact with a voidship, whether to steer it, manage the propulsion elements,

Propulsion. A movement component is the element of the ship that enables it to move,

Slots: Each voidship has a number of slots that can hold a number of upgrades that each act as unique components on their own. For example, these slots could hold weapons to arm the ship, a hold to add more cargo room, a method to increase the magical scrying ability for the vessel, or perhaps simply upgraded amenities.

Sample Ships

Astral Cog

One of the three starting ship choices, it is a practical cargo ship propelled by Astral Sails.

STR +1 (12) CON +5 (20) DEX +0 (10) INT, WIS, CHA: As Pilot Form: Terrestrial - This ship mimics an actual seagoing ship and can only land on a shard in a body of water Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious	Hit Points: 480 AC: 10 Size: Patrol Hull Construction: Wood - Damage Threshold: 10 - Vulnerable to Fire damage Propulsion: Astral Sails - Move between 6" and 12" depending on wind - Vulnerable to Fire and Acid damage - Damage Threshold: 0 - Hit Points: 120 Controls: - Pilot, Bosun, Shipwright, and Navigator Duty Stations Slots: - Cargo Hold - Forward Ballista - Three empty slots
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Mosquito

One of the three starting ship choices, it is light, fast and maneuverable but small and delicate.

STR +0 (10) CON +2 (14) DEX +4 (18) INT, WIS, CHA: As Pilot	Hit Points: 120 AC: 14 Size: Cutter Hull Construction: Bone - Damage Threshold: 5
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Form: Aether - This ship is built specifically for void operations Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious	Propulsion: Vendro Drive - Move 15" - Vulnerable to Slashing and Fire damage - Damage Threshold: 0 - Hit Points: 30 Controls: - Pilot Duty Station Slots: - One empty slot
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Spate

One of the three starting ship choices, it is cramped, slow and tough, literally carved from a thick vein of stone.

STR +4 (18) CON +4 (18) DEX -2 (6) INT, WIS, CHA: As Pilot Form: Poor - Just a ship chiseled from a column of stone which cannot land on a shard without breaking itself Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious	Hit Points: 480 AC: 8 Size: Scout Hull Construction: Stone - Damage Threshold: 15 - Vulnerable to Thunder damage - Resistant to Fire and Lightning damage Propulsion: Arcane Furnace - Move 6" - Damage Threshold: 15 - Hit Points: 160 Controls: - Pilot, Bosun, Marine, and Navigator Duty Stations Slots: - Forward Ballista - Grapples - One empty slot
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Astral Dreadnought

A living ship used by the mightiest tyrants of Occulous. A mysterious amalgam of flesh.

STR +3 (16) CON +4 (18)	Hit Points: 300 AC: 15 Hit Points: 3,600 AC: 10
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DEX +0 (10) INT +1 (12) WIS +2 (14) CHA -2 (6) Form: Organic - This ship is grown out of demonic flesh Damage Immunities: None Condition Immunities blinded, deafened, exhaustion, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious	Size: Destroyer Hull Construction: Flesh - Damage Threshold: 0 Propulsion: Living Creature - Move 6" - Damage Threshold: 0 - Hit Points: same as the ship Controls: - Pilot, Bosun, Marine, and Navigator Duty Stations Slots: - Grapples - Spell amplifier - 3 canons - Aegis - Witchbolt interceptors - Alchemical bombardment - 2 empty slots
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Voidship Combat

We'll use theatre of the mind as two voidships encounter one another in the Aether. In cases of a pursuit, we'll do opposed rolls to see if ships get closer, farther, or stay the same distance using the following range bands. Two ships willingly closing in on one another will advance one range band per round. Player characters may choose to take advantage of one of the duty stations marked on a ship to do one of the special "Ship Tasks" to aid in the ship-to-ship part of the encounter.

Ranges

While we will have miniatures on a ship map, the space between ships will be represented in a "Theatre of the Mind" type of concept with a range between ships in one of the following range bands.

Name	Range	Notes
Scrying	>500'	At Scrying range, voidships can not actually see each other or target each other with spells. Only the scrying pools or crystal balls onboard the ships are able to even detect that another vessel is in the area. At this range, it is possible for ships with better scrying to completely elude or sneak by another one if they take the proper precautions.
Extreme	~500'	Voidships can detect and identify each other, and begin to give chase. A void ship can only elude another by winning an opposed roll at the Scrying range.

Long	~200'	Only spells empowered with range-increasing effects and longbow shots at disadvantage can reach the target at this range.
Short	~100'	Many evocations like Magic Missile and Fireball have this range. All arrow fire can reach without issue.
Close	~30'	Characters can begin to swing or jump through the Aether onto another ship. Any ranged attack should be able to be effective at this range.
Boarding	0'	The ships may ram each other, perhaps doing damage to each ship. Combat begins in earnest on a battlemap.

Speed

In combat, between voidships or between fast moving platforms like voidships, we'll use the ranges and "theatre of the mind" categories above. In a case where a voidship may be in a battle that includes something that is "standing still" each voidship has a specific movement rate just like any other creature to move across the battlemap. Slow mule-like ships might move 30' (6") while a quick riding horse might go 60' (12") , 90' (18") or even 120' (24")!

In a strategic sense, voidships travel "at the speed of plot" between shards. Essentially, you can get your voidship to any shard in the Aetherverse in about a week using your Downtime action, unless you can't. Ask the game master in charge of the particular jurisdiction you want to visit for clarification.

Terrain

For a chase scene, a speed difference might give advantage or disadvantage if one ship is at least twice the speed of the other. However, in a different chase scene with some terrain to dodge in and out, agility and control over the ship may be more effective. Any of these features below could be used in various combinations to create intense, dramatic chase scenes filled with near-misses, tactical maneuvers, and close calls. The environment itself becomes a dynamic adversary, challenging the players to think on their feet and adapt to the shifting dangers of the Aether.

Possible Space Terrain

- Elemental Shards: Smaller shards, particularly those of the elemental planes could make a voidship battle interesting
- Micro Shards: Floating chunks of broken planes that litter the Aether, creating a deadly maze of debris. Ships must weave through narrow gaps between the shards or risk crashing.

- **Wormhole Anomalies:** Small, unstable wormholes that open momentarily, acting as a teleportation shortcut. They can help a ship escape or gain an advantage, but they are dangerous and unpredictable.
- **Nebulous Clouds:** Obstacles of dense mist that block vision or distort scrying attempts, making it hard to track other voidships and increasing the danger of colliding.
- **Aetheric Storms:** Intense, localized energy storms filled with lightning, magnetic fields, and magical turbulence. Ships must navigate through or around them, risking damage to sails, engines, or shields.
- **Colossal Aetheric Fauna:** Giant, territorial creatures that roam the aether, potentially blocking paths or even attacking ships. A pursuing ship might have to weave between them to avoid getting caught.
- **Negative Energy Drains:** Areas where a voidship's Propulsion Engine energy is sapped, draining power and slowing them down. A pursuing ship could use these to gain on the fleeing one if it avoids them.
- **Gravity Wells:** Pockets of intense gravitational pull from some sort of dark matter that can drag ships off course. A ship could be forced into a dangerous spin or crash if it's not careful.
- **Arcane Vortexes:** Whirling vortexes of aetheric energy that seem to be alive, reaching out with tendrils of magic to grab ships and drag them in. Navigating through these would require fast reflexes and the ability to resist their pull.
- **Shards with Reflective Surfaces:** Reflective surfaces on floating crystal shards can confuse enemies by distorting the view, making it harder to track the pursuing ship or find the correct path.
- **Exploding Aether Crystals:** Fragile crystals that, when disturbed, explode with bursts of energy, creating shockwaves and sending debris flying. A ship could use these as weapons to hinder pursuit, but the risk of triggering an explosion is high.
- **Aether Rapids:** Zones where the aether flows with intense speed, acting like a turbulent river. Ships can use these currents to gain ground quickly but must navigate sharp turns and sudden obstacles.

Attacks

When attacking a ship, you choose to attack a particular component of the ship. These components are unique to each ship, but typically include the **Hull**, **Controls**, **Propulsion**, **Weapons**, and **Occupants**.

- **Attacking the Hull:** This is an attack against the ship itself. If the attack is successful, the ship takes hull damage.
- **Attacking the Control:** There may be one or more Duty Stations on board a ship that allow crew to perform certain special actions on board a ship. These stations such as the Pilot's Station or the Shipwright's Station may be targeted separately.

- **Attacking the Propulsion:** The propulsion systems have particular stats and effects and may be targeted. Once these are destroyed, the voidship is crippled and may not move.
- **Attacking a Weapon:** Offensive and Defensive Ship's Weapons, which are often also Marine's Duty Stations may be targeted separately.
- **Attacking an Occupant:** This is a normal attack against a ship's occupant - any creature that is a passenger, crewman or officer on a ship. Occupants get half cover (+2 to AC and Dexterity saving throws) against attacks coming from outside of the ship. Occupants in a forecastle or sterncastle have three-quarters cover (+5 bonus to AC and Dexterity saving throws) while those inside a port or hatch have total cover and can't be targeted directly. In general, once combat begins among the occupants of two ships (such as when boarding), ship-to-ship combat should be replaced with shipboard combat. Note that Ship's Weapons attack at Disadvantage if they target occupants of another voidship.

Critical Damage

After a single round of combat where a ship takes enough damage to beat a ship's Damage Threshold, a critical hit may be generated by the game master that must be dealt with by the player characters. These criticals are suggestions to add to the narrative of the ship to ship battle, and are not a requirement. DM-run ships may not even follow the same critical damage rules.

Some possible choices:

- **Fire:** 1d6 small fires light on the ship, dealing 1d6 fire damage to the ship once per round until extinguished.
- **Big Fire:** A big fire engulfs a quarter of the ship, dealing 4d6 fire damage to the ship once per round. Those caught in the conflagration take 2d6 poison damage from the smoke and 2d6 fire damage until they escape.
- **Weapon Damaged:** One of the voidship's weapons is damaged and must be repaired by a Shipwright using their Tinker's Tools before it can be used again.
- **Air Contaminated:** The voidship's air supply is contaminated somehow, and the ship's Bosun must find a new source of air or recycle it before it does harm to the crew.
- **Gravity Plane fails:** The ship goes nearly zero-G until the Shipwright can get it fixed. Those not holding on could be tossed overboard into the Aether.
- **Smoldering Debris:** A cloud of smoke covers the deck, limiting vision to 15'.
- **Cargo Lost:** Some of the cargo carried by the voidship could be destroyed or damaged.
- **Damaged Astral Sails / Engine / Drive:** Movement goes to zero.
- **Spelljammer Helm Feedback:** Ouch! That hurts the Spelljammer Pilot.
- **Loose Cargo:** Debris slides around the voidship, getting in the way and perhaps crushing player characters for 3d6 damage, save DEX for half.

- Crew Casualty: One or more random crew members take the damage from the hit as well.
- Scorched Insignia – A minor blast chars the ship's emblem or nameplate, damaging aesthetics but leaving functionality intact.
- Flickering Light Crystals – Some of the ship's magical illumination crystals blink or dim sporadically.
- Shattered Viewing Pane – A reinforced glass or crystal panel used for external viewing is cracked, but not fully breached.
- Rattling Bulkhead – Structural stress causes a portion of the hull to creak and shudder, unnerving the crew.
- Smoke Leak – A minor explosion releases thick, magical smoke that lingers and makes certain areas of the ship unpleasant to inhabit.
- Warped Decking – The wooden or metal flooring warps slightly, making traversal awkward and hazardous.
- Singed Spell Arrays – Intricate glyphs and runes that enhance spells are partially burned away, weakening magical effects.
- Disabled Scrying Room – A chamber dedicated to long-distance magical communication is knocked offline.
- Ruptured Ether Conduit – Magical conduits that transfer power between systems are leaking arcane energy, making spells unpredictable.
- Disrupted Levitation Rings – The devices that stabilize or propel the ship stutter, causing occasional jolts or uneven movement.
- Static Surge – A burst of arcane static disrupts communication devices, making orders difficult to transmit.
- Hull Breach (Minor) – A small breach in the outer hull causes a slow leak of breathable air or destabilizes magical protections.
- Magical Dampening Field – A spellcasting disruption field blankets part of the ship, rendering the gravity plane weaker or ineffective.
- Burned Navigational Charts – Key maps and magical guides are damaged, impeding navigation through the Void.
- Shattered Control Crystal – A crystal crucial to guiding the ship's steering is cracked, causing sluggish and erratic maneuvers.
- Damaged Essence Engine – The core power source of the ship flickers and sputters, causing blackouts and power shortages.
- Warp Rift Exposure – An explosion temporarily opens a small tear into an alien realm, letting through hostile creatures or corruptive energy.
- Disabled Shielding Spells – Defensive enchantments falter, leaving the ship exposed to external threats.
- Breached Void Drive – The ship's means of planar travel is ruptured, stranding it in its current location until repaired.
- Catastrophic Core Explosion – The Essence Engine suffers a critical overload, risking total ship destruction if not contained.

Boarding

Characters can move from one ship onto another by any means normally available to them at Close Range. These means include jumping, flying, teleporting, running out a plank (as an action), or using a grappling hook (as an action). If one ship is within Boarding Range of another ship, creatures are presumed to be able to move between ships safely and without concern.

Ramming

On a successful Pilot opposed check, or on a Aetherverse Vehicles proficiency check DC 12, a ship may damage another ship as they move into Boarding range. The damage caused by a ram depends on the size of the ramming ship and the ramming weapons available to them.

When a voidship closes to [Boarding](#) range of a target, it can attempt a ram. A void that begins its turn in boarding range may not attempt a ram. Only one ram attempt is allowed per ship on its turn. To attempt a ram, the Pilot rolls and adds their proficiency bonus and any modifier for the crew status. They then compare the total to the target ship's AC.

On a hit, the ramming ship [deals damage based on its hull size](#). If the ramming ship has a ramming weapon, that weapon takes that damage as well as the rammed ship. If the ship does not have a ramming weapon, it can attempt to crash into the other ship. Roll to hit as normal, calculate damage normally, but apply crash damage to both the targeted voidship and the ramming voidship.

Voidship Construction

A voidship's construction informs its capabilities. Use these rules to determine a voidship's attributes, speed, hit points, toughness, and any vulnerabilities or resistances it might have.

A voidship is composed of these components Hull, Propulsion, Slots, and Controls.

- **Hull.** A ship's hull is its basic frame, on which the other components are mounted.
 - A ship's hull factors into a ship's attributes for Strength and Dexterity, and is the baseline for the ship's Constitution attribute.
- **Propulsion.** A movement component is the element of the ship that enables it to move, such as a Spelljammer Helm, a Miriad Drive or a set of Astral Sails.
 - A ship's Strength and Dexterity attributes are mostly set based on the voidship's propulsion systems.
- **Slots.** A ship has a number of slots that can be used to arm the ship, add more cargo room, or add a variety of interesting choices to improve a ship.
- **Controls.** One or more control components are used to engage with a voidship in some way, either by steering it, generating power from the engines, or maintaining life supporting factors such as gravity and air.

- A ship's Intelligence, Wisdom, and Charisma attributes are equal to the highest values of those characters controlling the ship.

Armor Class

A component has an Armor Class. Its AC is meant to reflect its size, the materials used to construct it, and any defensive plating or armor used to augment its toughness.

Hit Points

A ship component is destroyed and becomes unusable when it drops to 0 hit points. A ship is wrecked if its hull is destroyed. A ship component does not have Hit Dice.

Damage Threshold

If a ship component has a damage threshold, that threshold appears after its hit points. A component has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the component's hit points.

Nearly all voidships generally have the following immunities:

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Hull

The construction, form, and size of the hull informs how tough, maneuverable, and useful a voidship is.

Construction

A wide variety of materials are used in voidship construction, and some are quite rare and wondrous. The most typical are detailed here.

- **Bone:** The bones of large creatures, such as kindori, are often used as ship materials by the desperate and poor. Bones are not particularly sturdy, but they do work.
 - While not vulnerable to any damage type, bone is expensive and has a lower Damage Threshold than wood.
 - 4 HP / [Square Inch of Deck Area](#)
 - Damage Threshold: 5
- **Wood:** This is normal terrestrial wood, typically a harder variety such as oak.
 - Wood voidships are vulnerable to Fire damage.
 - 6 HP / [Square Inch of Deck Area](#)
 - Damage Threshold: 10

- **Iron Wood:** Iron wood is normal wood that has been treated with iron wood solution, which is an alchemical concoction. Normal wood can be treated with iron wood solution after a ship is built, and so is a popular upgrade.
 - Iron Wood voidships are a little tougher than wood, and are extremely vulnerable to Fire.
 - 8 HP / [Square Inch of Deck Area](#)
 - Damage Threshold: 15 (0 vs. Fire damage)
- **Dark Wood:** There are a number of different tree types whose wood is collectively known as dark wood, and all of them grow on shard systems based in the Dreamshards province. Dark wood is stronger and significantly more expensive than normal wood.
 - Dark wood cannot be treated with iron wood solution; the dark wood does not absorb it.
 - Dark wood is vulnerable to both Fire and Radiant damage types
 - 9 HP / [Square Inch of Deck Area](#)
 - Damage Threshold: 15
- **Stone:** This is some form of durable stone, such as granite or marble, often mined from smaller mining shards.
 - Stone is vulnerable to Thunder damage, but Resistant to Fire and Lightning damage.
 - 12 HP / [Square Inch of Deck Area](#)
 - Damage Threshold: 15
- **Flesh:** Living ships, or ships where the crew are parasites on a Gargantuan monster in the Aether are uncommon but not unheard of.
 - Flesh ships are not vulnerable to any specific damage type, but can be harmed by Psychic or Poison damage unlike unliving ships.
 - 10 HP / [Square Inch of Deck Area](#)
 - Damage Threshold: 0
- **Crystal:** Crystal is a type of stone, but it resists attacks better and is more durable. Crystal is hard to mine in sufficient sizes and quantities, and so few ships use it.
 - Crystal is vulnerable to Thunder damage, but is Resistant to Fire and Radiant damage.
 - Crystal ships have a significantly higher Armor Class to be hit as well.
 - 14 HP / [Square Inch of Deck Area](#)
 - Damage Threshold: 15
- **Steel:** Metal ships are rare, but there are rumors that the capital ships of the Empire of Blossoms are made of Mithral or even Adamantine.
 - Steel ships are the toughest, with the most hit points per square and highest Damage Threshold.
 - Steel ships are Resistant to Fire damage, but vulnerable to Lightning damage.
 - Steel ships have a higher Armor Class value as well.
 - 20 HP / [Square Inch of Deck Area](#)
 - Damage Threshold: 20

Form

The form of a voidship is its shape and design, and plays a role in how fast and maneuverable the ship is. A ship designed by a spacefaring shipwright is shaped to work with the way a helm functions, so the ship moves with the helmsman, rather than fighting them. Ships not designed to take advantage of the freedom and three dimensional aspects of space are less Maneuverable. There are three broad categories of ship form: space, terrestrial, and poor.

- “Aether Form” ships are designed to take advantage of the free and open nature of space, to work with the motivational force of the propulsion and the steering mechanisms used to maneuver. It is misleading to think that an overall shape is the only factor in space design. The truth is that a good spacefaring shipwright understands the subtleties required to make a design work.
- “Terrestrial Form” ships are primarily planet-based ocean-going vessels that have been retrofitted with a helm, which gives this form its name. Despite the name the terrestrial form includes non-planet-based ships. It can include space form ships that were altered, ships designed by less experienced shipwrights, or ships that require they be a certain shape.
- “Organic Form” ships may be grown rather than built. These types of ships are either corpses of Aether-based life or actual living ships themselves. These types of ships have less vulnerabilities, but also less resistances and immunities.
- “Poor Form” ships are vessels whose design almost actively defies the free nature of space and maneuverability. Their shape and poor steering mechanism layout make the ship rather unwieldy, and hard to maneuver. Ships with the poor form are usually created when the designer of the ship has little actual knowledge on what it takes to build any kind of ship. They can also be created by clumsy ship modification. The most common examples of poorly designed ships are those built and used by the eye tyrants of Occulous which are typically meant to appeal to the builder’s ego and not to function.

Size

Ships come in a number of rough size classes. For this campaign, we’ll focus only on smaller, more maneuverable ships. However, There is no maximum ship tonnage, and devices such as the Miriad Drive can move ships the size of entire cities through the Aether such as floating drydocks or space stations.

We’ll choose hit points by the size of the ship in terms of square inches of the map of the ship. For instance, a smaller ship might only fit on a 4x6 index card whereas a larger ship might fit on a pad of legal paper, or perhaps a sheet of posterboard.

Ship Size Class	Square Inches (5' Squares) of Deck Area	Ram / Crash Damage	Slots Available
Boat / Landing Pod	6"	2D6	0
Shuttle / Transport	15" (3"x 5" index card)	2D6 + 7	1
Courier / Cutter	30" (4"x 6" index card or two 3"x 5" cards)	4D6 + 14	2
Freighter/ Scout	45" (half sheet of paper or three 3" x 5" cards)	6D6 + 21	3
Patrol / Escort	90" (sheet of paper or six 3" x 5" cards)	8D6 + 42	5
Frigate / Corvette	180" (two sheets of paper or twelve 3"x5" cards)	12D6 + 126	7
Monitor / Destroyer	360" (four sheets of paper or twenty-four 3x5" cards)	16D6 + 256	10

Propulsion

There are perhaps as many ways to sail the void as there are voidships in the Aetherverse. Here are some descriptions of the more common means of voidship travel.

- Astral Sails: Voidships sailing the Aether may make use of special Astral Sails to catch the astral winds and to propel and maneuver. These winds can be capricious, and this method of propulsion is not the fastest, but it is most certainly the least expensive and most common method of voidship propulsion.
 - Ships powered by Astral Sails will move between 6" and 12" per round depending on the strength and direction of the astral winds.
 - If they are targeted for attack, astral sails have vulnerability to fire and acid damage.
- Spelljammer Helm: Powered by spell slots of the Pilot.
 - Ships powered by a Spelljammer Helm will move at 9" per round, but that speed may be increased by burning a spell slot.
 - The helm requires concentration and can be attuned to by a spellcaster.

- The spellcaster attuned to the helm can use an action to touch a willing spellcaster. That creature attunes to the spelljamming helm immediately, and the previous attunement to it ends.
 - If they are targeted for attack, Spelljammer Helms have vulnerability to force damage but resistance to any piercing, bludgeoning, and slashing damage.
- Miriad Drive: Used to propel the largest of the city-sized voidships, the Miriad Drive is very powerful, economical, and reliable, but also is huge and does not provide much in the way of maneuverability or acceleration.
 - Ships powered by a Miriad Drive will move at 3" per round.
 - Miriad drives are resistant to all forms of attack, and have their own damage threshold that matches the hull's construction.
- Vendro Engine: This smaller and quicker type of device packs a whole lot of power for a voidship's speed but is known to be dangerously glitchy and brittle. Even a single hit could disable the propulsion of a vessel powered by this device. Vendro Engines appear like wings that propel a voidship through the Aether at surprising speed. They are typically seen on the warships and patrol craft offered by the Empire of Blossoms.
 - Ships powered by a Vendro Engine will move between 12" and 18" per round.
 - If they are targeted for attack, Vendro Engines are vulnerable to slashing and fire damage.
- Arcane Furnace: By consuming fuel such as magic items, a ship can be propelled through the Aether.
- Chattel Scull: Slavers and various evil entities will often use a type of magical device to consume the life force of a number of unfortunate prisoners to propel their voidships. Like the galley slaves of old, these poor souls slowly die a terrible death as they make the voidship go.
- Living Creature: Some vessels made of flesh are living creatures being controlled by one or multiple pilots. Take out the creature, the whole thing comes crashing down.

Life Support

A voidship with active Propulsion Engines maintains breathable air at a comfortable temperature that extends 30 feet in all directions from the voidship. Beyond the bubble of air created by the Propulsion Engines lies the Aether. Most Shards have breathable air surrounding them out to 32,000 feet (about 6 miles). Although some voidships have specific Control systems to provide Life Support, most are generated and maintained just by the Propulsion component of the voidship.

Slots

Slots afforded by the size and make of the voidship allow them to add one or more of the following elements to the ship including weapons, rams, landing craft, scrying devices, cargo, quarters and facilities.

Targeting elements emplaced in slots will require that the attacker hit the Armor Class outlined by the hull and beat the Damage Threshold dictated by the Hull. The hit points of each Slot emplacement is listed along with the emplacement below.

Offensive Ship's Weaponry

These are samples of voidship weaponry. All these weapons attack targeted creatures at Disadvantage, but other voidships normally.

- Ballista
 - A giant crossbow.
 - Ranged Weapon Attack: 3d10 piercing.
 - AC 15, HP: 24
 - [Normal Range: Close; Max Range: Long](#)
- Stonethrower
 - A fancy catapult.
 - Ranged Weapon Attack: 5D10 bludgeoning.
 - AC 15, HP 36
 - [Minimum Range: Short; Normal Range: Long; Max Range: Extreme](#)
- Canon Array
 - Several cannons fired in concert at a single target.
 - Ranged Weapon Attack: 6d6 bludgeoning.
 - AC 18, HP: 36
 - [Normal Range: Close; Max Range: Long](#)
- Alchemical Bombard
 - Each bombard may attack using Fire, Cold, Lightning, or Acid damage depending on the ammunition used
 - Ranged Weapon Attack: 8D6 (Acid, Cold, Lightning, or Fire damage).
 - AC 18, HP 18
 - [Normal Range: Short; Max Range: Long](#)
 - Special ammunition might have different effects on top of a unique damage type
- Eldritch Accelerator
 - This spinal mount weapon may only fire aimed along the centerline of the voidship. Only one may be mounted on a ship. The pilot of a ship that is struck

must make a DEX saving throw DC 15 or their ship takes double damage from this weapon.

- Ranged Weapon Attack: 10d6 + 40 force damage.
 - AC 20, HP 64
 - [Minimum Range: Short; Normal Range: Long; Max Range: Extreme](#)
- Arcane Arbalest
 - This turret weapon looks like a giant wand of magic missile and shoots small meteors through the Aether.
 - Ranged Weapon Attack: 10d6 fire and 10d6 bludgeoning damage.
 - AC 15, HP: 72
 - [Normal Range: Close; Max Range: Long](#)

Defensive Ship's Weaponry

- Aegis
 - This magical shield can be used to intercept attacks from other ships, add 20 to the damage threshold of the ship to one attack each round.
- Witchbolt Interceptors
 - These arcane gatling cannons can shoot at incoming artillery, splintering it to bits before it reaches the ship. These countermeasures are useless against more powerful weapons. Those manning these weapons may roll an opposed attack roll to pinpoint one attack from incoming projectiles from Ballista or Stonethrowers. On a success, the projectiles are intercepted and deal no damage.
- Displacer Device
 - This eerie device makes the user's ship appear to not quite be where it actually is. The ship vibrates at an incredible speed, cloaking its location. Ranged attacks against the ship have disadvantage while the device is active. [Requires a successful check done as an action from the Shipwright to keep the device active.](#)

Ramming and Grappling Devices

These weapons are meant to be used at closer ranges. See the [Ramming Rules](#) for more details.

- Ram
 - This reinforced prow can be used to devastating effect as a voidship locks into close combat with another.
 - This attack is only available at [Boarding range](#).

- A warship with a ram has advantage on all saving throws relating to crashing when it crashes into a creature or object. Any damage it takes from the crash is applied to the naval ram rather than to the ship. These benefits don't apply if another vessel crashes into the warship. See the [Ramming Rules](#) for more information.
- Shears
 - A special ram specially made to ruin a set of Astral Sails or Vendro Drive on an enemy ship to keep it from escaping.
 - A warship with shears may choose to deal Slashing ram damage to an enemy's Propulsion component rather than the ship's hull.
 - This attack is only available at [Boarding range](#). See the [Ramming Rules](#) for more information.
- Grapples
 - These devices launch grappling hooks or a net to pull another voidship closer.
 - They are only available for use at [Close range](#).
 - On a successful attack, the targeted voidship may not widen the distance until they have fought off the grapple, and they are at disadvantage in checks to oppose closing the distance.
- Latching Vines
 - These parasitic vines pull another ship closer and feed off of the target vessel.
 - They are only available for use at [Close range](#).
 - On a successful attack, the targeted voidship may not widen the distance until they have fought off the grapple, and they are at disadvantage in checks that involve their Propulsion Engine.
- Telekinetic Tractor
 - A magical beam that pulls at the target voidship, keeping it from separating from the ship operating it
 - They are available for use as far out as [Long range](#).
 - The targeted voidship may not widen the distance until the magical beam is destroyed or unpowered.
- Breaching Drill
 - This titanic drill is used to cut deep into a voidship's hull and deliver a squad of marines to attack from within.
 - This device doubles the damage from a ram.
 - This attack is only available at [Boarding range](#).
- Picks and Hammers
 - These devices, typically used to mine small shards in the Aether can also be used to devastating effect on an enemy voidship at Boarding range.

- These devices allow a voidship to make one or more offensive attacks that only works at [Boarding range](#). These attacks use the [Ramming Rules](#), except that several attacks may be made and they are not necessarily reliant on the Pilot. See the particular ship rules for more information.

Child Craft

Most larger voidships are not equipped for atmospheric entry and thus must rely on smaller boats to ferry back and forth from the surface of a Shard.

Some smaller ships, particularly those designed in the style of sailing ships, may only land in bodies of water.

Ship's boats must include at least one of the following means to dock with a larger ship in the Aether to make the jump between Shards.

- Small Craft Docking
- Internal Docking Bay
- External Docking Bay

Ship's Scrying Devices

Any good voidship has the means to help know what is in the Aether nearby. Some of these extrasensory devices used to detect distant phenomenon and voidships include:

- Oracle
- Augur Box / Augur Pit
- Crystal Ball
- Scrying Pool
- Spell amplifier

Staterooms

- Bunkroom
- Barracks
- Standard Room
- Spacious Room
- Luxurious Room
- Suite

Storage

- Cargo
- Larder

- Weapons Locker
- Hidden Contraband Storage

Facilities

- Mess
- Galley
- Dining Room
- Saloon / Lounge
- Bridge
- Navigator's Chamber
- Engineering

Controls

Voidships have duty stations on board their ship maps that will allow player characters to perform a special task using their action.

These stations, and the tasks that can be performed are found below.

Pilot's Duty Station

- Evasive Action
- Pursue / Disengage
- Boarding Action / Ramming Attack
- Gain Superiority (Dogfighting)
- Special Maneuvers (Crazy Ivan, Pitchback, Club Hauling, Celestial Fart, etc.)

Bosun's Duty Station

In charge of keeping the ship in shape for travel and battle, looking after the wood, canvas, and ropes that were vital to swift and safe sailing.

- Trim Sails
- Reallocate Power
- Boost Power Output

Shipwright's Duty Station

- Jury-Rig
- Emergency Repair
- Activate [Displacer Device](#)

Marine's Duty Station

- [Fire Offensive Weapon](#)
- Overload Voidship Weapon
 - Not all weapons may be overloaded
 - Eldritch Accelerator and the Arcane Arbalest are two weapons that can be empowered for more damage at a small expense.
- Narrow Salvo
 - More damage for less chance to hit
- Full Spread
 - Better chance to hit for less damage
- Load Ordinance
 - Some weapons need to be reloaded.

Navigator's Duty Station

- Scry
 - Recon Target: Make a DC 10 Wisdom (Perception) check to learn the current HP, flag, remaining crew, or other information about enemy ship. Requires a spyglass.
- Plot course
- Activate [Defensive Weapon](#)

Ship Quirks

Used ships may have quirks or problems that must be dealt with which may change the value of the voidship. Some of those quirks include:

- This ship is heavily damaged (at half hit points remaining)
- This ship has an experimental propulsion system that sometimes takes it to random planes
- This ship is constantly trailed by space eels
- This ship is haunted by ghosts
- This ship's weapons are non functional
- This ship's cargo areas are unusable for some reason
- This ship has less ship slots than normal for its hull size
- This ship's armor is lacking, so its AC is four points less
- This ship has an infestation of void leeches
- This ship has a personality and can communicate speaking through its figurehead
- This ship has a bounty on its capture by the former owner
- This ship has a mascot

- This ship's propulsion system is unreliable and can fail at any time
- Stinky atmosphere replacing air is no help
- Leaks atmosphere
- Fragile; something usually broken or needing repair
- Bad ergonomics
- Cramped
- Lots of hiding places for people/cargo
- Noisy
- Over-sensitive gravity
- Poor scrying equipment
- Hard-to-reach propulsion section
- Steers like a cow
- Uncomfortable
- Interior painted a hideous color
- Cargo bay not airtight; wind whistles through while ship is in atmosphere
- Weapons turret has ultra-slow traverse
- Propulsion system extra-fragile & needs TLC and constant attention
- Rough takeoff; anything/anyone not secured gets tossed around
- Leaky
- Previous owner burned incense continually and the smell persists
- Previous owner ate curry and fish continually and the smell persists
- Ship's water tastes musty; no danger/illness but replacing filters is no help
- Thermostat is wonky; ship always too cold/hot
- Ship's systems respond in non-standard language; password to change language has been lost
- "Hunk o' Junk" ambience; rust stains in cargo bay, badly spliced wiring, seats repaired with duct tape, etc.
- Internal doors stick partially closed/open
- All furniture bolted to the deck
- Ship has damage that can never be repaired
- Intra-ship intercom sounds tinny
- Table in mess is one huge slab of cracked stone
- Cramped corridors; door all too short
- Ship's exterior has unusual paint scheme
- Something is... living in the hull spaces.
- One room is unusually decorated
- Something in ship's controls keeps beeping or chirping
- Navigational charts are seriously out of date
- Exposed conduits; easy to fix, probably dangerous, looks bad
- Choking stench of ozone in engineering while the propulsion drive working
- Steering tends to list to one side
- Buggy propulsion or power; occasional brown-outs
- Ship's lighting dims when speeding up

- Half of cargo bay taken up with miniature golf course/croquet course/bocce field/swimming pool
- Ship model known for light armor in one specific area
- Converted hull; interior oddly laid out/strangely proportioned
- Blank wall conceals abandoned closet space
- Massive entertainment center in common area, but doesn't work
- Common area dominated by tasteless mural
- Ship's name laid out in gold lettering on forward hull, but it is embarrassing
- Extraordinarily noisy propulsion
- Hull is two (or more) hulls welded or cemented together
- All the seats all too short/tall

Other Topics

Travel Time

Voidship voyages generally take a week to move from one shard to another, and may be plotted as a player's downtime. Ask the game master in charge of the particular jurisdiction of your destination for more details.

Alone in the Aether

The Aether is the expanse of nothingness that separates the remaining shards of the Inner Planes. It is dangerous to fall overboard and lose the protection of a ship's atmosphere. Doing so is very much like plunging deep beneath the waves of near-freezing ocean water.

While beings exposed to the thick cold of the Aether are not immediately doomed, they are in great danger. A character outside an atmosphere field can hold their breath for 1 minute plus 1 additional minute for each point of Constitution bonus. After this time they will fall unconscious, their hit points fall to 0, and they begin making death saving throws. If they become stable and they are still in space they can't remain stable. Instead they must start making death saving throws again. This continues until they die unless they are saved in some way. However, they will probably die from the cold before they suffocate to death.

The extreme cold requires characters to succeed on a DC 10 Constitution saving throw each round or receive 1d4 points of cold damage, or 1d6 points of cold damage if wearing metal armor. Additionally, for every three failed saves they gain one level of exhaustion. Creatures with

resistance or immunity to cold damage automatically succeed on the saving throw. Wearing cold weather gear (thick coats, gloves, and the like) gives you advantage on the first 10 saving throws only.

Creatures that can survive in the Aether like dragons are able to propel themselves through the Aether by flying or swimming. Player characters may move themselves through the Aether at a quarter of their movement value, or they can continue their momentum by getting a running start on a nearby gravitational force and drift.

Spell Effects

The following spells have different effects in the Aether. Any spell effects not covered here will be ruled on at the table and then codified back into this list.

The Aether dampens all sound and thus provides a limited defense imposing disadvantage against ranged sonic or language-based attacks such as command, a harpy's captivating song, a horn of blasting, and the like.

- Animate Objects: You can't use this to animate a ship that is over 15 feet long.
- Blade Barrier, Cloudkill, Fog Cloud, Stinking Cloud: The effects created by these spells do not move with a ship.
- Call Lightning, Chain Lightning, Lightning Bolt, Lightning Arrow, Lightning Bolt, Scorching Ray, Storm of Vengeance: These spells do not start fires on a ship.
- Control Winds: The area of winds created by this spell does not move with a ship.
- Burning Hands, Delayed Blast Fireball, Fireball, Fire Bolt, Flame Blade, Flaming Sphere, Fire Shield, Meteor Swarm, Produce Flame: These spells can start fires on a void ship.
- Dimension Door, Teleport, Teleportation Circle: Because ships are constantly in motion, the caster of spells of the teleportation spell must have line of sight to teleport onto a ship. Otherwise, a caster must scry upon a particular ship first, then immediately teleport to the scryed destination. Any delay in casting means the ship has moved from its scryed location and the spell fails.
- Disintegrate: This spell deals 2d6 points of damage per caster level (maximum 40d6) to a voidship.
- Earthquake: This spell has no effect in the Aether.
- Fabricate: The materials created by this spell can be used to repair a voidship.
- Fire Storm, Flame Strike: These spells do not start fires on a ship unless the ship rolls a natural 1 on its saving throw against fire damage.
- Forcecage, Otiluke's Resilient Sphere, Wall of Force: The effects of these spells move with a ship if they are anchored to it. Otherwise, they do not move with a ship, and a ship running into them takes ramming damage.
- Gaseous Form: A creature in gaseous form does not move with a ship.

- Globe of Invulnerability, Leomund's Tiny Hut, Wall of Ice: The effects created by these spells move with a ship.
- Guards and Wards, Mordenkainen's Private Sanctum: These spells can be cast on board a voidship.
- Mordenkainen's Magnificent Mansion, Rope Trick: The entrances to the extradimensional spaces created by these spells do not move with a ship.
- Mirage Arcana: Ships are considered structures for the purposes of this spell.
- Ice Storm, Otiluke's Freezing Sphere, Sleet Storm: The sleet, snow, and ice created by these spells do not move with a ship, but the deck is considered icy. These spells also allow a ship to make an additional saving throw to extinguish fires.
- Incendiary Cloud: The cloud created by this spell does not move with a ship, but the caster can concentrate to move the cloud along with a ship. This spell can start fires on a ship.
- Levitation: This spell can be used to travel through the Aether at the speed that the levitation allows the spellcaster to move up and down normally with the spell.
- Passwall: If the spell is cast on a ship's hull, the Pilot must make a DC 20 sailing check or the ship will be unstable, slow, and listing for that round, but the ship is restored to its normal condition when the spell ends.
- Prismatic Spray, Prismatic Wall: These spells do not start fires on a ship unless the ship passes through the spell effect and rolls a natural 1 on its saving throw against fire damage. A prismatic wall moves with a ship if it is anchored to the ship. Otherwise, it does not move with a ship.
- Reverse Gravity: Creatures and objects on board a ship find that the gravity planes within the area of effect of this spell reversed.
- Wall of Fire: A wall of fire cast on the deck of a ship moves with the ship and can start on-board fires. Otherwise, the wall does not move with the ship, and does not start onboard fires.
- Wind Wall: The effects of this spell move with a ship if it is anchored to the ship.

Ship Terms

The following terms cover both the terms used to tell parts and directions on the ship as well as the terms used for the stats of a ship in combat. Note that while traditional nautical terms are used as the first voidship sailors were sailors on ships of sail, voidship are not restricted to the same dimensions as normal ships, allowing them to be all shapes and sizes. This means that in some circumstances the specifics of some definitions are used more generally than typical nautical definitions.

General sailing terms

- Port: Left in relation to the ship's bow
- Starboard: Right in relation to the ship's bow

- Bow: The front of the ship
- Stem: The extreme front of the ship
- Port Bow: The front-left section of the ship
- Starboard Bow: The front-right section of the ship
- Beam: The widest part of the ship
- Port Beam: The left-middle side of the ship
- Starboard Beam: The right-middle side of the ship
- Stern: The rear of the ship
- Port Quarter: The back-left section of the ship
- Starboard Quarter: The back-right section of the ship
- Forwards: The direction of the ship's bow
- Aft: The direction opposite of the ship's bow
- Athwartships: Across the ship from side to side
- Amidships: The center of a ship
- Inboard: The direction towards the center of the ship
- Outboard: The direction towards the sides of the ship
- Astarboard: The direction towards the starboard side of the ship
- Aport: The direction towards the port side of the ship
- Astern: The direction towards the rear the ship
- Forward: The direction towards the front of the ship
- Above: The direction above the ship
- Below: The direction below the ship

Locations on a ship

- Deck: A "floor" on the ship
- Main Deck: The largest deck on a ship, often exposed to the open air and extends from stem to stern
- Forecastle Deck: A partial deck above the main deck at or near the bow of the ship, can simply be referred to as forecastle
- Upper Deck: A partial deck above the main deck at or near amidships
- Poop Deck: A partial deck above the main deck at or near the stern of the ship
- Quarterdeck: A partial deck or portion of the main deck where the ship's Helm is
- Lower Decks: Decks below the main deck. Each deck below the main deck is named "second deck" for the first deck below the main one, "third deck" for the deck below the second, etc.
- Cathead: A small area of the ship that juts out, often on the bow of the ship, used to release and draw in the anchor
- Bowspirit: A spar or small area extending on bow of a ship on which ropes from the sails are attached
- Mizzen Mast: The aftmost mast
- Main Mast: The principal mast on a ship, typically the second mast
- Fore Mast: The foremost mast
- Other Masts: While some spelljammer ships have solis sails, it is rare for them to have more than the three masts already mentioned

