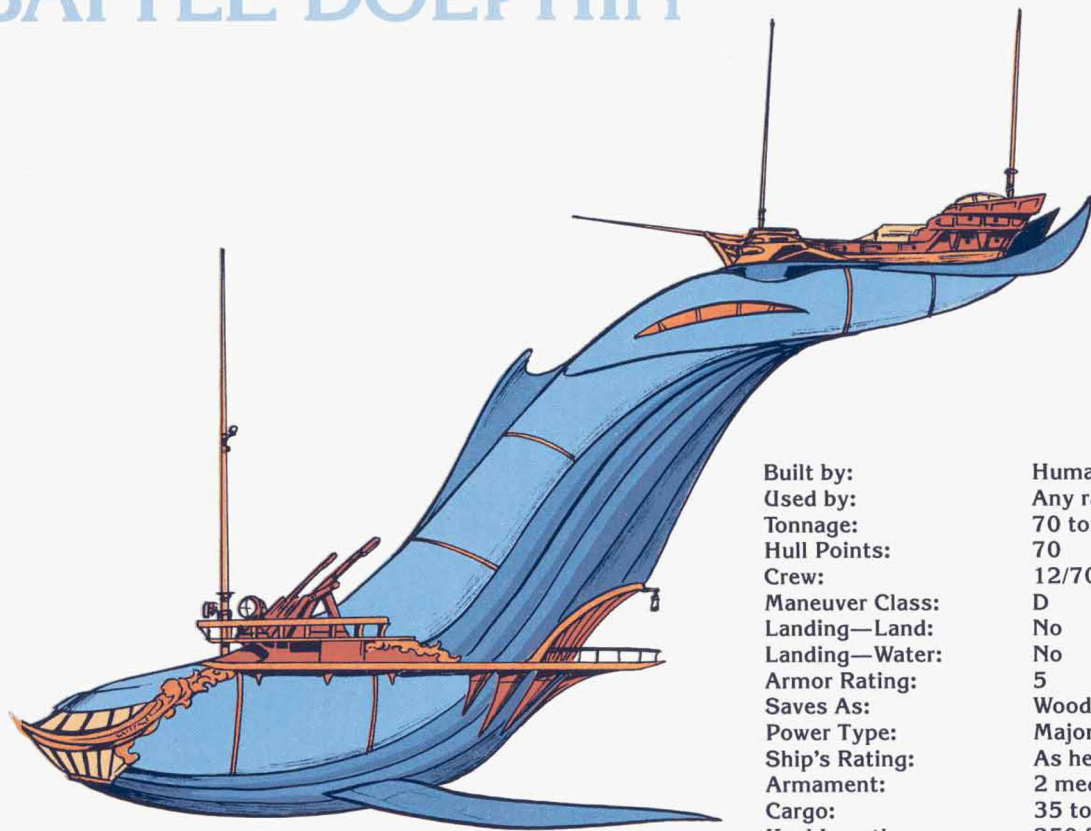


BATTLE DOLPHIN



Built by:	Humans
Used by:	Any race
Tonnage:	70 tons
Hull Points:	70
Crew:	12/70
Maneuver Class:	D
Landing—Land:	No
Landing—Water:	No
Armor Rating:	5
Saves As:	Wood
Power Type:	Major helm
Ship's Rating:	As helmsman
Armament:	2 medium catapults
Cargo:	35 tons
Keel Length:	250 ft.
Beam Length:	30 ft.

Battle Dolphin

1 square = 5 feet

Surveillance Deck

1. Crow's Nests
2. Shuttle Dock

Cargo Decks (Upper and Lower)

1. Cargo Hold
2. Cargo Doors

Command Deck

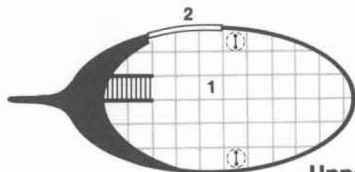
1. Main Mast
2. Catapults
3. Weapons Deck
4. Commons
5. Floor Passage to Officer's Deck
6. Armory
7. Quartermasters' Room
8. Captain's Day Room
9. Captain's Quarters

Officers' Deck

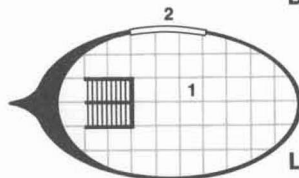
1. Forward Bridge and Helm
2. Chart Room
3. Library/Spellcaster's Quarters
4. Commons
5. Floor Passage to Command Deck
6. Daywatch Post
7. Storage
8. State Room

Quarter Deck

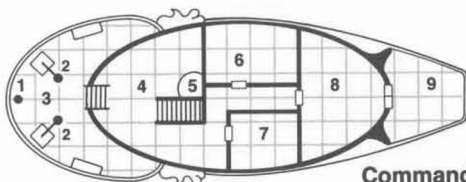
1. Reception and Officers' Mess
2. Galley and Crews' Mess
3. Crew Quarters
4. Storage



Upper Cargo Deck



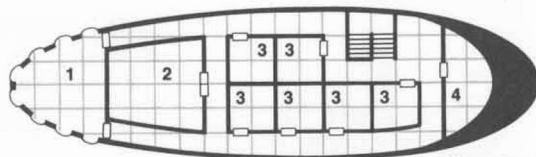
Lower Cargo Deck



Command Deck

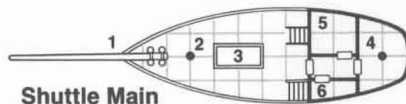
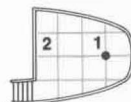


Officers' Deck
(Reverse Gravity From Upper Decks)

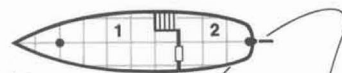


Quarter Deck
(Reverse Gravity From Upper Decks)

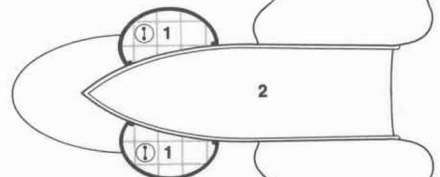
Shuttle Stern Castle



Shuttle Main Deck



Shuttle Hold Deck



Surveillance Deck

Shuttle Hold Deck

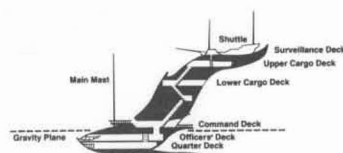
1. Shuttle Hold
2. Stern Cargo Hold/Equipment

Shuttle Main Deck

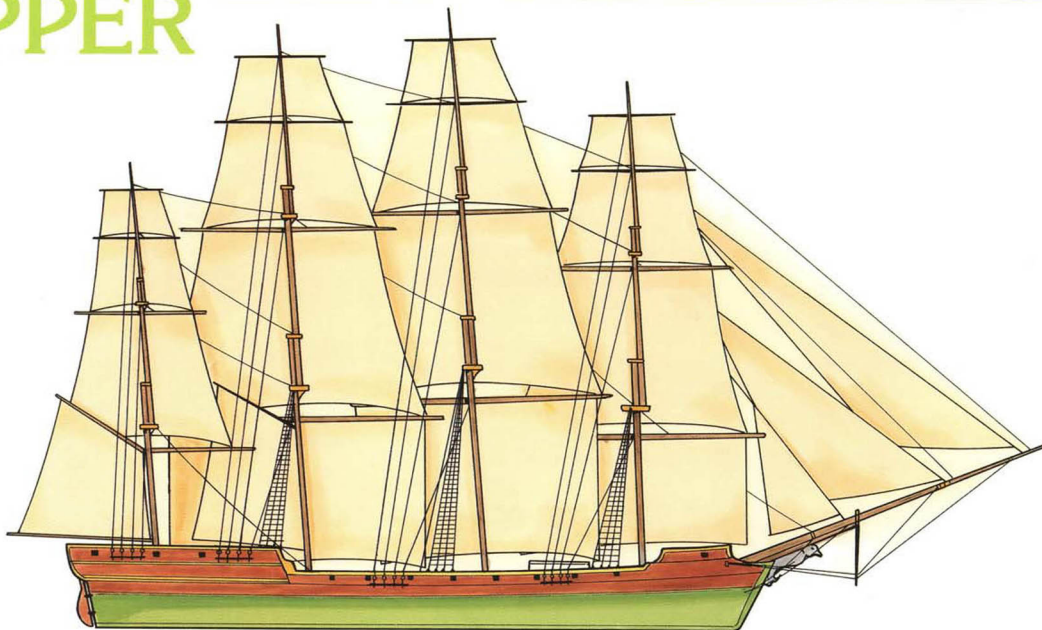
1. Jib Boom
2. Foremast
3. Cargo Hold Bay
4. Day Room/Chart Room
5. Captain's Quarters
6. Spelljamming Helm

Shuttle Stern Castle

1. Mizzenmast
2. Captain's Post



CLIPPER



Built By:	Humans
Used By:	Giff
Tonnage:	65 tons
Hull Points:	65
Crew:	18/65
Maneuver Class:	E
Landing—Land:	No
Landing—Water:	Yes
Armor Rating:	4
Saves As:	Metal (hull), Wood (deck)
Power Type:	Major helm

Ship's Rating:
Armament:

As helmsman – 1
26 Bombards
12 each on starboard and
port side 1 forward, 1 aft
(turret mounted)

Cargo Capacity:

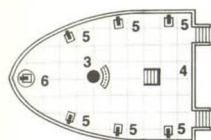
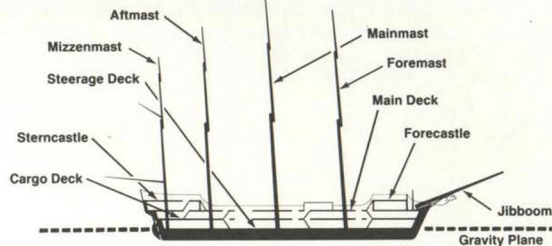
Crew: 3 each
23 Tons (Usually used for
smokepowder, *helmseekers*,
and greek fire.

Keel Length:
Beam Length:

260'
40'

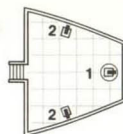
CLIPPER

One Square = 5 Feet

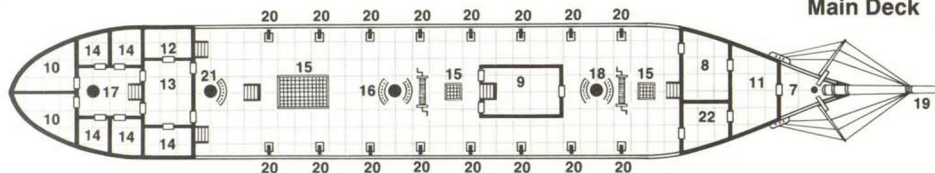


Stern Castle

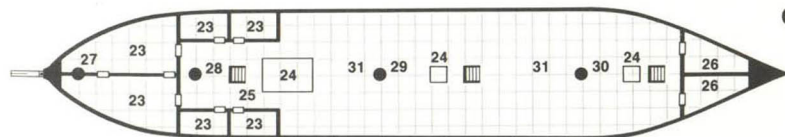
Fore Castle



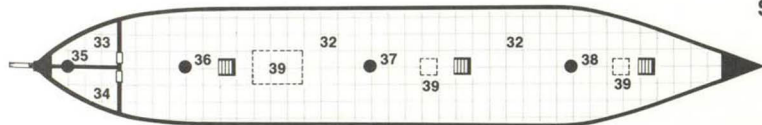
Main Deck



Cargo Deck



Steerage Deck



Forecastle

1. Turreted Bombard
2. Bombard

Stern Castle

3. Mizzenmast
4. Captain's Station
5. Bombard
6. Turreted Bombard

Main Deck

7. Rope, Line, and Anchor Storage
8. Forward Stateroom
9. Captain's Cabin
10. Spelljammer Quarters
11. Spelljamming Helm
12. Chart Room
13. Galley
14. Storage/Hold
15. Cargo Doors
16. Mainmast
17. Mizzenmast
18. Foremast
19. Jibboom
20. Bombard
21. Aftmast
22. First Mate's Quarters

Cargo Deck

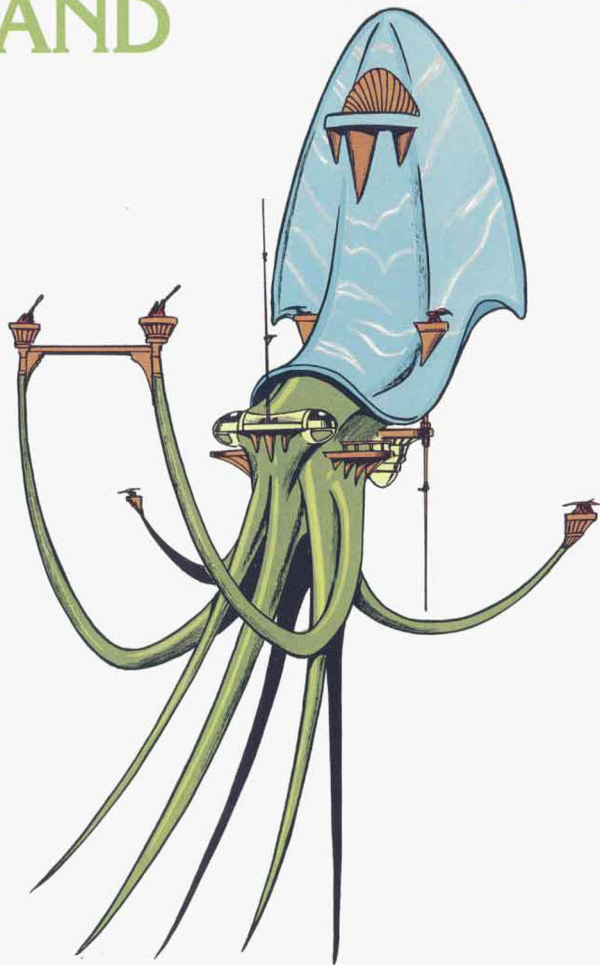
23. Crew Quarters
24. Cargo Doors
25. Companionway
26. Officers' Quarters
27. Mizzenmast
28. Aftmast
29. Mainmast
30. Foremast
31. Bombard Shot/Greek Fire Cargo Hold

Steerage Deck

32. Cargo Hold
33. Pantry
34. Brig
35. Mizzenmast
36. Aftmast
37. Mainmast
38. Foremast
39. Cargo Hatch

CUTTLE COMMAND

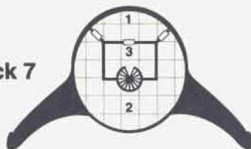
Built by:	Humans, mind flayers
Used by:	None
Tonnage:	100 tons
Hull Points:	100
Crew:	30/100
Maneuver Class:	E
Landing—Land:	Yes
Landing—Water:	No
Armor Rating:	8
Saves As:	Wood
Power Type:	Major helm
Ship's Rating:	As helmsman
Armament:	4 heavy ballistas 2 heavy catapults 1 heavy jettison
Cargo:	50 tons
Keel Length:	120 ft. (high)
Beam Length:	Variable



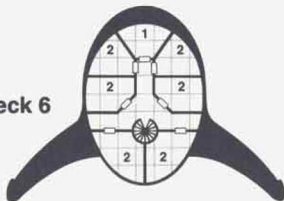
Cuttle Command

1 square = 5 feet

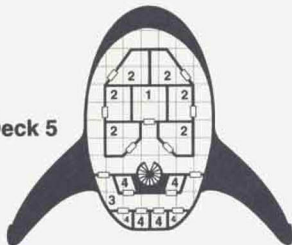
Deck 7



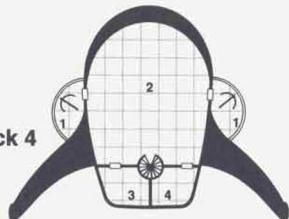
Deck 6



Deck 5



Deck 4

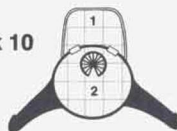


- Deck 1—Level Alpha, Captain's Deck
1. Captain's Suite
 2. Captain's Private Quarters
 3. Tentacle Control Room and Winches
 4. Observation Platforms
 5. Jettison

Deck 2—Level Beta, Command Deck

1. Bow Platform
2. Foremast
3. Bridge
4. Chart Room
5. Day Room
6. Helm/Back-Up Helm
7. Storage/Larder
8. Jettison Control Platform
9. Spanker

Deck 10



Deck 9



Deck 8



- Deck 3—Level Gamma, Quarter Deck
1. Officer Quarters
 2. VIP Cabins

Deck 4—Level Delta

1. Ballista Stations
2. Mess and Muster Hall
3. Galley
4. Larder

Deck 5—Level Epsilon

1. NCO Quarters
2. Crew Quarters
3. Guard Room
4. Brig

Deck 6—Level Zeta

1. NCO Quarters
2. Crew Quarters

Deck 7—Level Eta

1. Guard Room
2. Treasure Vault
3. Anteroom

Deck 8—Level Theta, Wizard's Level

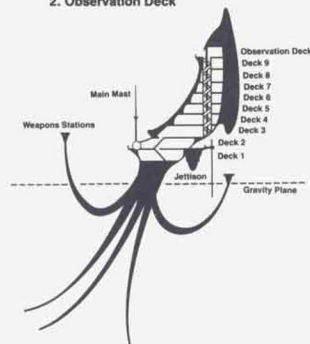
1. Anteroom
2. Wizard's Lab and Quarters
3. Wizard's Library
4. Secure Room

Deck 9—Level Iota

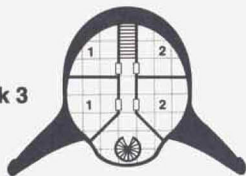
1. Anteroom
2. Private Cabins

Deck 10—Level Kappa, Observation Level

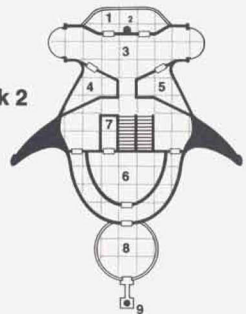
1. Crow's Nest
2. Observation Deck



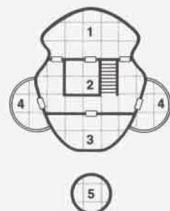
Deck 3



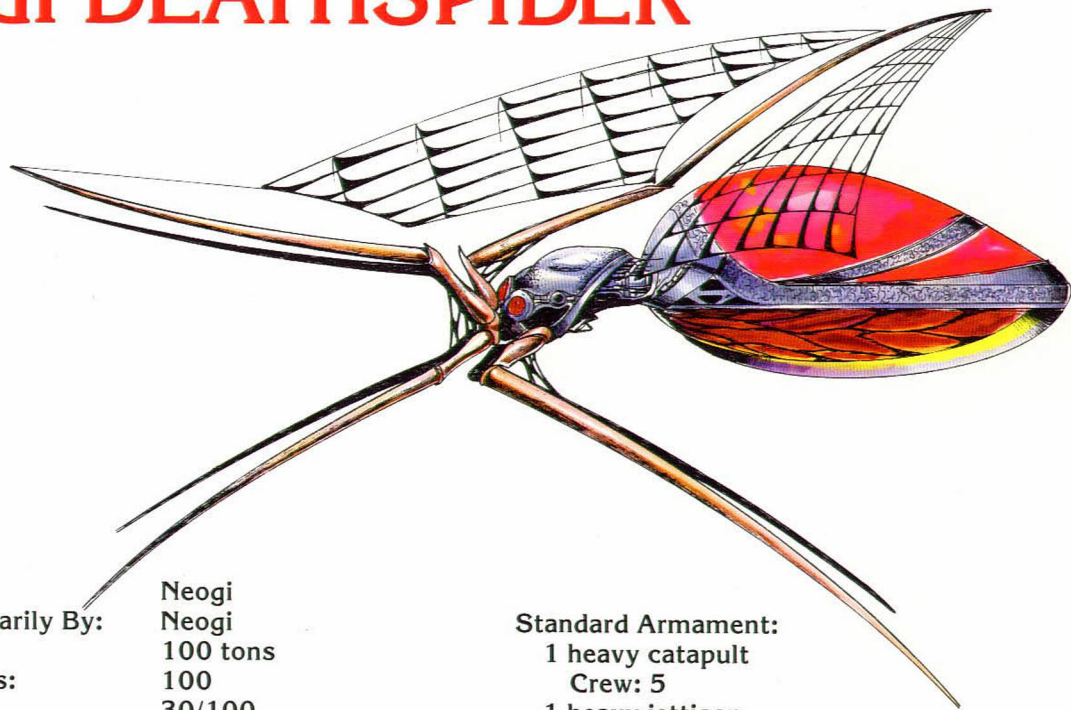
Deck 2



Deck 1



NEOGI DEATHSPIDER



Built By:	Neogi
Used Primarily By:	Neogi
Tonnage:	100 tons
Hull Points:	100
Crew:	30/100
Maneuverability Class:	E
Landing—Land:	No
Landing—Water:	No
Armor Rating:	5
Saves As:	Crystal
Power Type:	Major helm
Ship's Rating:	As for spelljammer

Standard Armament:

1 heavy catapult

Crew: 5

1 heavy jettison

Crew: 4

4 heavy ballistae

Crew: 4 each

1 grappling ram

Cargo: 50 tons

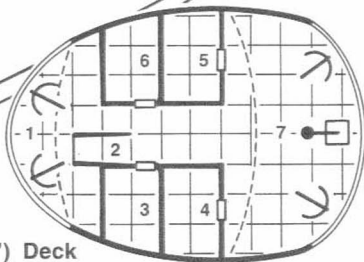
Keel Length: 175'

Beam Length: 50'

DEATHSPIDER

One Square = 5 Feet

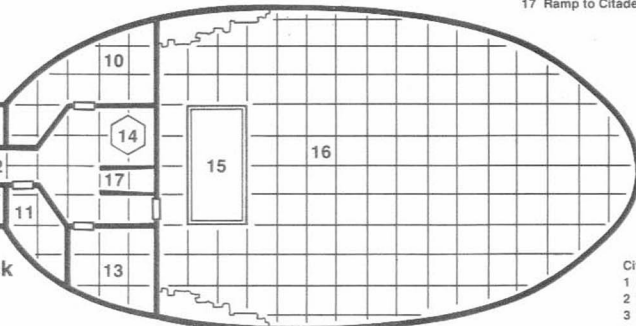
Citadel (or "Battle") Deck



Primary Deck

- 1 Bridge & Spelljamming Helm
- 2 Captain/Owner's Cabin
- 3 Captain/Owner's Treasures & Charts
- 4 Helmsman's Quarters
- 5 Forward UMBER Hulk Pens
- 6 Galley
- 7 Pantry
- 8 Sail Locker
- 9 Helmsman's Locker
- 10 Lesser Neogi Quarters
- 11 Lesser Neogi Quarters
- 12 Passageway
- 13 Interrogation & Food Preparation Area
- 14 Open Portal to Hold Deck
- 15 Cargo Doors
- 16 Flight Deck: Additional Cargo Area
- 17 Ramp to Citadel Deck

Primary Deck



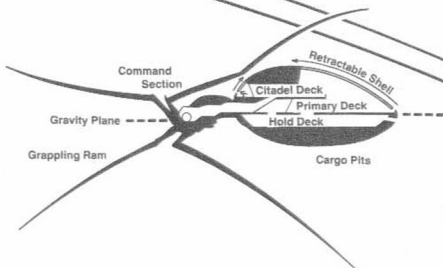
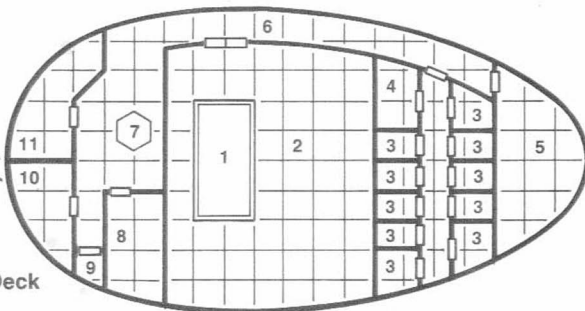
Citadel (or "Battle") Deck

- 1 Forward Weapons Pit
- 2 Ramp
- 3 Lesser Neogi Quarters
- 4 Lesser Neogi Quarters
- 5 UMBER Hulk Pens
- 6 Armory
- 7 Aft Weapons Pit

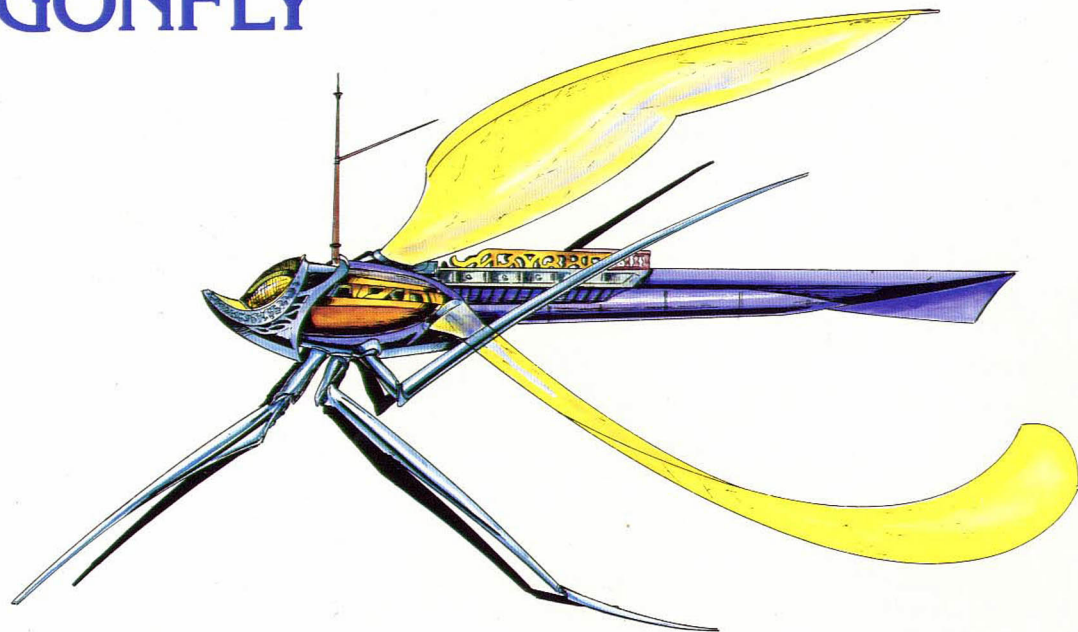
Hold Deck

- 1 Cargo Doors
- 2 Cargo Hold
- 3 Slave Quarters
- 4 Slavemaster Quarters
- 5 Jettison & Storage
- 6 Passageway
- 7 Hatch to Primary Deck
- 8 Visitors Cabin
- 9 Head/Storage
- 10 Lesser Neogi Quarters
- 11 Lesser Neogi Quarters

Hold Deck



DRAGONFLY

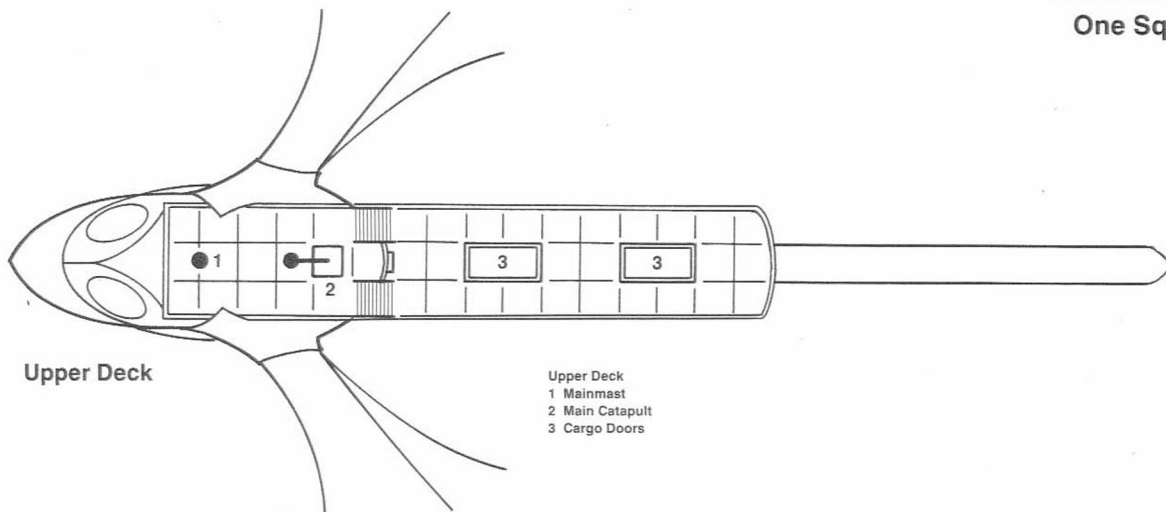


Built By:	Humans
Used Primarily By:	Humans, elves
Tonnage:	10 tons
Hull Points:	10
Crew:	3/10
Maneuverability Class:	C
Landing—Land:	Yes
Landing—Water:	No
Armor Rating:	8
Saves As:	Thin wood

Power Type:	Major or minor helm
Ship's Rating:	As for spelljammer
Standard Armament:	
1 light ballista	
Crew: 1	
OR 1 light catapult	
Crew: 1	
Cargo:	5 tons
Keel Length:	100'
Beam Length:	20'

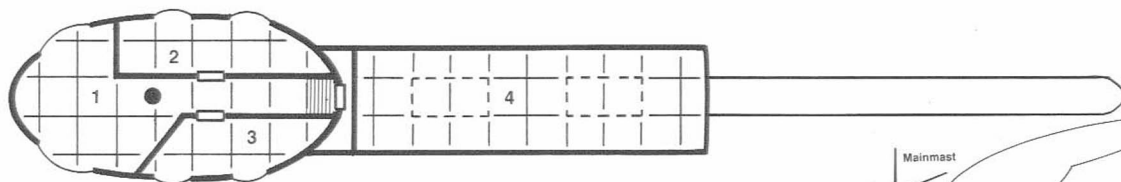
DRAGONFLY

One Square = 5 Feet



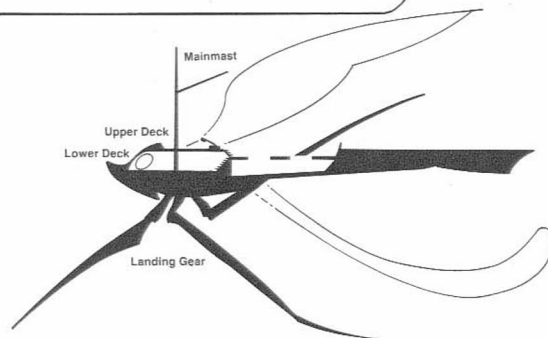
Upper Deck

- Upper Deck
1 Mainmast
2 Main Catapult
3 Cargo Doors

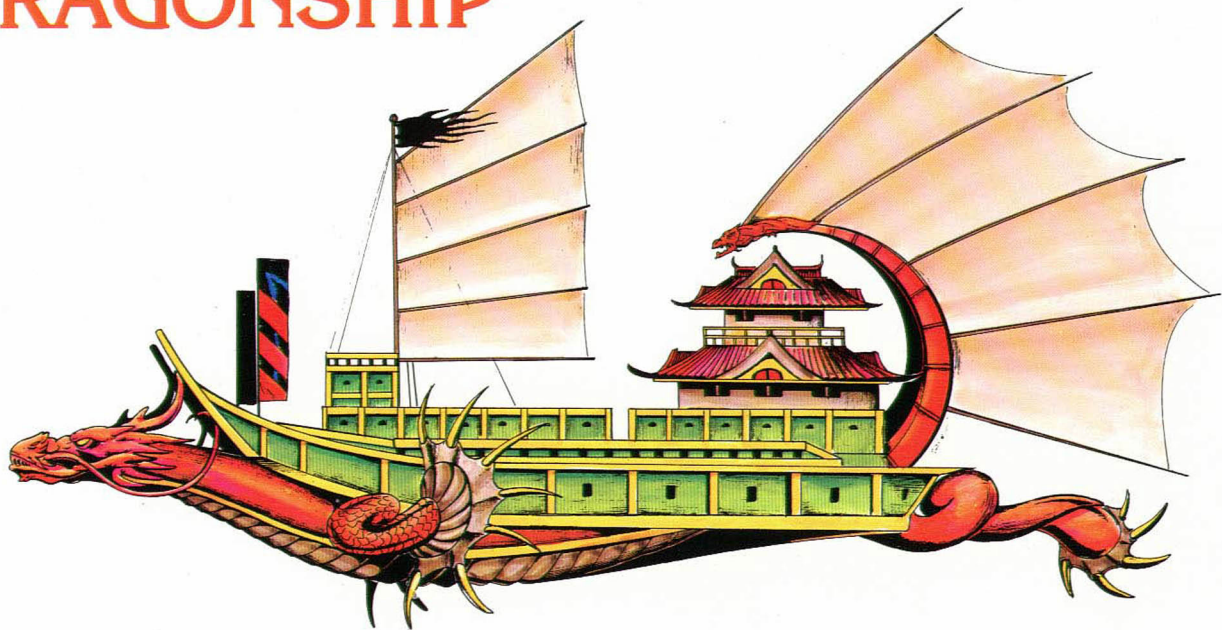


Lower Deck

- Lower Deck
1 Bridge & Spelljamming Helm
2 Captain's Cabin
3 Crew Cabin
4 Cargo Hold



DRAGONSHIP



Built By: Humans
Used Primarily By: Humans
Tonnage: 45 tons
Hull Points: 45
Crew: 20/45
Maneuverability Class: D
Landing—Land: No
Landing—Water: Yes
Armor Rating: 5

Saves As: Thick wood
Power Type: Major or minor helm
Ship's Rating: As for spelljammer
Standard Armament:
 2 medium ballistae
 Crew: 2 each
Cargo: 22 tons
Keel Length: 150'
Beam Length: 20'

DRAGONSHIP

One Square = 5 Feet



Scout's Deck



Meditation Deck

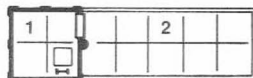
Scout's Deck

- 1 Forward Lookout

Meditation Deck

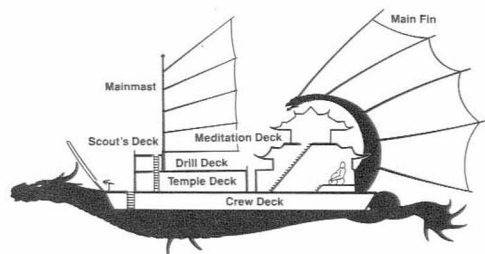
- 1 Captain's Quarters

Drill Deck

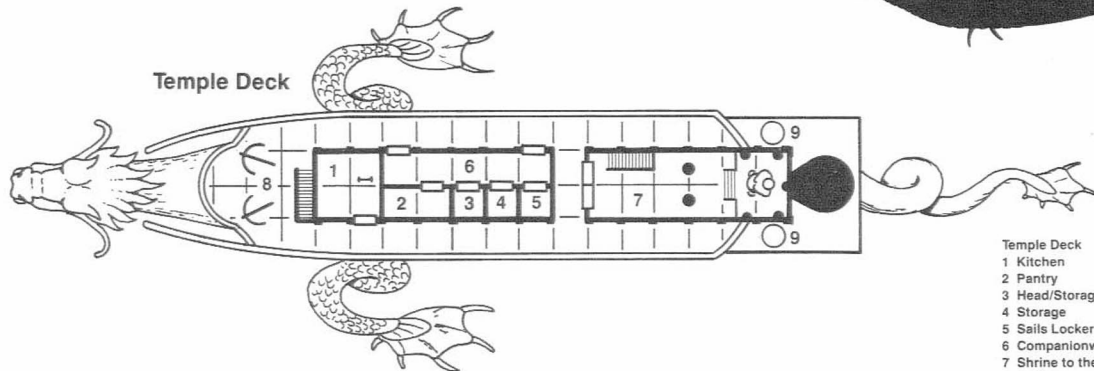


Drill Deck

- 1 Armory
2 Parade Deck & Communal Galley
3 Open to Shrine Below



Temple Deck



Temple Deck

- 1 Kitchen
2 Pantry
3 Head/Storage
4 Storage
5 Sails Locker
6 Companionway
7 Shrine to the Path & Way
8 Ballista
9 Dome Over Bridge & Helm

Crew Deck

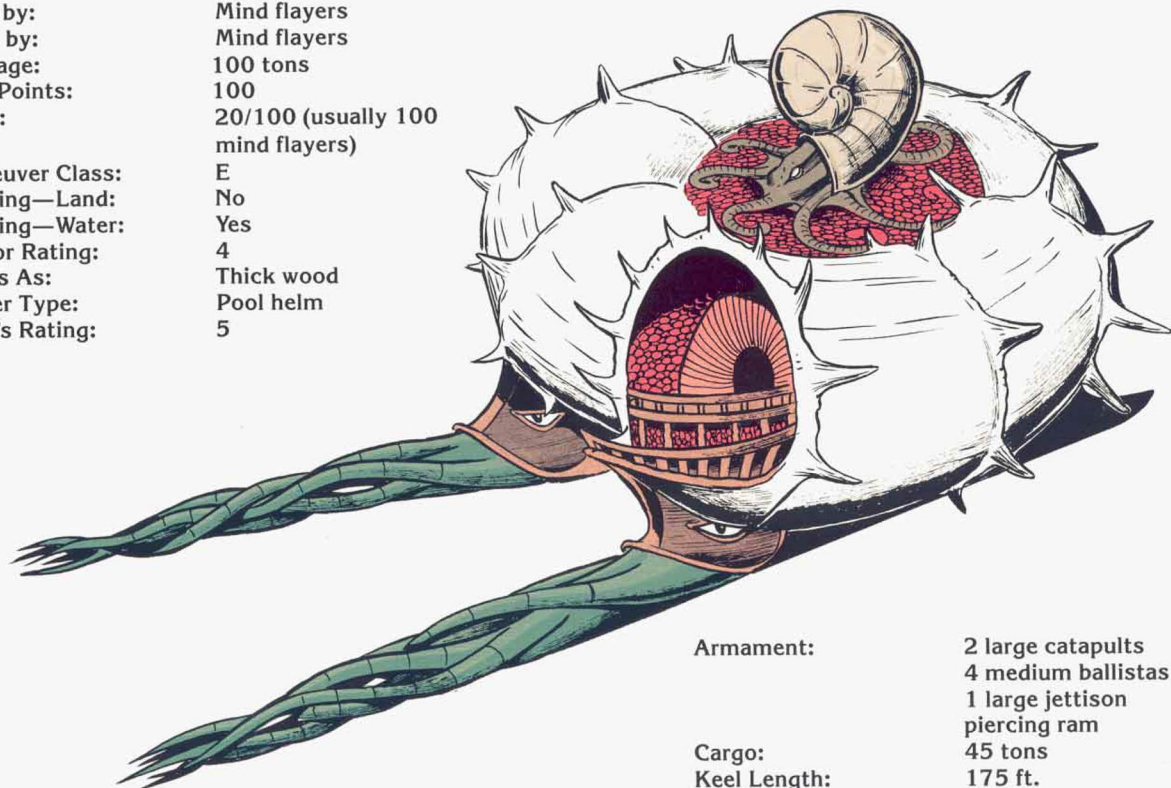


Crew Deck

- 1 Bridge & Helm
2 Companionway
3 Officers' Quarters
4 Storage
5 Crew Quarters
6 Storage
7 Storage
8 Crew Quarters
9 Crew Quarters
10 Recorder's Quarters
11 Recorder's Library & Chart Room

ILLITHID DREADNOUGHT

Built by:	Mind flayers
Used by:	Mind flayers
Tonnage:	100 tons
Hull Points:	100
Crew:	20/100 (usually 100 mind flayers)
Maneuver Class:	E
Landing—Land:	No
Landing—Water:	Yes
Armor Rating:	4
Saves As:	Thick wood
Power Type:	Pool helm
Ship's Rating:	5



Armament:	2 large catapults 4 medium ballistas 1 large jettison piercing ram
Cargo:	45 tons
Keel Length:	175 ft.
Beam Length:	95 ft.

Illithid Dreadnought

1 square = 5 feet

Meditation Level

1. Back-Up Bridge—Major Helm

Command Level

1. Captain's Chair
2. Captain's Day Room
3. Open to Lower Levels

Bridge Level

1. Weapons Officer Station
2. Navigation Officer Station
3. Morale Officer Station
4. Maintenance Officer Station
5. Access to Command Level (Restricted)
6. Open to Lower Levels

Weapons Level

1. Battle Stations
2. Hatches and/or Illusionary Walls
3. Muster Area for Boarding Parties
4. Pool of Immature Illithids
5. Pool Helm
6. Open Lower Levels

Cargo Level

1. Cargo Area
2. Crew Quarters
3. Galley
4. Mess and Larder

Quarter Level

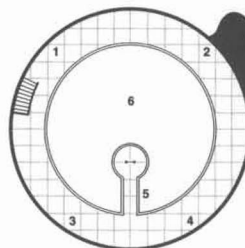
1. Captain's Quarters
2. Mess/Day Room
3. Chart Room
4. Officer's Quarters

Command Hull

1. Jettison and Storage
2. Crew Quarters
3. Morale Area
4. Mess
5. Private State Room

Battle Hull

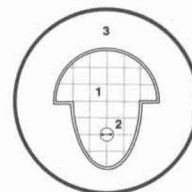
1. Guard Quarters
2. Guard Post
3. Slave Quarters
4. Interrogation Section



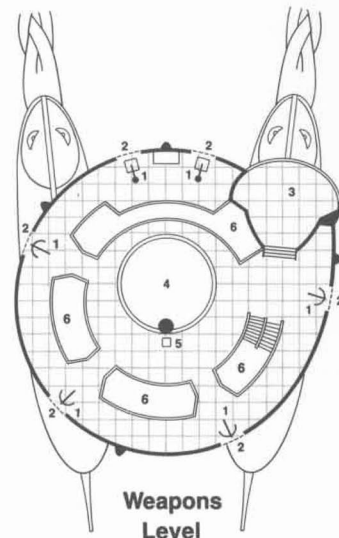
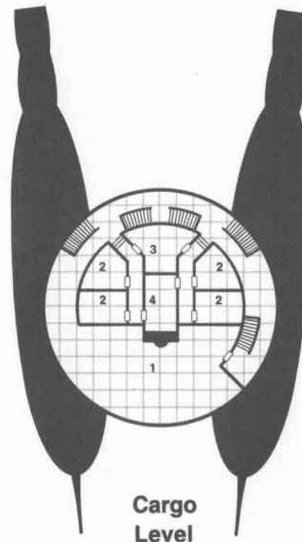
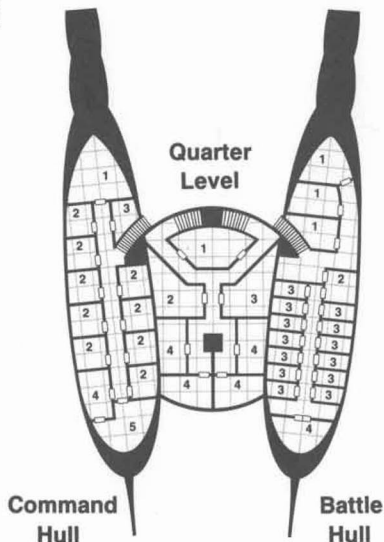
Bridge Level



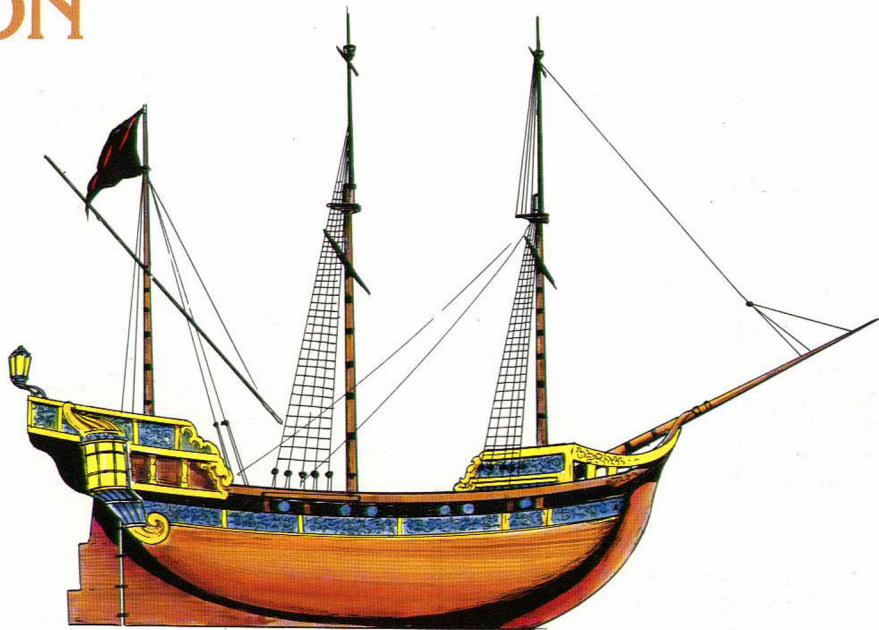
Meditation Level



Command Level



GALLEON

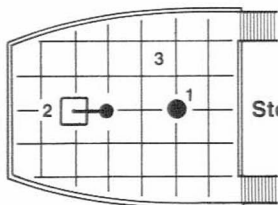


Built By:	Groundling humans
Used Primarily By:	Groundling humans
Tonnage:	40 tons
Hull Points:	40
Crew:	20/40
Maneuverability Class:	E
Landing—Land:	No
Landing—Water:	Yes
Armor Rating:	7
Saves As:	Thick wood

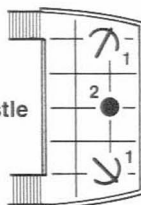
Power Type:	Major or minor helm
Ship's Rating:	As for spelljammer
Standard Armament:	
1 light catapult	
Crew: 1	
2 medium ballistae	
Crew: 2 each	
Cargo:	20 tons
Keel Length:	130'
Beam Length:	30'

GALLEON

One Square = 5 Feet



Stern Castle



Forecastle

Main Deck

- 1 Rope, Line & Anchor Storage
- 2 Forward Stateroom
- 3 Captain's Cabin
- 4 Spelljammer Quarters
- 5 Spelljammer Helm
- 6 Chart Room
- 7 Galley
- 8 Storage/Hold
- 9 Cargo Doors

Cargo Deck

- 1 Crew Quarters
- 2 Crew Quarters
- 3 Cargo Doors
- 4 Companionway
- 5 Crew Quarters
- 6 Officers' Quarters
- 7 Crew Quarters
- 8 Crew Quarters

Steerage Deck

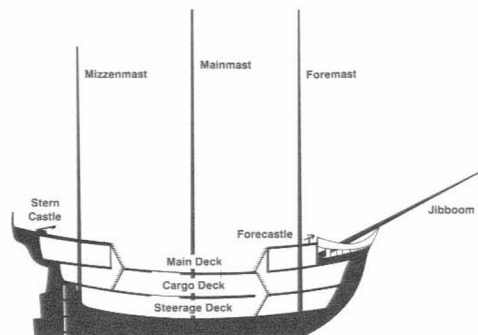
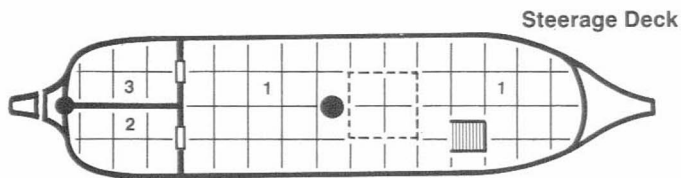
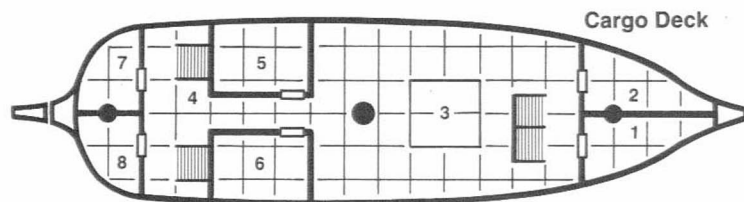
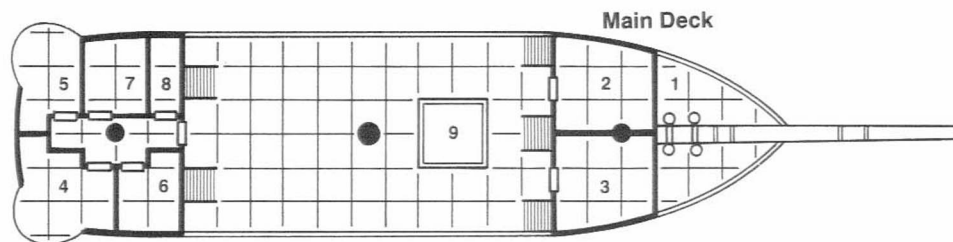
- 1 Cargo Hold
- 2 Pantry
- 3 Brig

Forecastle

- 1 Ballista
- 2 Foremast

Stern Castle

- 1 Mizzenmast
- 2 Catapult
- 3 Captain's Station



GREAT BOMBARD



Built by: Giff
Used by: Giff
Tonnage: 50 tons
Hull Points: 50
Crew: 20/50 (10 giffs)
Maneuver Class: E
Landing—Land: No
Landing—Water: Yes
Armor Rating: 6

Saves As:
Power Type:
Ship's Rating:
Armament:

Cargo:
Keel Length:
Beam Length:

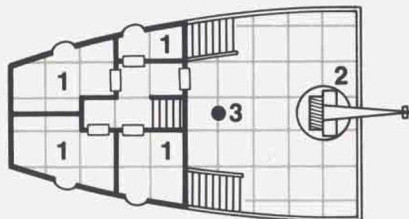
Thick wood
Major or minor helm
As helmsman
1 great bombard
2 light ballistas
Blunt ram
20 tons
155 ft.
30 ft.

Great Bombard

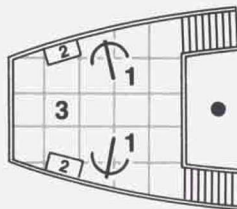
1 square = 5 feet

Fantail Bridge Deck

1. Ballistas
2. Ammunition Hold
3. Flying Fantail Post



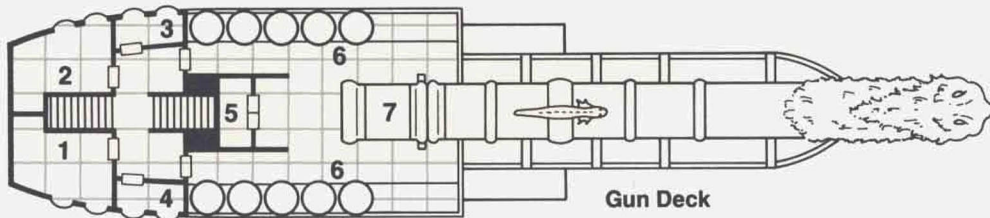
Signal Deck



Fantail Bridge Deck

Gun Deck

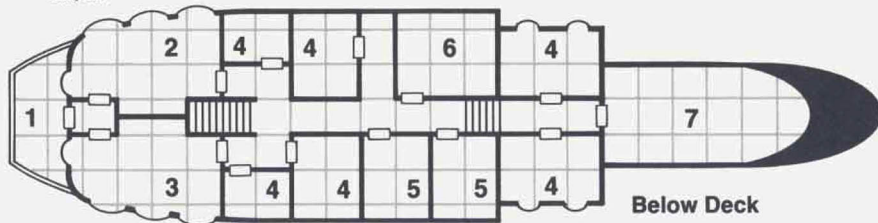
1. Captain's Quarters
2. Bridge and Helm Room
3. Chart Room
4. Captain's Larder
5. Powder Room (Steel-lined)
6. Bombard Shot
7. Great Bombard



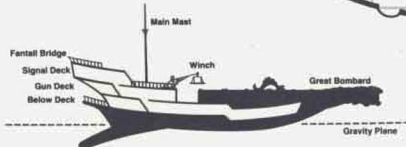
Gun Deck

Below Deck

1. Aft Promenade
2. Galley
3. Giff Mess
4. Non-Giff Crew Quarters
5. Giff Quarters
6. Guest Cabin
7. Cargo Hold

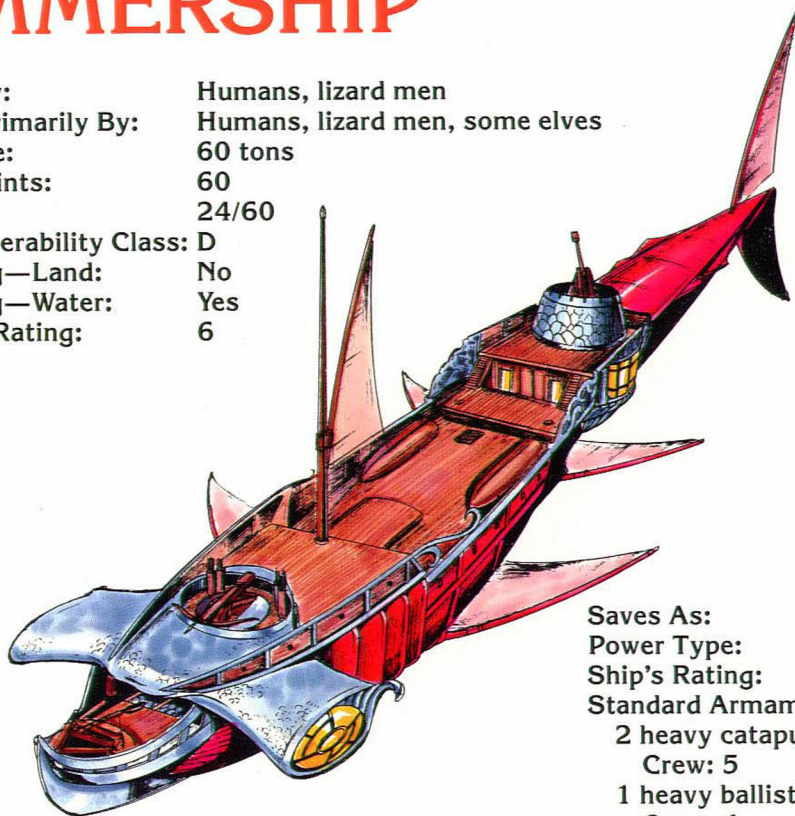


Below Deck



HAMMERSHIP

Built By:	Humans, lizard men
Used Primarily By:	Humans, lizard men, some elves
Tonnage:	60 tons
Hull Points:	60
Crew:	24/60
Maneuverability Class:	D
Landing—Land:	No
Landing—Water:	Yes
Armor Rating:	6



Saves As:	Thick wood
Power Type:	Major or minor helm
Ship's Rating:	As for spelljammer
Standard Armament:	
2 heavy catapults	
Crew: 5	
1 heavy ballista	
Crew: 4	
1 blunt ram	
Cargo:	30 tons
Keel Length:	250'
Beam Length:	25'

One Square = 5 Feet

HAMMERSHIP

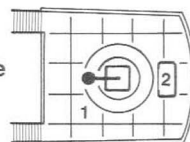
Main Deck

- 1 Forward Castle
 - 2 Catapult Shot Container
 - 3 Forward Bridge
 - 4 Officers' Saloon
 - 5 Galley
 - 6 Captain's Cabin
 - 7 Officers' Quarters
 - 8 Officers' Quarters
 - 9 Companionway
 - 10 Head/Storage
 - 11 Sail Storage
 - 12 Aft Crew Quarters
 - 13 Crew Galley & Turret Control
 - 14 First Officer's Quarters
- (Spare Spelljamming Helm if available)

Cargo Deck

- 1 Lower Bridge, Helm, & Chart Room
- 2 Spelljammer Quarters
- 3 Kitchen (Dumbwaiter to Galley Above)
- 4 Pantry
- 5 Crew Quarters
- 6 Stateroom
- 7 Head/Storage
- 8 Stateroom
- 9 Bosun's Locker
- 10 Companionway
- 11 Cargo Hold

Stern Castle



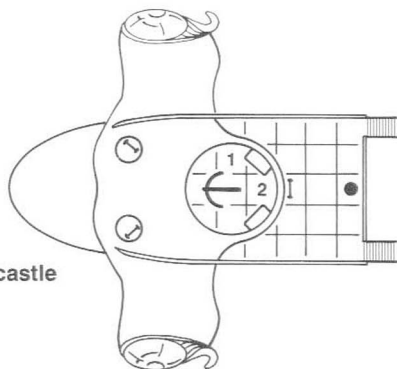
Forecastle

- 1 Forward Ballista
- 2 Ballista Shot Storage

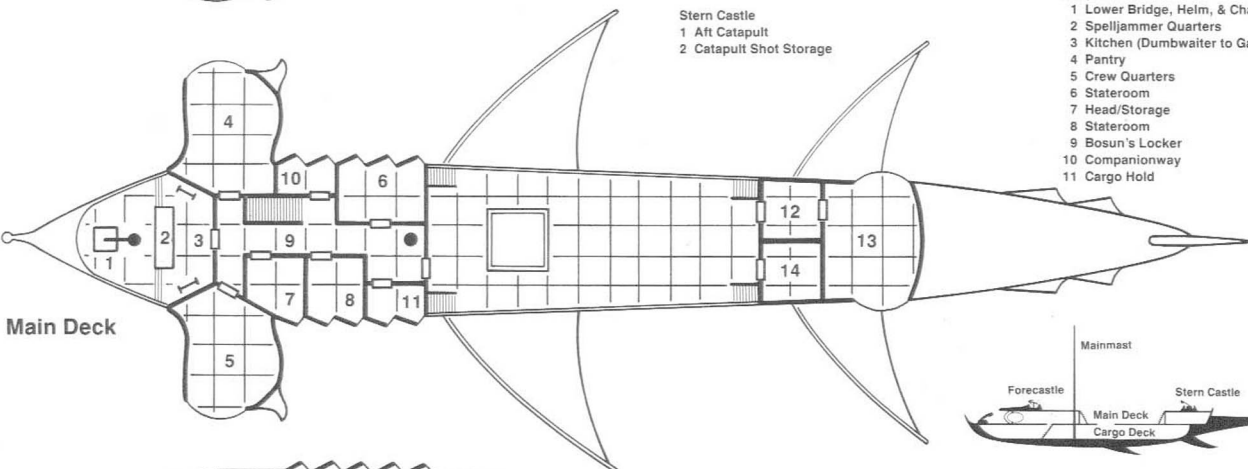
Stern Castle

- 1 Aft Catapult
- 2 Catapult Shot Storage

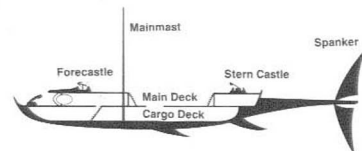
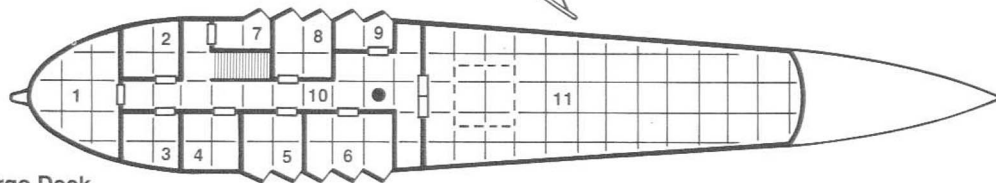
Forecastle



Main Deck



Cargo Deck



HUMMINGBIRD



Built By:
Used Primarily By:
Cost:
Tonnage:
Hull Points:
Crew:
Maneuver Class:
Landing—Land:
Landing—Water:

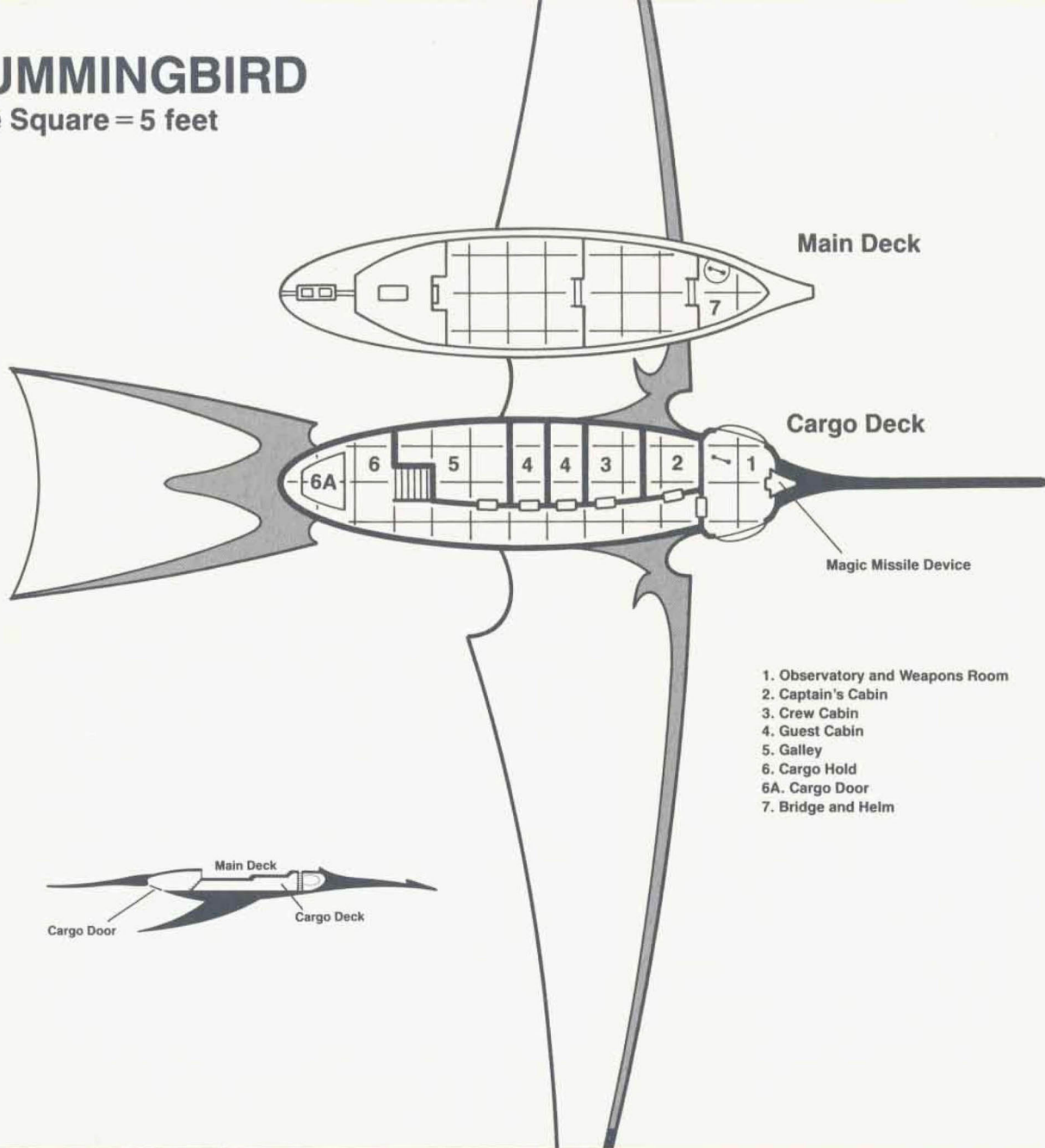
Humans
Bruin Shambrath
18,000 gp
7 tons
7
2/10
A
Yes
No

Armor Rating:
Saves As:
Power Type:
Ship's Rating:
Standard Armament:
Piercing Ram
Keel Length:
Beam Length:

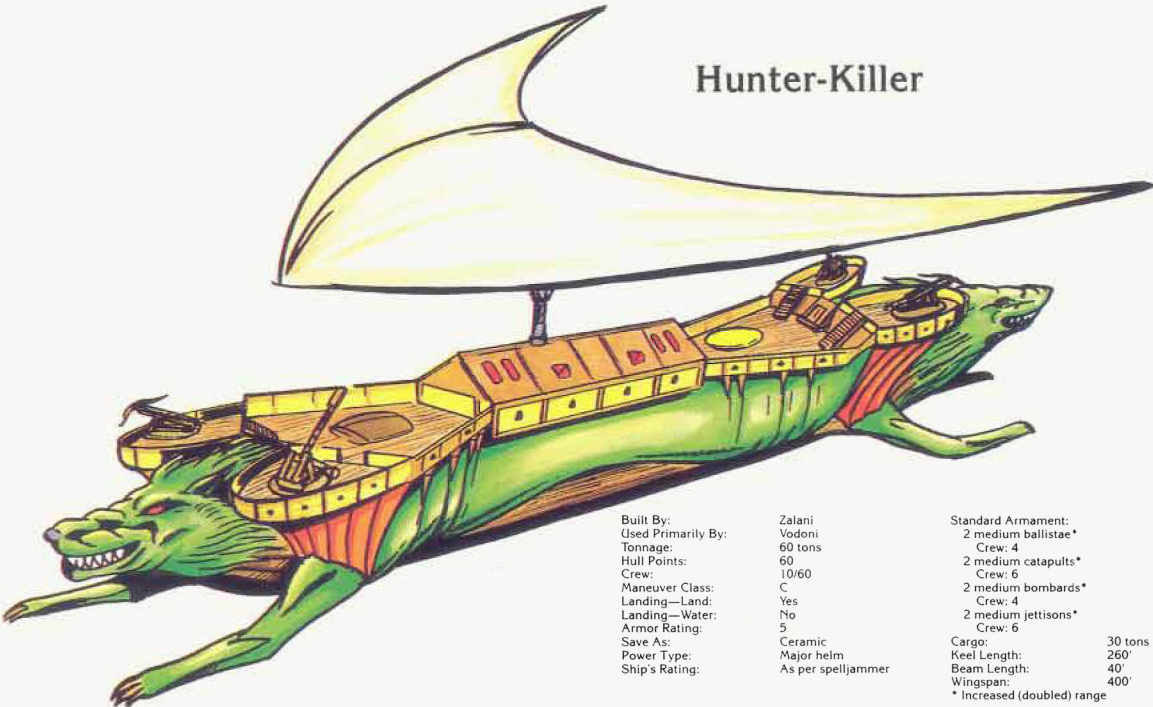
8
Thin wood
Major Helm
As Helmsman
Special
100 feet
20 feet

HUMMINGBIRD

One Square = 5 feet



Hunter-Killer



Built By:
Used Primarily By:
Tonnage:
Hull Points:
Crew:
Maneuver Class:
Landing—Land:
Landing—Water:
Armor Rating:
Save As:
Power Type:
Ship's Rating:

Zalani
Vodoni
60 tons
60
10/60
C
Yes
No
5
Ceramic
Major helm
As per spelljammer

Standard Armament:
2 medium ballistae*
Crew: 4
2 medium catapults*
Crew: 6
2 medium bombards*
Crew: 4
2 medium jettisons*
Crew: 6

Cargo: 30 tons
Keel Length: 260'
Beam Length: 40'
Wingspan: 400'
* Increased (doubled) range

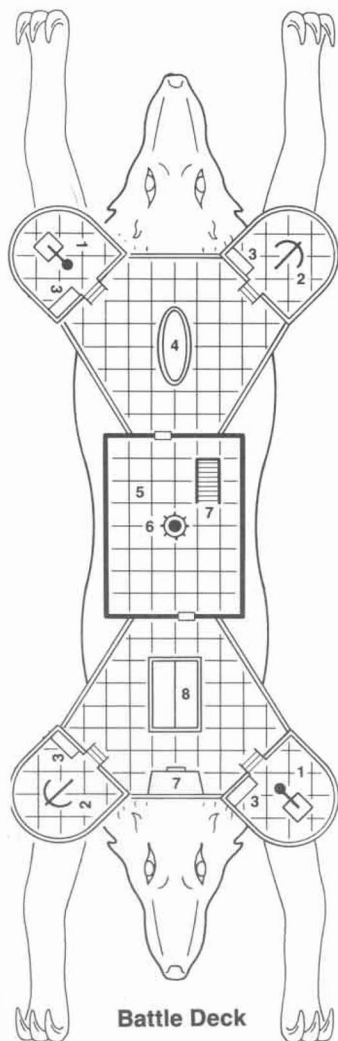
HUNTER-KILLER

One Square = 5 Feet

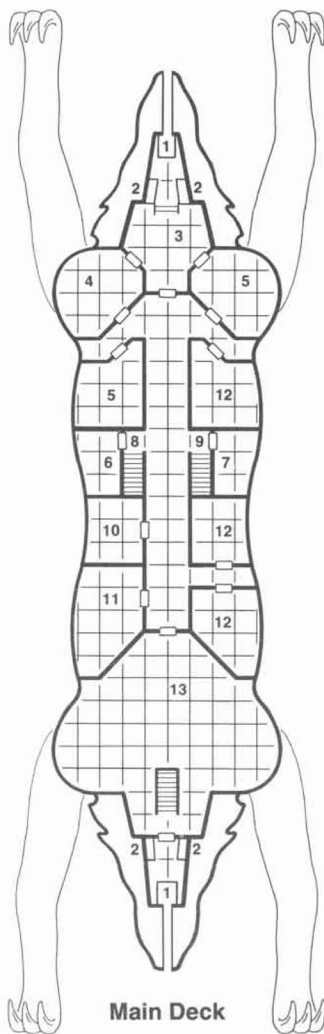
- Battle Deck**
- 1 Catapult
 - 2 Ballista
 - 3 Ammunition Storage
 - 4 Skylight
 - 5 Sail House
 - 6 Sail Control
 - 7 Access to Main Deck
 - 8 Cargo Doors

- Main Deck**
- 1 Bombard
 - 2 Ammunition Storage
 - 3 Bridge/Helm
 - 4 Chartroom
 - 5 Breeders' Quarters
 - 6 Storage
 - 7 Head/Storage
 - 8 Access to Lower Deck
 - 9 Access to Battle Deck
 - 10 Pantry
 - 11 Galley
 - 12 Enforcers' Quarters
 - 13 Cargo Hold

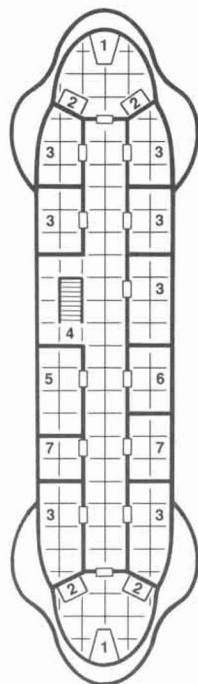
- Lower Deck**
- 1 Jettison
 - 2 Ammunition Storage
 - 3 Enforcers' Quarters
 - 4 Access to Main Deck
 - 5 Stateroom
 - 6 Brig
 - 7 Storage/Armory



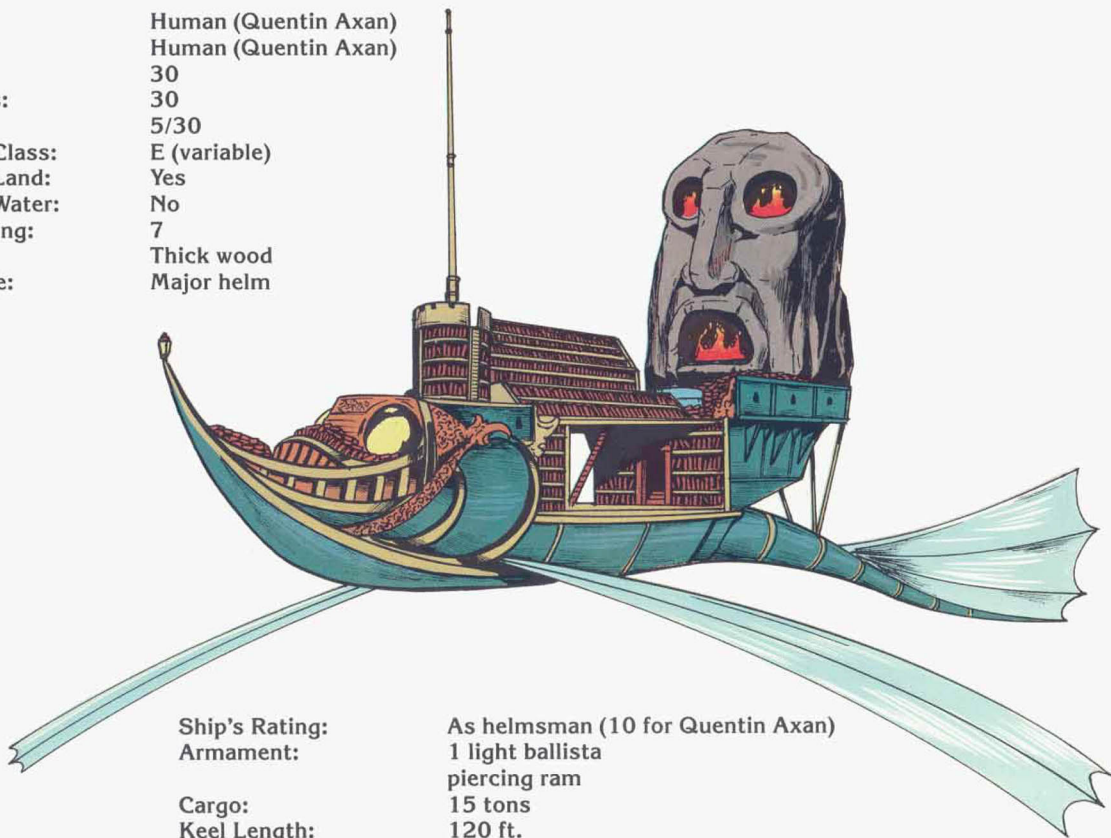
Battle Deck



Main Deck



Lower Deck



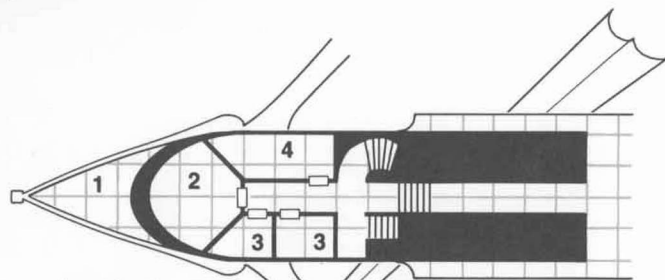
Ship's Rating:
Armament:

Cargo:
Keel Length:
Beam Length:

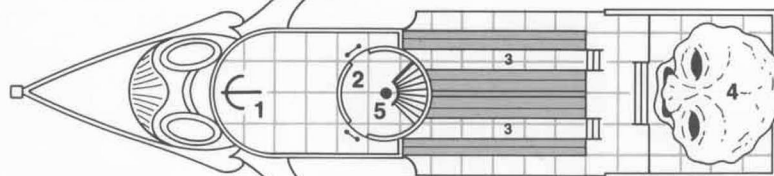
As helmsman (10 for Quentin Axan)
1 light ballista
piercing ram
15 tons
120 ft.
25 ft.

Quentin's *Libraria*

1 square = 5 feet

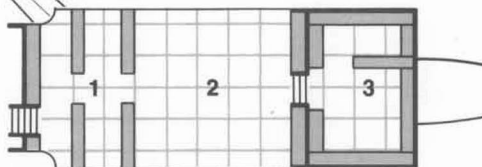


Fore Deck



Main Deck

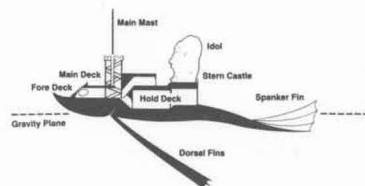
Hold Deck



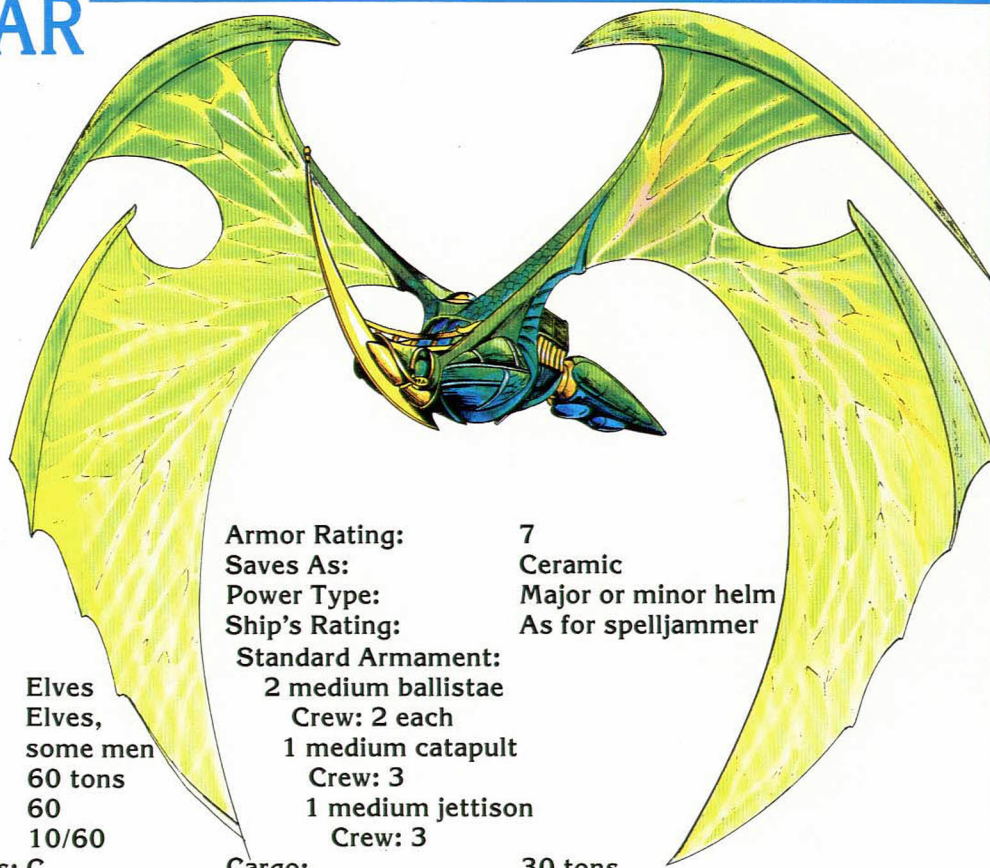
- Fore Deck**
 1. Jib Deck
 2. Galley/Mess/Day Room
 3. Halfing Quarters
 4. Guest Cabin

- Main Deck**
 1. Forward Ballista
 2. Book Castle
 3. Main Stacks
 4. Idol
 5. Main Mast

- Hold Deck**
 1. Back Stacks
 2. Cargo (Lashed Down)
 3. Quentin's Quarters



MAN-O-WAR



Built By: Elves
Used Primarily By: Elves,
some men
Tonnage: 60 tons
Hull Points: 60
Crew: 10/60
Maneuverability Class: C
Landing—Land: No
Landing—Water: No

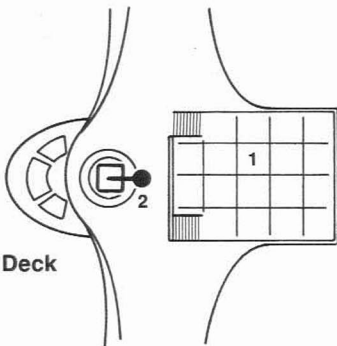
Armor Rating: 7
Saves As: Ceramic
Power Type: Major or minor helm
Ship's Rating: As for spelljammer
Standard Armament:
2 medium ballistae
Crew: 2 each
1 medium catapult
Crew: 3
1 medium jettison
Crew: 3
Cargo: 30 tons
Keel Length: 200'
Beam Length: 20'

One Square = 5 Feet

One Square = 5 Feet

Main Deck

- 1 Jettison
- 2 Companionway
- 3 Cargo & Detention Area
- 4 Crew Cabins
- 5 Crew Cabins
- 6 Galley
- 7 Helm & Spelljammer's Cabin
- 8 Chart & Navigation Command
- 9 Ballista (Weapons Pit)
- 10 Hatch to Forward Deck
- 11 Retractable Dome/Eyes

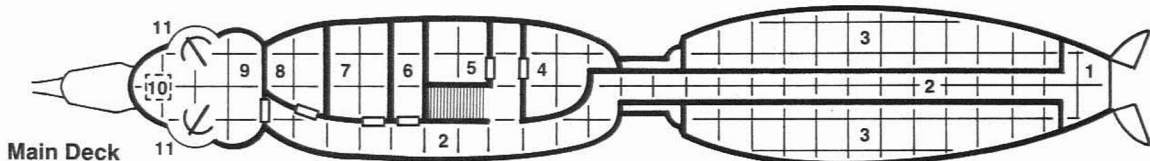
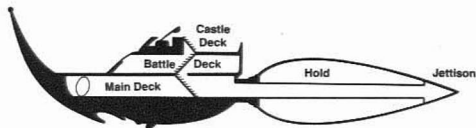
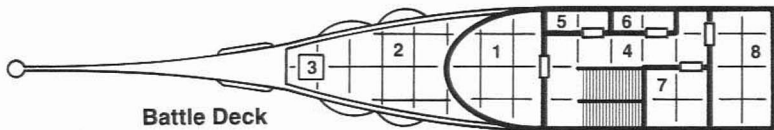


Battle Deck

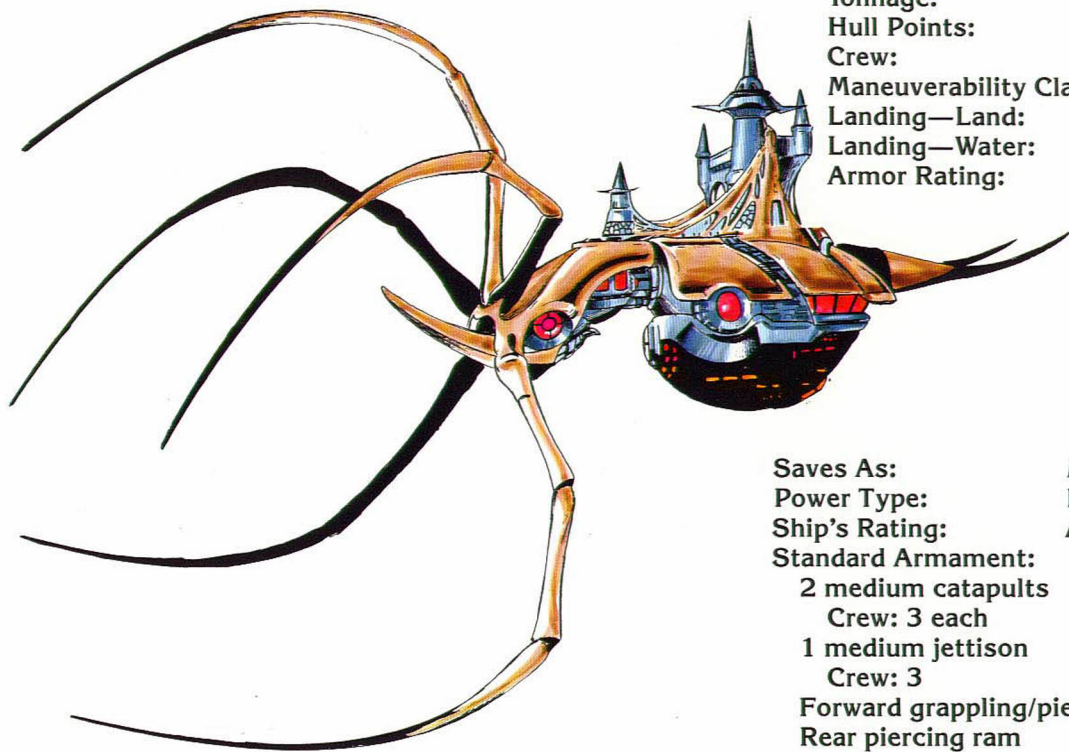
- 1 Bridge
- 2 Forward Deck
- 3 Hatch to Weapons Pit
- 4 Companionway
- 5 Storage: Grapples & Munitions
- 6 Storage/Head
- 7 Officers' Quarters
- 8 Captain's Cabin

Castle Deck

- 1 Lookout Station & Flight Deck
2 Catapult



NEOGI MINDSPIDER



Built By:	Neogi
Used Primarily By:	Neogi
Tonnage:	40 tons
Hull Points:	40
Crew:	3/40
Maneuverability Class:	C
Landing—Land:	No
Landing—Water:	No
Armor Rating:	4

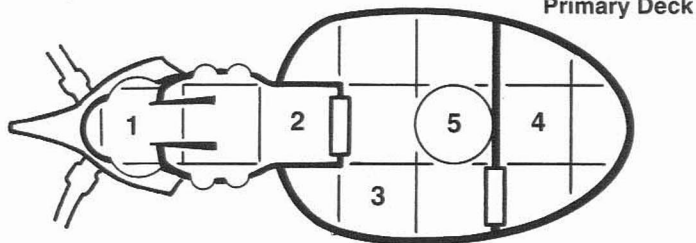
Saves As:	Metal
Power Type:	Lifejammer
Ship's Rating:	As for target
Standard Armament:	
2 medium catapults	
Crew: 3 each	
1 medium jettison	
Crew: 3	
Forward grappling/piercing ram	
Rear piercing ram	
Cargo:	20 tons
Keel Length:	40'
Beam Length:	15'

MINDSPIDER

One Square = 5 Feet

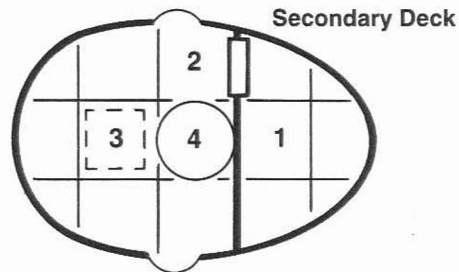
Primary Deck

- 1 Spelljamming Helm
- 2 Chart Room
- 3 Umber Hulk & Lower Neogi Quarters
- 4 Captain/Owner's Quarters
- 5 Open Port to Secondary Deck



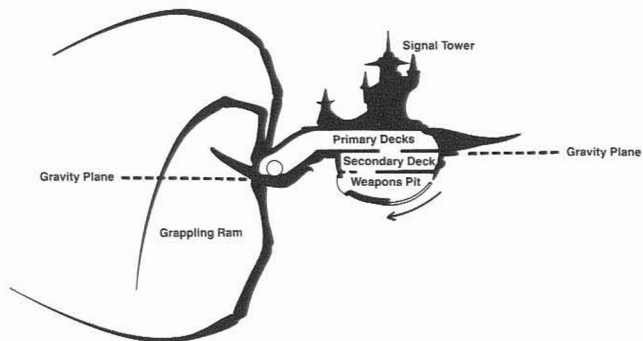
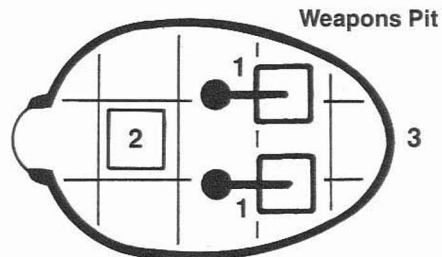
Secondary Deck

- 1 Jettison
- 2 Prisoners & Cargo Area
- 3 Hatch to Weapons Pit
- 4 Open Port to Primary Deck

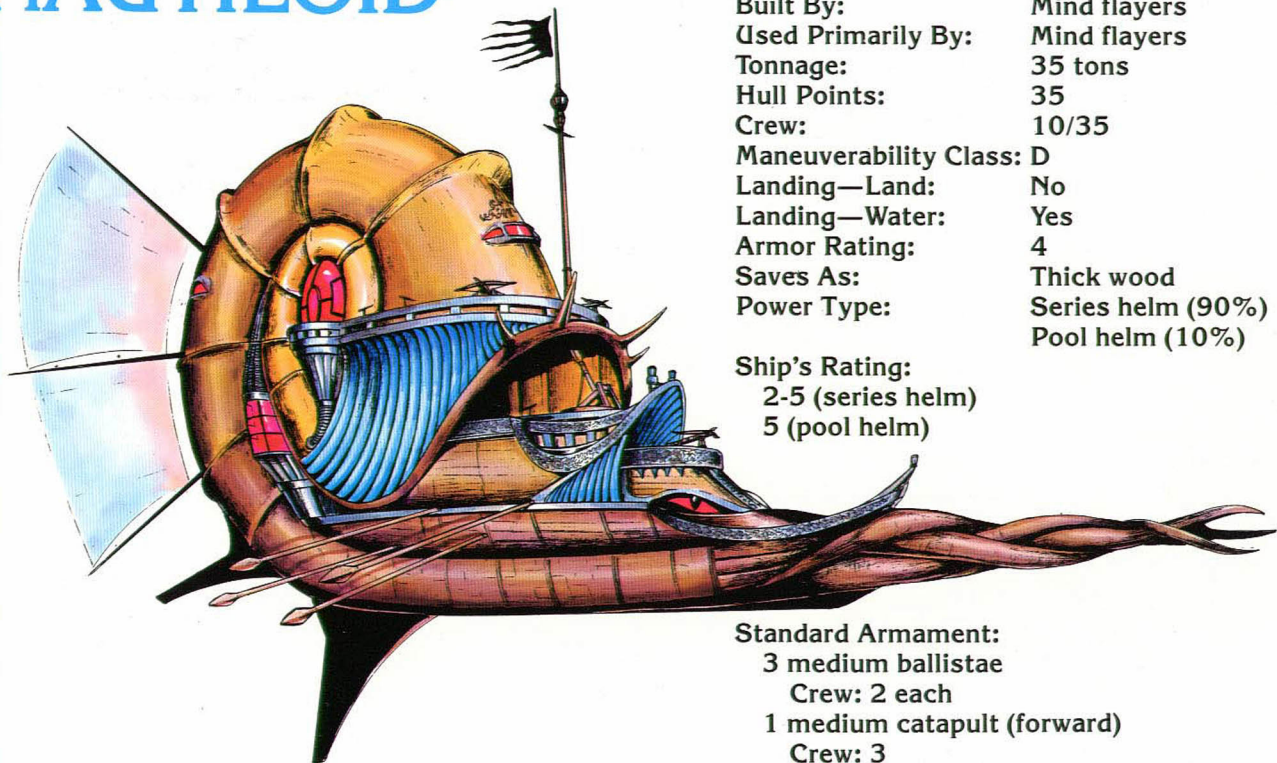


Weapons Pit

- 1 Catapults
- 2 Open Port to Secondary Deck
- 3 Retractable Dome



NAUTILOID



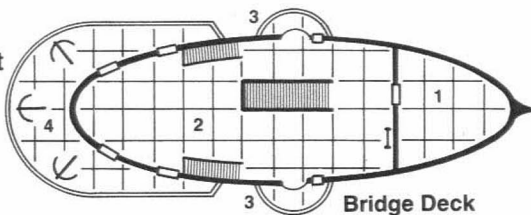
Built By:	Mind flayers
Used Primarily By:	Mind flayers
Tonnage:	35 tons
Hull Points:	35
Crew:	10/35
Maneuverability Class:	D
Landing—Land:	No
Landing—Water:	Yes
Armor Rating:	4
Saves As:	Thick wood
Power Type:	Series helm (90%) Pool helm (10%)

Ship's Rating:
2-5 (series helm)
5 (pool helm)

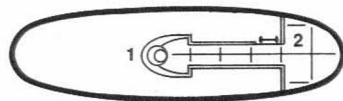
Standard Armament:
3 medium ballistae
Crew: 2 each
1 medium catapult (forward)
Crew: 3
1 medium jettison (rear)
Crew: 3
Piercing ram
Cargo: 17 tons
Keel Length: 180'
Beam Length: 30'

NAUTILOID

One Square = 5 Feet



Bridge Deck

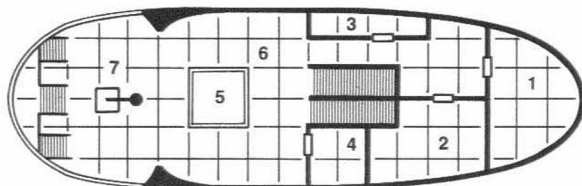
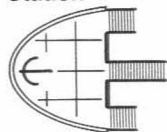


Command Station

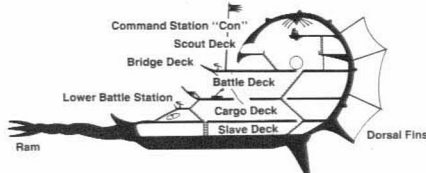


Scout Deck

Lower Battle Station



Battle Deck

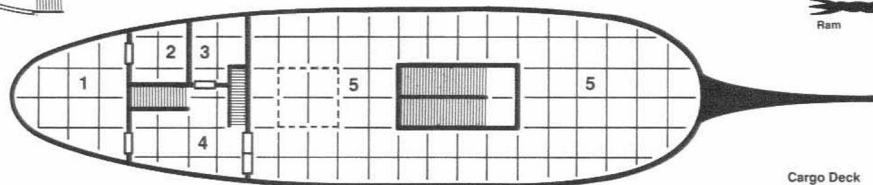


- Command Station
1 Captain's Chair
2 Captain's Day Room

- Scout Deck
1 Forward Observer
2 Series Helm

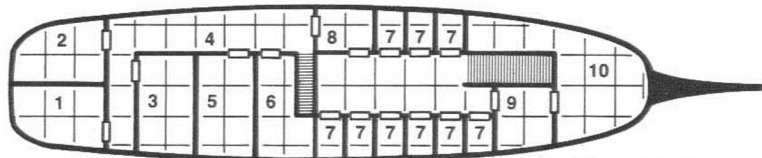
- Bridge Deck
1 Main Saloon
2 Bridge Floor
3 Ventral Observers
4 Upper Battle Station

- Battle Deck
1 Officers' Quarters
2 Officers' Quarters
3 Sail Storage
4 Chart Room
5 Cargo Bay
6 Assembly Deck
7 Middle Battle Station



Cargo Deck

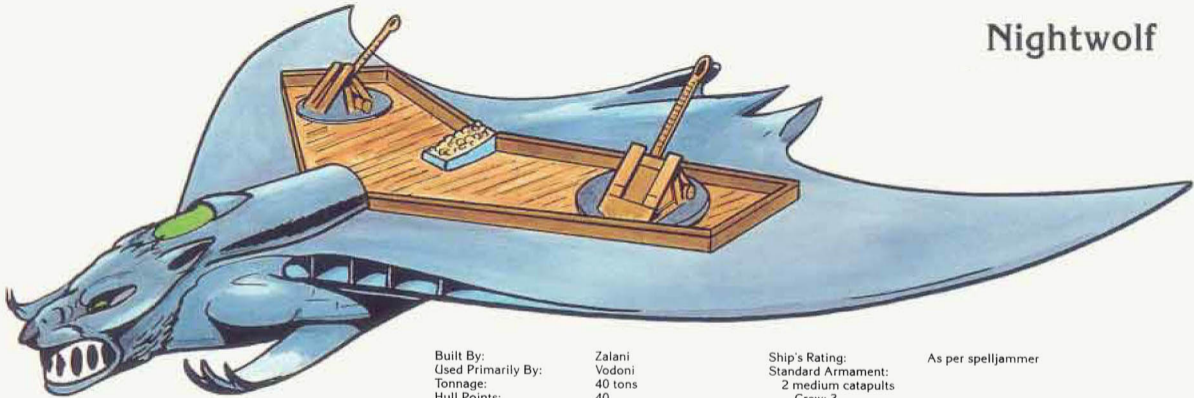
- Cargo Deck
1 Captain's Cabin
2 Captain's Chart & Treasure Room
3 Crew Quarters
4 Galley
5 Cargo



Slave Deck

- Slave Deck
1 Stateroom
2 Stateroom
3 Stateroom
4 Passageway
5 Stateroom
6 Crew Quarters
7 Slave Quarters
8 Guard Post
9 Guard Post
10 Jettison & Storage

Nightwolf



Built By: Zalani
Used Primarily By: Vodoni
Tonnage: 40 tons
Hull Points: 40
Crew: 3/40
Maneuver Class: B
Landing—Land: Yes
Landing—Water: Yes
Armor Rating: 4
Save As: Ceramic
Power Type: Major helm

Ship's Rating:
Standard Armament:
2 medium catapults
Crew: 3
1 medium jettison
Crew: 3

As per spelljammer

Cargo: 20 tons
Keel Length: 50'
Beam Length: 20'
Wingspan: 80'

NIGHTWOLF

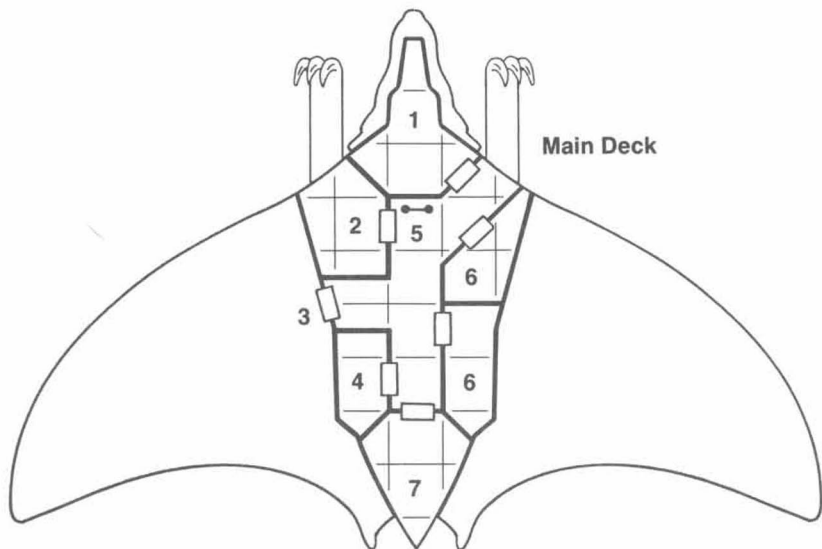
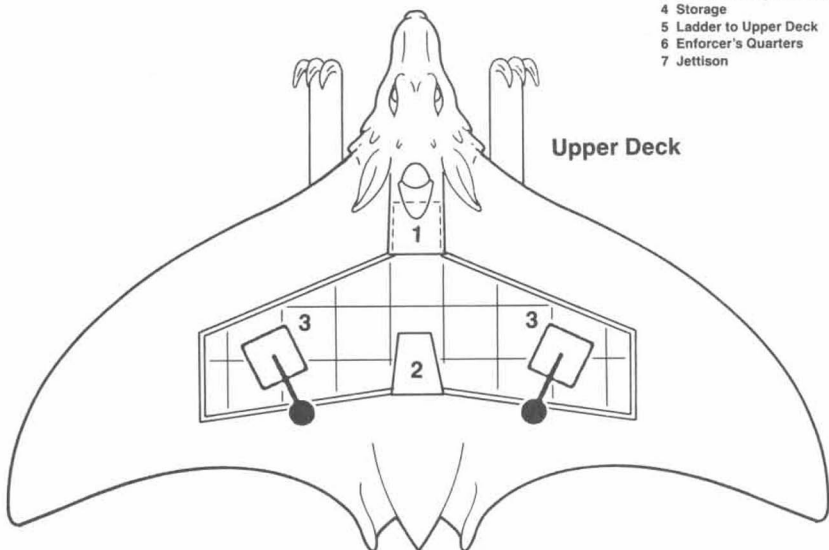
One Square = 5 Feet

Upper Deck

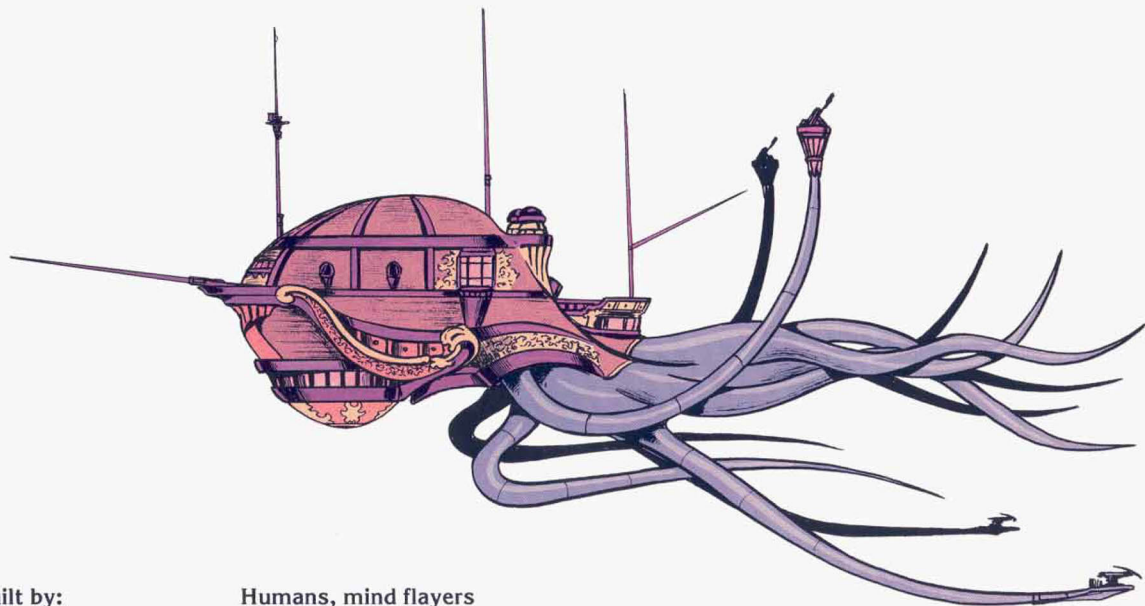
- 1 Ladder to Main Deck
- 2 Ammunition Storage
- 3 Catapult

Main Deck

- 1 Spelljamming Helm
- 2 Breeder's Quarters
- 3 Access Door (under wing)
- 4 Storage
- 5 Ladder to Upper Deck
- 6 Enforcer's Quarters
- 7 Jettison



OCTOPUS



Built by:	Humans, mind flayers
Used by:	Humans, mind flayers
Tonnage:	70 tons
Hull Points:	70
Crew:	13/70
Maneuver Class:	D
Landing—Land:	Yes
Landing—Water:	No
Armor Rating:	7
Saves As:	Wood

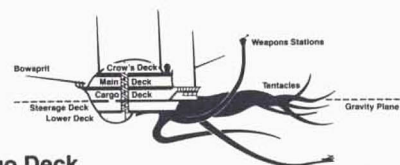
Power Type:
Ship's Rating:
Armament:

Cargo:
Keel Length:
Beam Length:

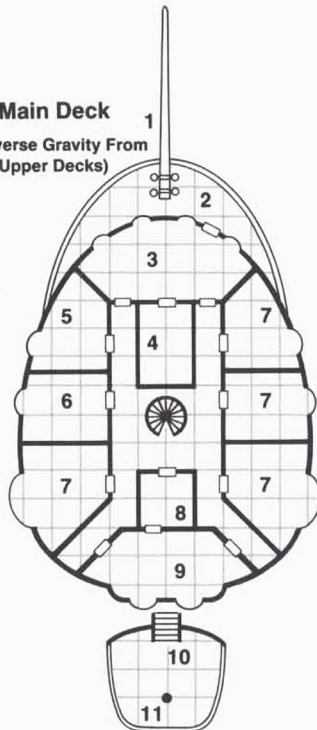
Major helm or pool helm
As helmsman
2 heavy catapults
2 heavy ballistas
35 tons
100 ft. (not including tentacles)
50 ft.

Octopus

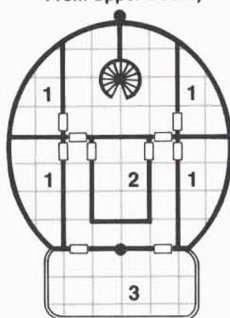
1 square = 5 feet



Main Deck
(Reverse Gravity From Upper Decks)



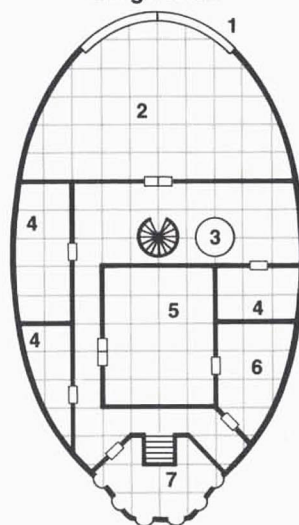
Crow's Deck
(Reverse Gravity From Upper Decks)



- Crow's Deck**
1. Private Quarters
 2. Private Mess
 3. Flying Bridge

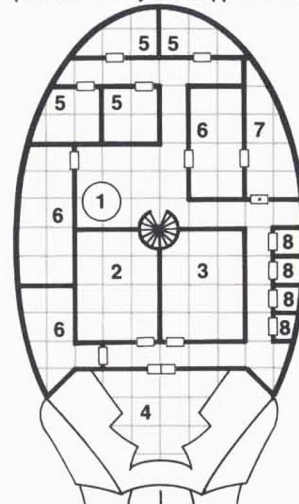
- Main Deck**
1. Bowsprit
 2. Forecastle
 3. Bridge/Helm
 4. Day Room
 5. Captain's Quarters
 6. Ship's Mage/Helm
 7. Officers' Quarters
 8. Galley and Larder
 9. Ship's Mess
 10. Sterncastle
 11. Mizzenmast

Cargo Deck



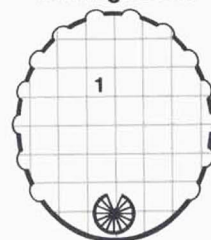
- Cargo Deck**
1. Cargo Bay Doors
 2. Main Cargo Bay
 3. Access Passage to Lower Deck
 4. Lesser Cargo Bays
 5. Meeting Hall and Muster Room
 6. Cargo Crew Quarters
 7. Cargo Master's Quarters

Lower Deck
(Reverse Gravity From Upper Decks)



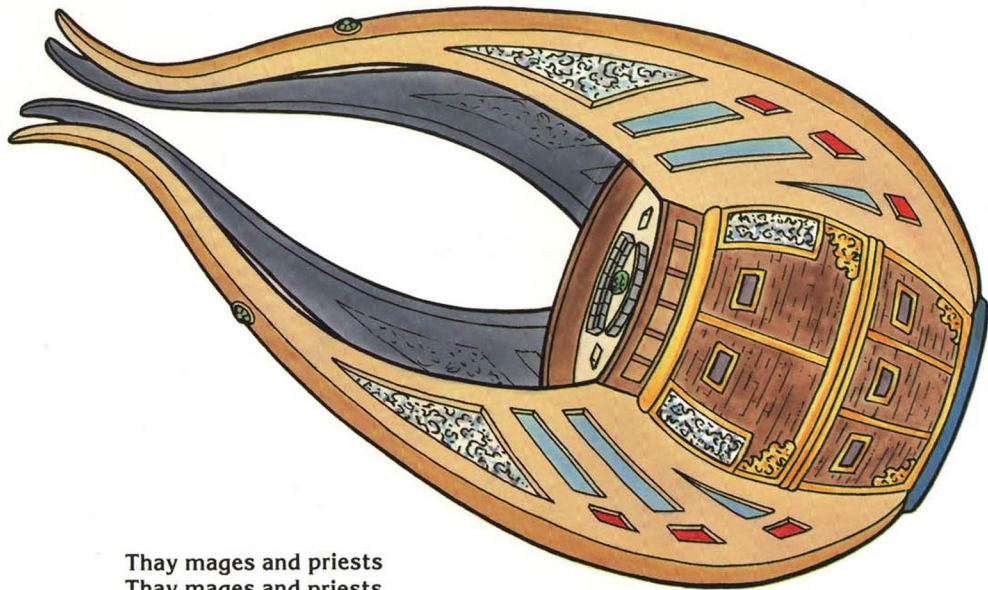
- Lower Deck**
1. Access Passage to Cargo Deck
 2. Officer's Quarters—Master Mechanic
 3. Officer's Quarters—Weapons Master
 4. Tentacle Control Winches
 5. Crew Quarters
 6. Officers' Quarters
 7. Ship's Armory
 8. Detention Cells

Steering Deck



- Steering Deck**
1. Stowage

QUAD OF THAY



Built By:	Thay mages and priests
Used By:	Thay mages and priests
Tonnage:	63 tons
Hull Points:	63
Crew:	10/63
Maneuver Class:	A
Landing—Land:	Yes
Landing—Water:	No
Armor Rating:	3 (-1)
Saves As:	Best of Metal or Crystal

Power Type:	Grand Helm
Ship's Rating:	As per helmsmen
Armament:	4 Rams
Cargo Capacity:	31 1/2 tons
Keel Length:	40' (body), 105' (claws)
Beam Length:	55'

QUAD OF THAY

One Square = 5 Feet

Grand Helm Deck

- 1 Helmsman Positions
- 2 Hatch to Primary Deck

Primary Deck

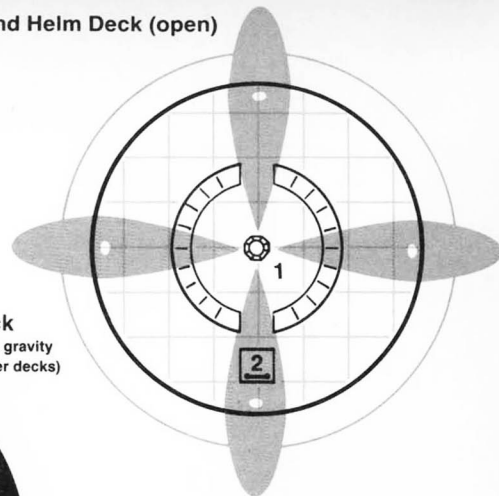
- 1 Ladders to Grand Helm Deck and Crew Pit
- 2 Winch Room and Cargo Hatch
- 3 Storeroom
- 4 Chart Room
- 5 Scrying Room
- 6 Library

Note: Location of secret doors approximate. Ships may vary.

Crew Pit

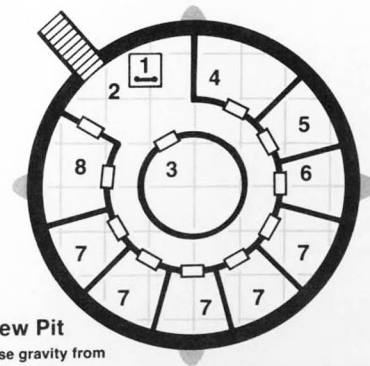
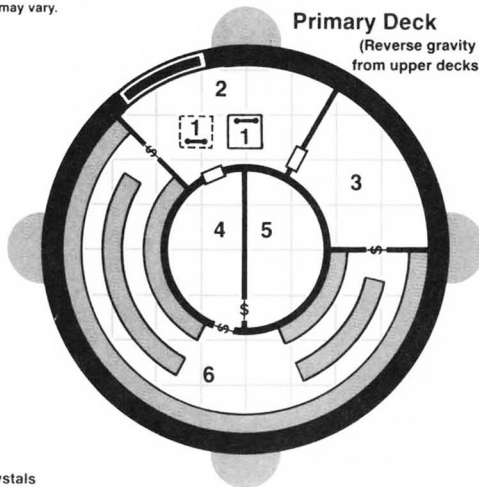
- 1 Ladder to Primary Deck
- 2 Outer Hatch and Folding Staircase
- 3 Crew Quarters
- 4 Captain's Quarters
- 5 First Mate's Quarters
- 6 Officers' Quarters
- 7 Wizards' and Priests' Quarters
- 8 Storage

Grand Helm Deck (open)



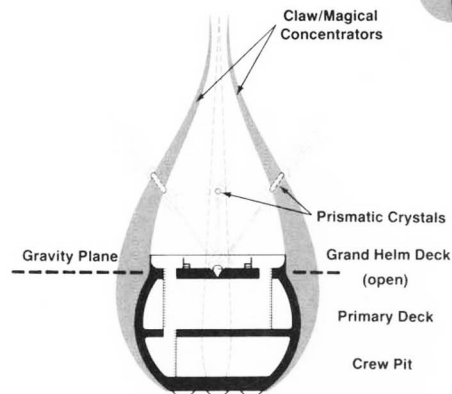
Primary Deck

(Reverse gravity from upper decks)

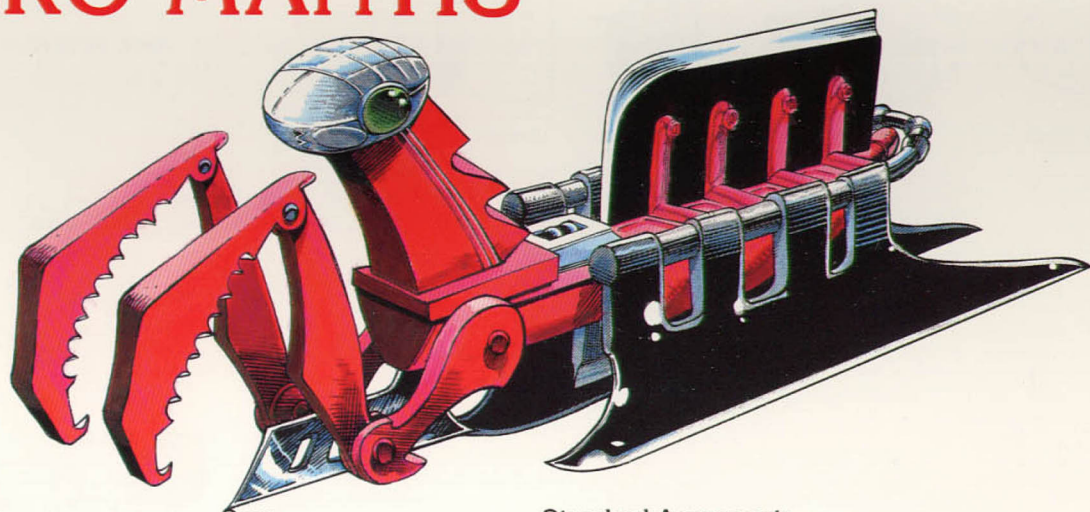


Crew Pit

(Reverse gravity from upper decks)



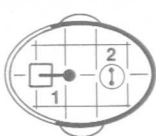
SCRO MANTIS



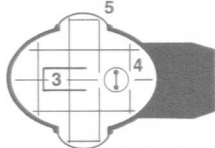
Built By:	Scro
Used Primarily By:	Scro
Tonnage:	60
Hull Points:	60
Crew:	12/75
Maneuver Class:	C
Landing—Land:	Yes
Landing—Water:	No
Armor Rating:	4
Saves As:	Metal
Power Type:	Major or minor helm
Ship's Rating:	Per helmsman

Standard Armament:	
2 grappling rams, crushers	
Crew: 3 each	
2 medium ballistae on turrets	
Crew: 2 each	
1 heavy catapult	
Crew: 5	

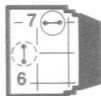
Cargo:	20 tons
Keel Length:	150'
	(210' with claws extended)
Beam Length:	30'



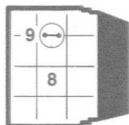
Castle Deck



Sally Room



Landing



Bridge

SCRO MANTIS

One Square = 5 Feet

Castle Deck

1. Catapult
2. Ladder to Sally Room

Sally Room

3. Boarding Ramp (Mouth)
4. Ladder to Ramp and Castle Deck
5. Porthole

Landing

6. Ladder to Sally Room
7. Ladder to Bridge

Bridge

8. Helm
9. Ladder to Landing and Top Deck

Top Deck

10. Ladder to Bridge
11. Ladder to Main Deck
12. Claw Controls and Chartroom
13. Outer Deck
14. Ballista Turrets

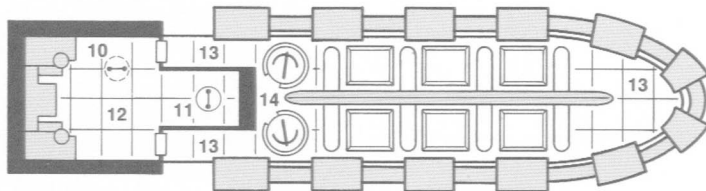
Main Deck

15. Ladder to Top Deck
16. Claw Machinery
17. Captain's Quarters
18. Warpriest's Quarters
19. First Mate's Quarters
20. Acolyte's Quarters
21. Stairs to Cargo Deck
22. Crew Quarters
23. Arsenal
24. Warriors' Cabin

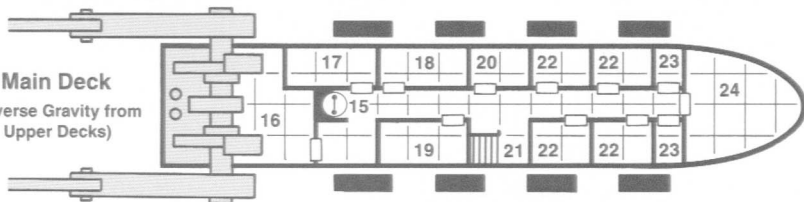
Cargo Deck

25. Stairs to Main Deck
26. Brig
27. Mess
28. Galley
29. Stowage
30. Cargo Hold with Overhead Doors

Top Deck

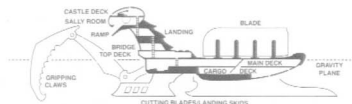
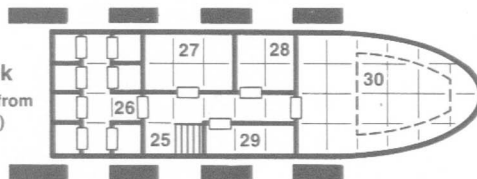


Main Deck
(Reverse Gravity from
Upper Decks)



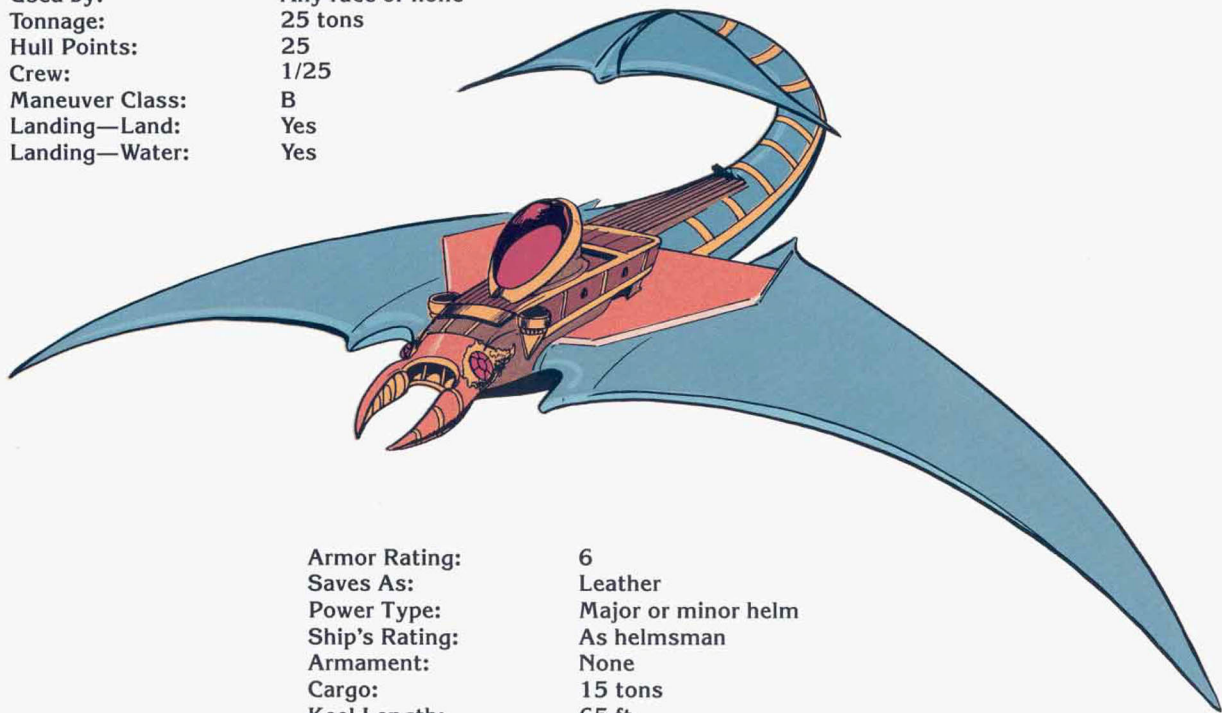
Cargo Deck

(Reverse Gravity from
Upper Decks)



SMALLJAMMER

Built by:	<i>Spelljammer</i>
Used by:	Any race or none
Tonnage:	25 tons
Hull Points:	25
Crew:	1/25
Maneuver Class:	B
Landing—Land:	Yes
Landing—Water:	Yes



Armor Rating:	6
Saves As:	Leather
Power Type:	Major or minor helm
Ship's Rating:	As helmsman
Armament:	None
Cargo:	15 tons
Keel Length:	65 ft.
Beam Length:	140 ft. (wingspan) 40 ft. (hull beam)

SMALLJAMMER

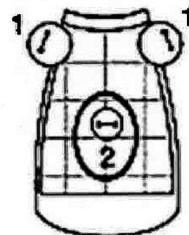
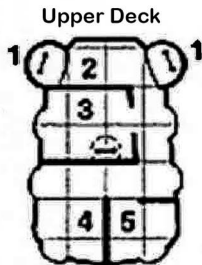
1 square = 5 feet

Observation Deck

1. Roof Hatches
2. Observation Cabin

Upper Deck

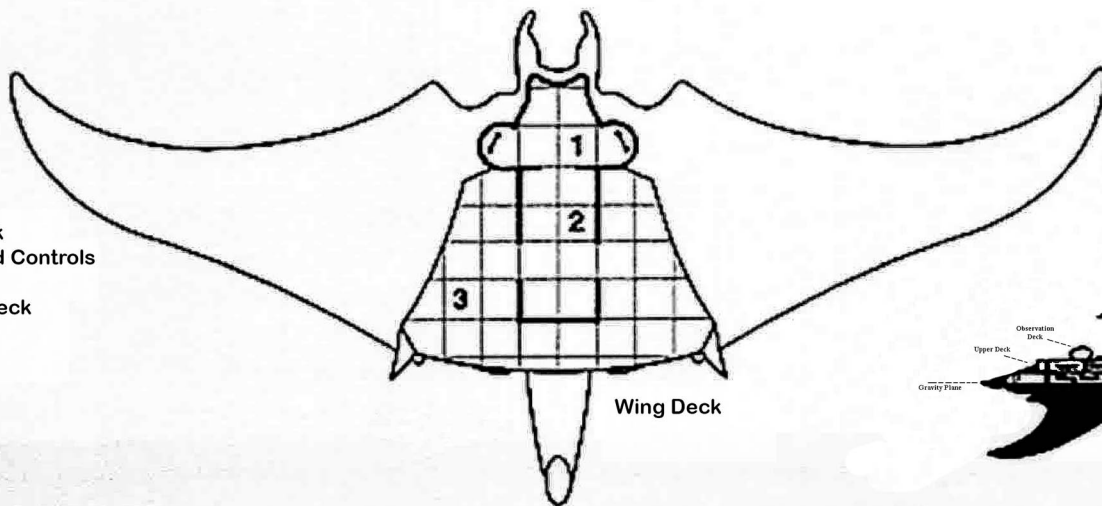
1. Hatchways
2. Passage
3. Personal Quarters
4. Storage Locker
5. Gallery



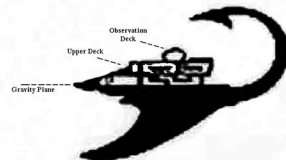
Observation Deck

Wing Deck

1. Forward Controls
2. Cabin
3. Open Deck



Wing Deck



The Spelljammer



Normalized shown for scale

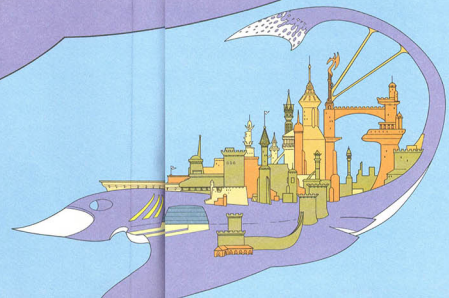
Name: Spelljammer
 Built by: Unknown
 Used Primarily By: Unknown
 Tonnage: 1.5 million (est)
 Hull Points: 1,500,000
 Crew: 1(7)5240(?)
 Maneuverability Class: B
 Landing: Land No
 Water No
 Armor Rating: 5
 Saves As: 20th level wizard
 Power Type: Unknown
 Ship's Rating: 6
 Armament (estimated):

30 large catapults
 15 small catapults
 40 large ballistas
 20 small ballistas
 15 large jetticoes
 20 bombards (rammed only)
 750,000 tons (est)
 1,575 feet
 3,100 feet

Cargo:
 Keel Length:
 Beam Length:

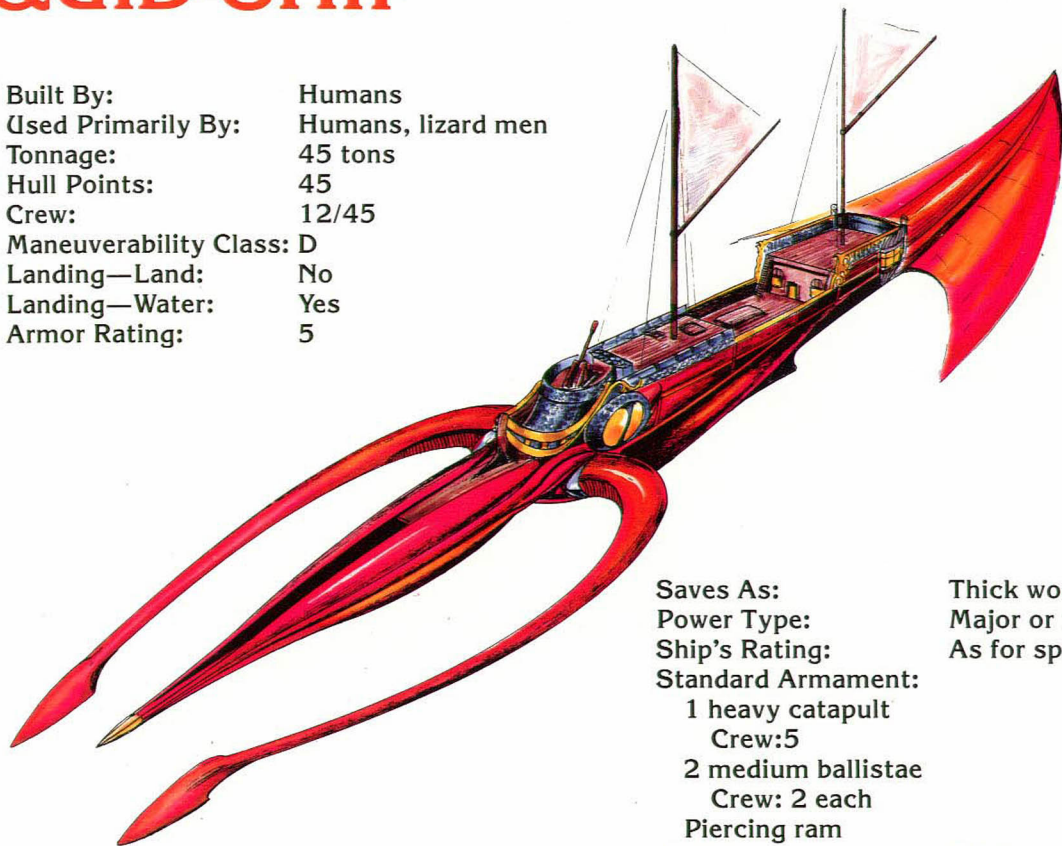


Scale in feet



SQUID-SHIP

Built By:	Humans
Used Primarily By:	Humans, lizard men
Tonnage:	45 tons
Hull Points:	45
Crew:	12/45
Maneuverability Class:	D
Landing—Land:	No
Landing—Water:	Yes
Armor Rating:	5



Saves As:	Thick wood
Power Type:	Major or minor helm
Ship's Rating:	As for spelljammer
Standard Armament:	
1 heavy catapult	
Crew: 5	
2 medium ballistae	
Crew: 2 each	
Piercing ram	
Cargo:	23 tons
Keel Length:	250'
Beam Length:	25'

SQUID SHIP

One Square = 5 Feet

Main Deck

- 1 Spelljammer Helm & Chart Room
- 2 Cargo Door
- 3 Saloon/Galley
- 4 Captain's Quarters
- 5 Storage
- 6 Head/Storage

Cargo Deck

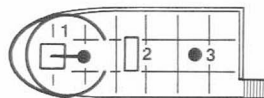
- 1 Cargo Bay
- 2 Crew Quarters
- 3 Bosun's Locker
- 4 Head/Storage
- 5 Crew Quarters
- 6 Officers' Quarters
- 7 Companionway

Forecastle

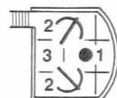
- 1 Catapult
- 2 Catapult Shot Storage
- 3 Mainmast

Stern Castle

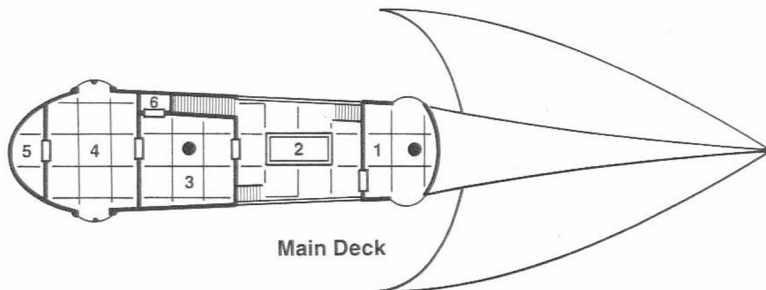
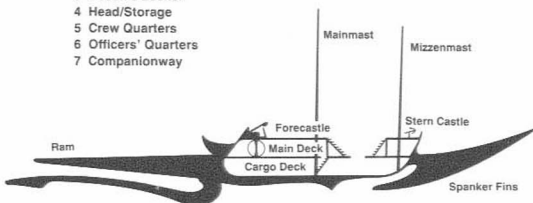
- 1 Mizzenmast
- 2 Stern Ballista
- 3 Captain's Station



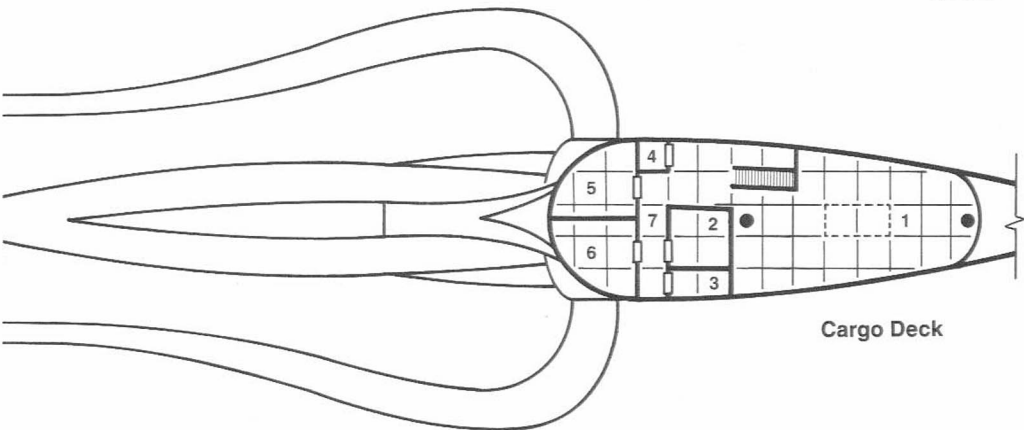
Forecastle



Stern Castle

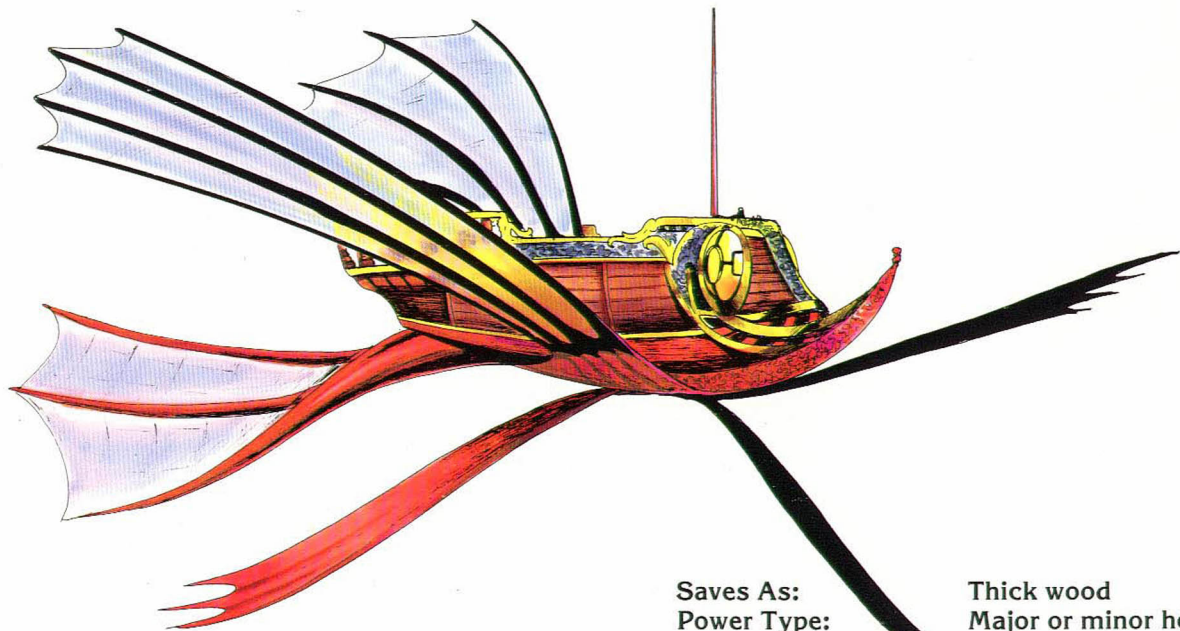


Main Deck



Cargo Deck

TRADESMAN



Built By: Humans
Used Primarily By: All races
Tonnage: 25 tons
Hull Points: 25
Crew: 10/25
Maneuverability Class: D
Landing—Land: No
Landing—Water: No
Armor Rating: 5

Saves As:	Thick wood
Power Type:	Major or minor helm
Ship's Rating:	As for spelljammer
Standard Armament:	
1 light catapult	
Crew: 1	
1 medium ballista	
Crew: 2	
Cargo:	13 tons
Keel Length:	120'
Beam Length:	30'

TRADESMAN

One Square = 5 Feet

Main Deck (Sailing Deck)

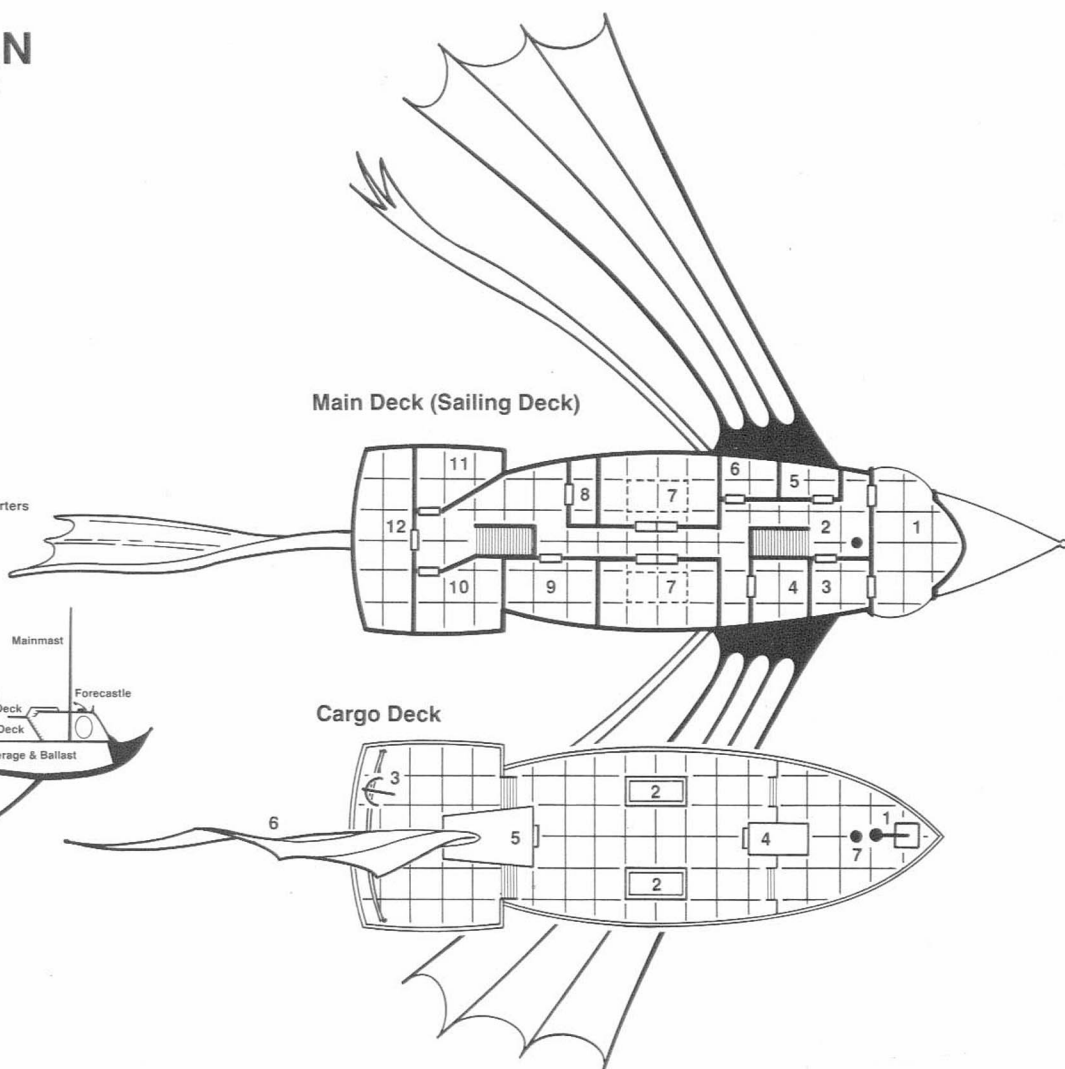
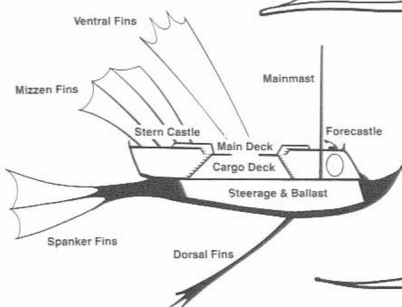
- 1 Forward Catapult
- 2 Cargo Deck
- 3 Ballista Mount
- 4 Forward Passage
- 5 Aft Passage
- 6 Mizzen Fin
- 7 Mainmast

Main Deck (Sailing Deck)

Cargo Deck

- 1 Bridge
- 2 Companionway
- 3 Chart Room
- 4 Captain's Quarters
- 5 Locker
- 6 Head/Storage
- 7 Cargo Holds
- 8 Sail Locker
- 9 Crew Quarters
- 10 Crew Quarters/Stateroom
- 11 Galley/Kitchen/Pantry
- 12 Spelljamming Helm and Quarters

Cargo Deck

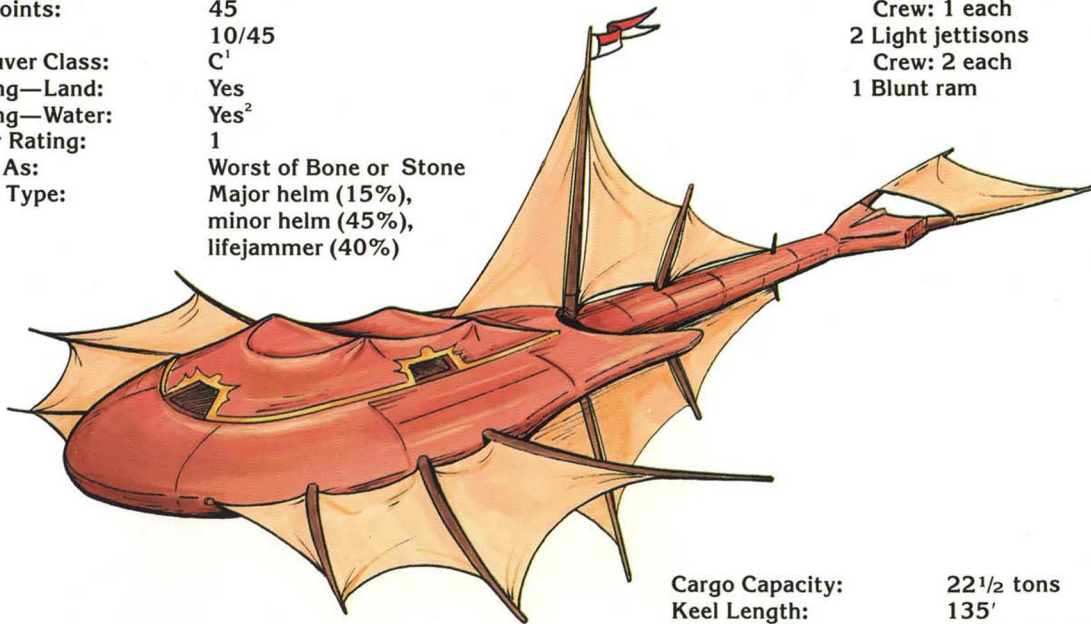


TRiop

Built By: Arcane
Used By: Gnolls, Goblins, Humans, Illithids
Tonnage: 45 tons
Hull Points: 45
Crew: 10/45
Maneuver Class: C¹
Landing—Land: Yes
Landing—Water: Yes²
Armor Rating: 1
Saves As: Worst of Bone or Stone
Power Type: Major helm (15%), minor helm (45%), lifejammer (40%)

Ship's Rating:
Armament:

As per helmsman or victim³
2 Light ballistae
Crew: 1 each
2 Light catapults
Crew: 1 each
2 Light jettisons
Crew: 2 each
1 Blunt ram



Cargo Capacity: 22½ tons
Keel Length: 135'
Beam Length: 60' (head), 10' (tail)

¹At the beginning or end of its movement in a round, the Triop can spin to face any direction at the cost of 2 SR points.

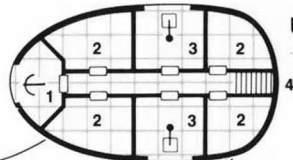
²The Triop can submerge for 2-8 rounds in a non-acidic fluid before sinking.

³When traveling in a straight line the Triop can suddenly increase or decrease its movement by 2 SR points even if this exceeds its maximum movement or speed change. It can do this once per four rounds.

TRIOP

One Square = 5 feet

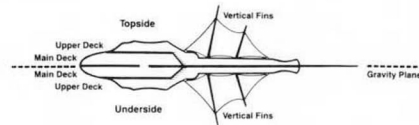
Upper "Topside" Deck



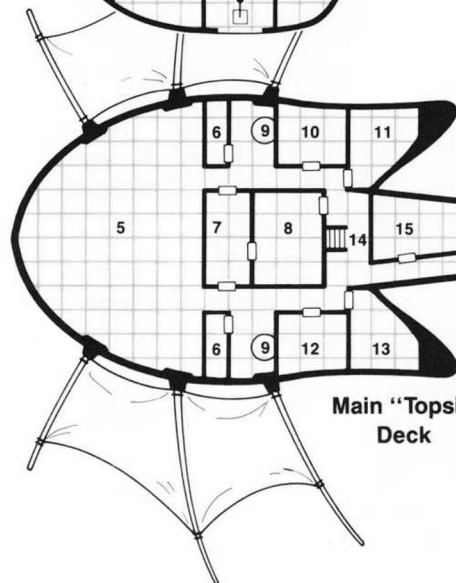
- Upper "Topside" Deck
 1 Light Ballista
 2 Crew Quarters
 3 Light Catapult
 4 Stairs to Main "Topside" Deck

- Main "Topside" Deck
 5 Cargo Hold
 6 Storage
 7 Chartroom
 8 Helm

- 9 Access to "Underside" Deck
 10 First Officer's Quarters
 11 Captain's Quarters
 12 Helmsman's Quarters
 13 Officers' Quarters
 14 Stairs to Upper "Topside" Deck
 15 Library
 16 Scribe's Quarters
 17 Jettison



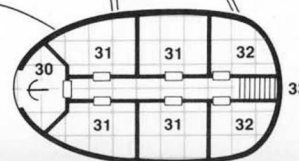
Main "Topside" Deck



Main "Underside" Deck (Reverse gravity from upper decks)

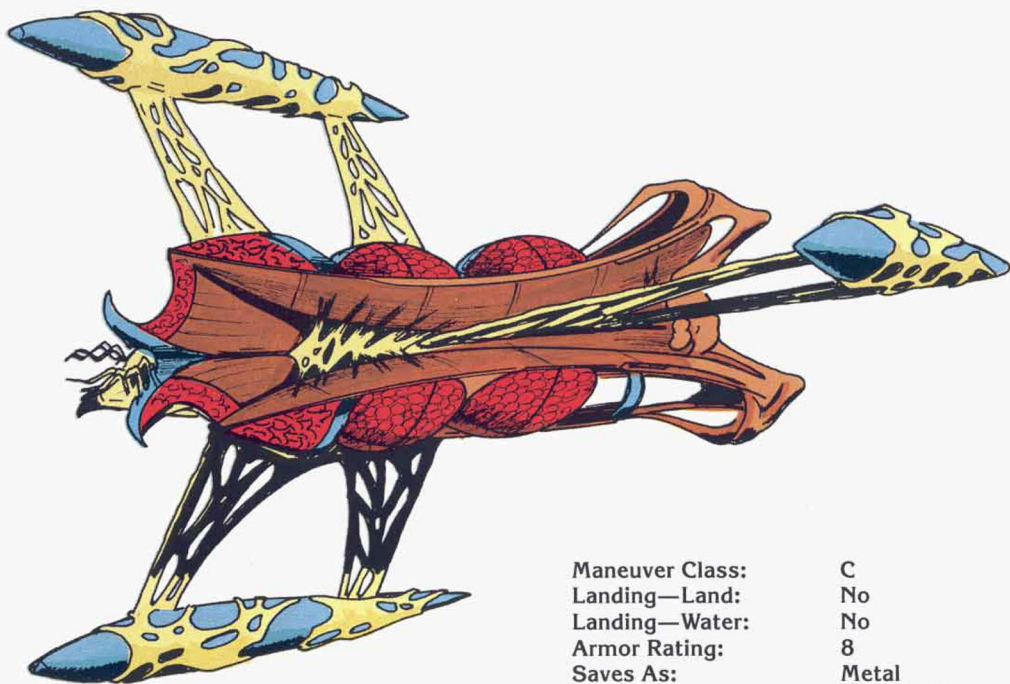
- Upper "Underside" Deck
 30 Light Ballista
 31 Crew Quarters
 32 Armory
 33 Stairs to the Main "Underside" Deck

Upper "Underside" Deck (Reverse gravity from upper decks)



- Main "Underside" Deck
 18 Cargo Hold
 19 Storage
 20 Secondary Chartroom
 21 Secondary Helm
 22 Access to "Topside" Deck
 23 Navigator's Quarters
 24 Officer's Quarters
 25 Stateroom
 26 Stairs to Upper "Underside" Deck
 27 Galley
 28 Kitchen
 29 Jettison

UNITY SHIP

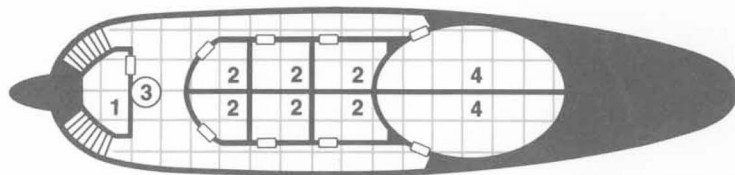


Built by: K'r'r'r
Used by: K'r'r'r
Tonnage: 30 tons each
Hull Points: 30
Crew: 15/30

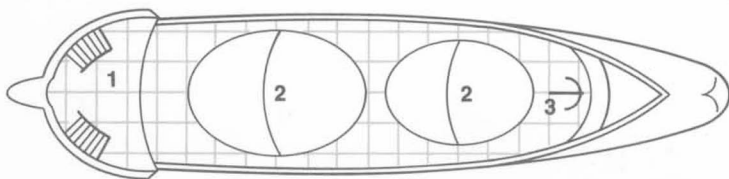
Maneuver Class:	C
Landing—Land:	No
Landing—Water:	No
Armor Rating:	8
Saves As:	Metal
Power Type:	K'r'r'r helm
Ship's Rating:	As helmsman
Armament:	3 medium ballistas Piercing ram
Cargo:	10 tons
Keel Length:	120 ft.
Beam Length:	30 ft.

Unity Ship

1 square = 5 feet



Deck A



Typical Upper Deck

Typical Upper Deck

1. Aftcastle /Lookout
2. Cargo Bay Doors
3. Bow Ballista

Deck A

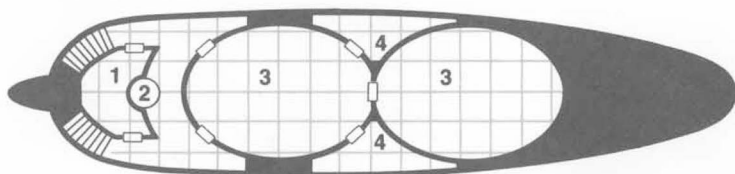
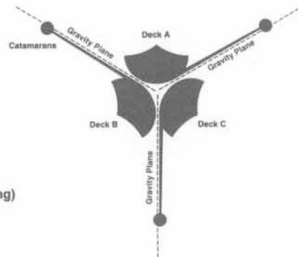
1. War Master's Quarters
2. Warrior Quarters
3. Passage to Other Decks
4. Cargo—Valuables

Deck B

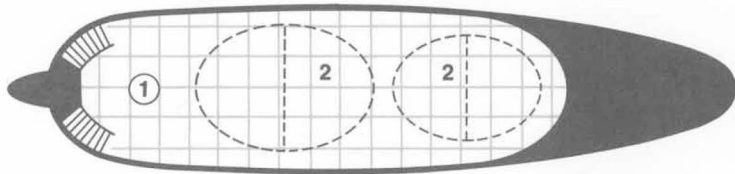
1. Helm/Bridge/Priest Quarters
2. Passage to Other Decks
3. Cargo—Bulk Storage
4. Prisoner Cells/Larders

Deck C

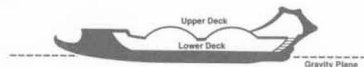
1. Passage to Other Decks
2. Bulk Cargo (Overhead Doors for Loading)



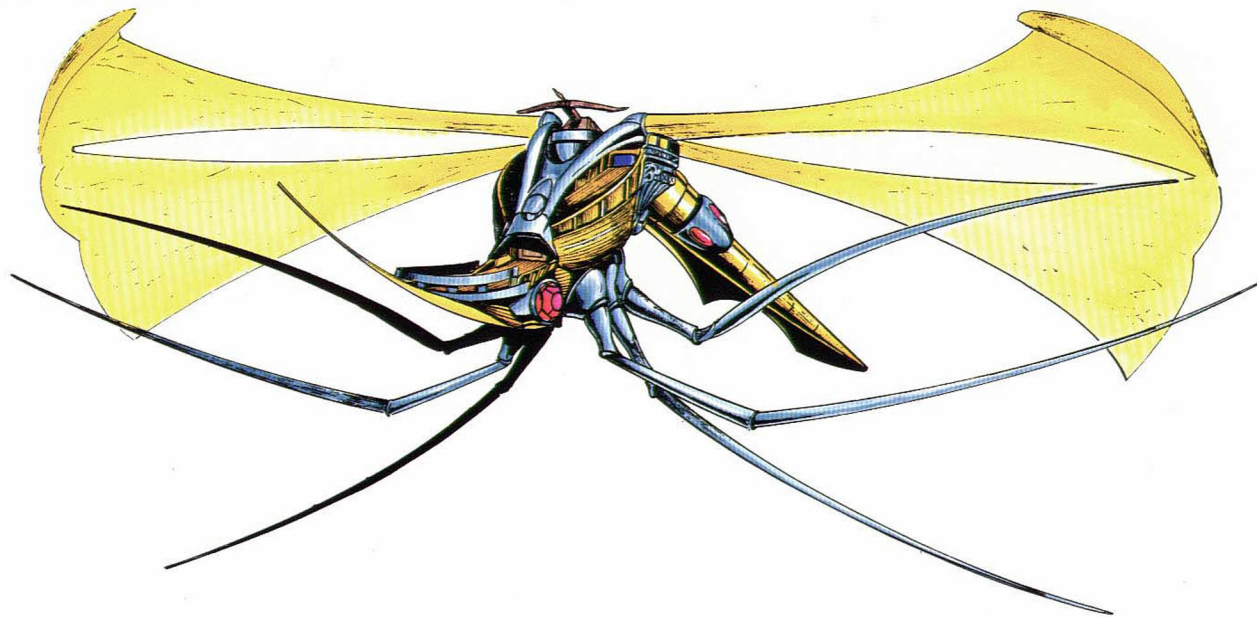
Deck B



Deck C



WASP



Built By:	Lizard men
Used Primarily By:	Lizard men, humans
Tonnage:	18 tons
Hull Points:	18
Crew:	8/18
Maneuverability Class:	D
Landing—Land:	Yes
Landing—Water:	Yes*
Armor Rating:	6

Saves As:	Thick wood
Power Type:	Major or minor helm
Ship's Rating:	As for spelljammer
Standard Armament:	
1 heavy ballista	
Crew:	4

Cargo:	9 tons
Keel Length:	80'
Beam Length:	20'

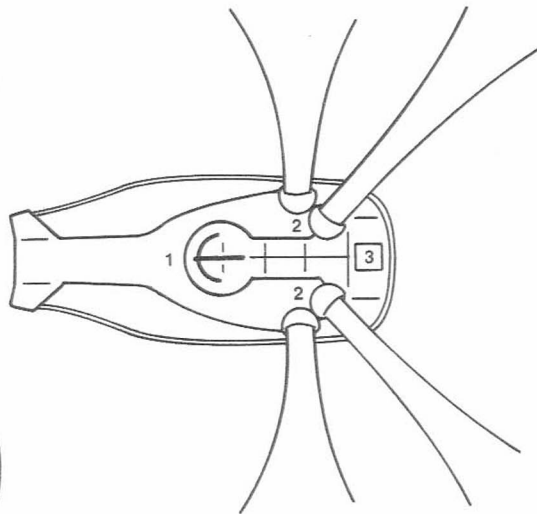
WASP

One Square = 5 Feet

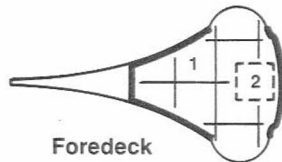
Main Deck

- 1 Forward Station
- 2 Crew Quarters
- 3 Galley
- 4 Cargo
- 5 Additional Cargo (often flooded)
- 6 Hatch to Foredeck
- 7 Hatch to Weapons Deck
- 8 Companionway

Weapons Deck



Foredeck

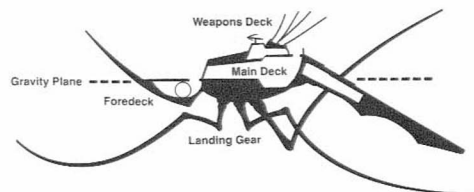


Foredeck

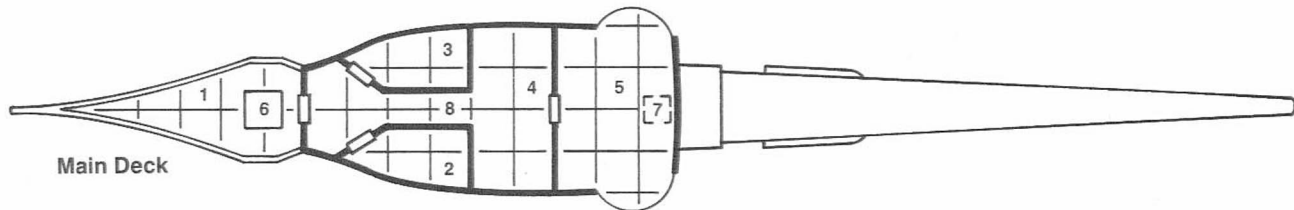
- 1 Bridge & Helm
- 2 Hatch to Forward Station

Weapons Deck

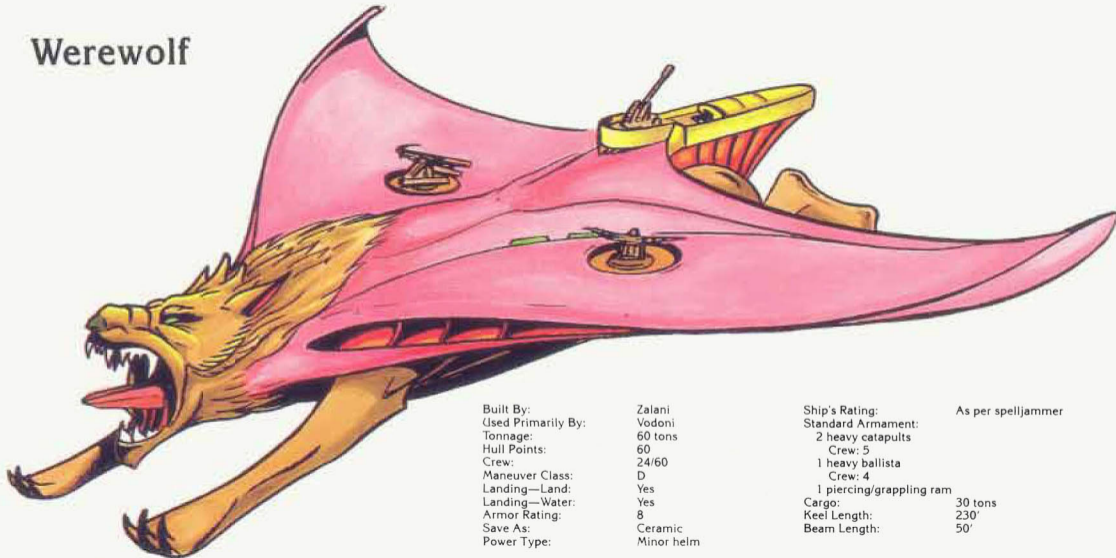
- 1 Ballista
- 2 Wing Stations & Pivots
- 3 Hatch to Main Deck



Main Deck



Werewolf



Built By: Zalani
Used Primarily By: Vodoni
Tonnage: 60 tons
Hull Points: 60
Crew: 24/60
Maneuver Class: D
Landing—Land: Yes
Landing—Water: Yes
Armor Rating: 8
Save As: Ceramic
Power Type: Minor helm

Ship's Rating: As per spelljammer
Standard Armament:
2 heavy catapults
Crew: 5
1 heavy ballista
Crew: 4
1 piercing/grappling ram
Cargo: 30 tons
Keel Length: 230'
Beam Length: 50'

WEREWOLF

One Square = 5 Feet

Stern Castle

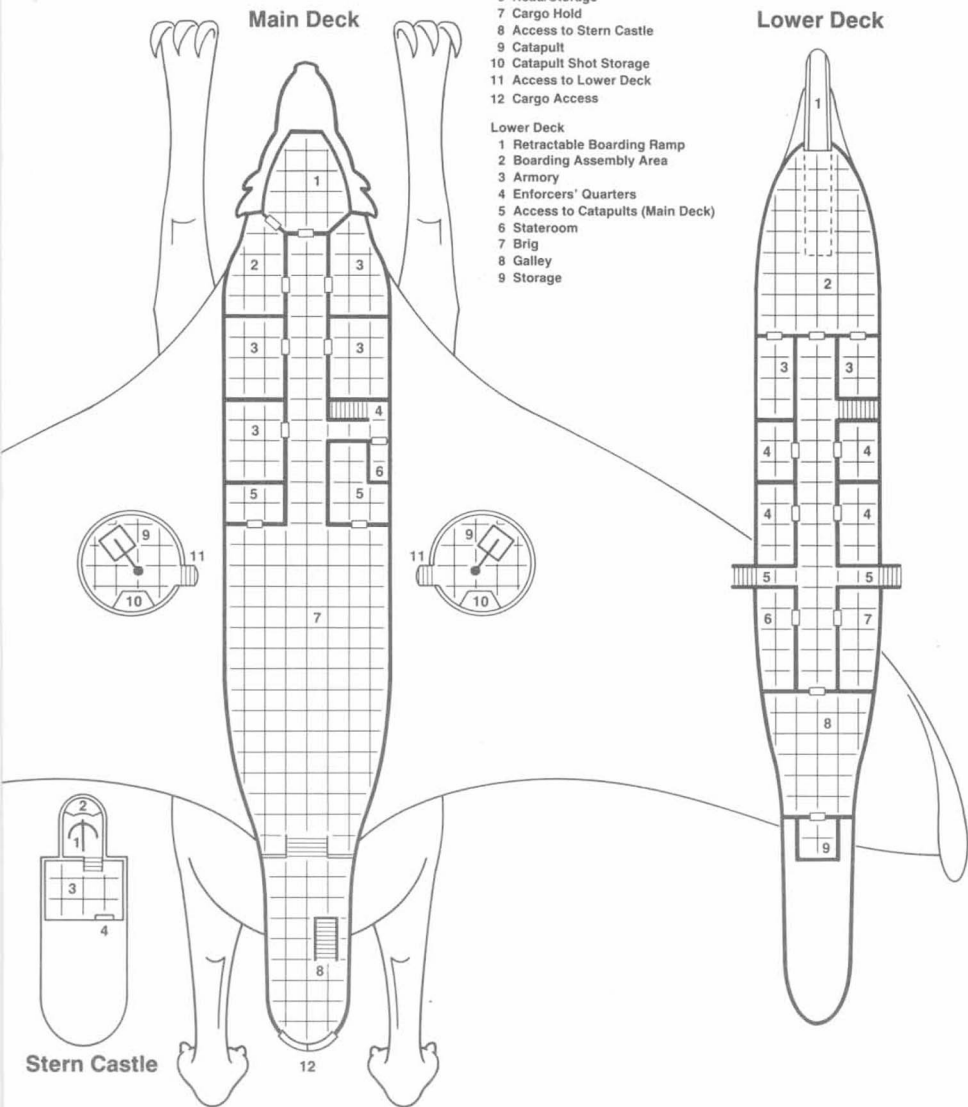
- 1 Ballista
- 2 Ballista Shot Storage
- 3 Observation Deck
- 4 Access to Main Deck

Main Deck

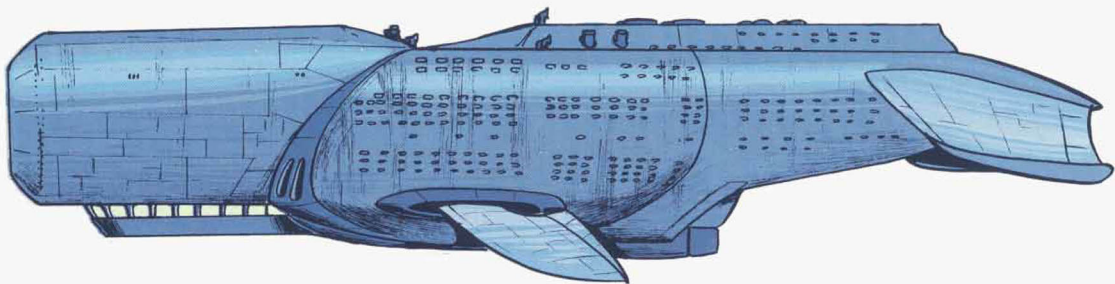
- 1 Bridge/Helm
- 2 Breeders' Quarters
- 3 Enforcers' Quarters
- 4 Access to Lower Deck
- 5 Storage
- 6 Head/Storage
- 7 Cargo Hold
- 8 Access to Stern Castle
- 9 Catapult
- 10 Catapult Shot Storage
- 11 Access to Lower Deck
- 12 Cargo Access

Lower Deck

- 1 Retractable Boarding Ramp
- 2 Boarding Assembly Area
- 3 Armory
- 4 Enforcers' Quarters
- 5 Access to Catapults (Main Deck)
- 6 Stateroom
- 7 Brig
- 8 Galley
- 9 Storage



WHALESHIP



Built by: Humans
Used by: Humans
Tonnage: 90 tons
Hull Points: 90
Crew: 20/90
Maneuver Class: E
Landing—Land: No
Landing—Water: Yes
Armor Rating: 4

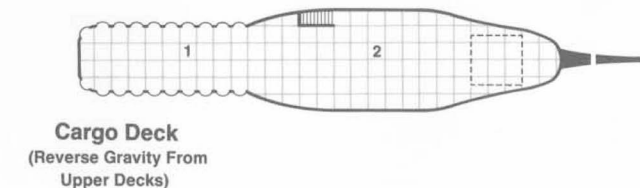
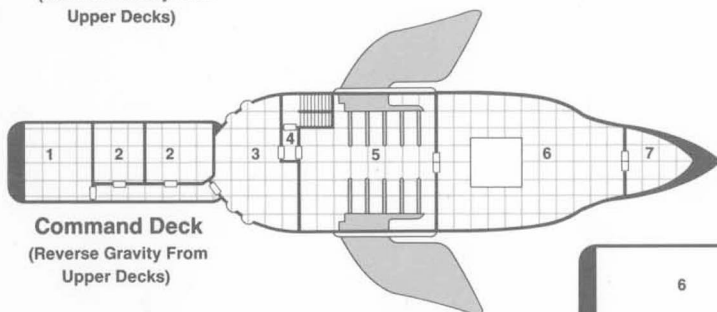
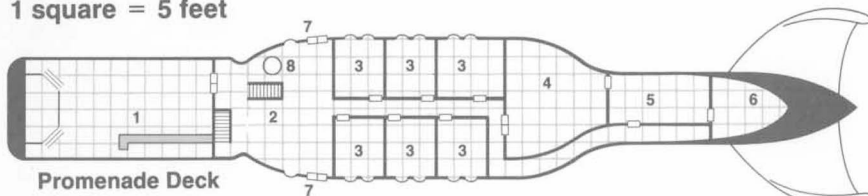
Saves As:
Power Type:
Ship's Rating:
Armament:

Cargo:
Keel Length:
Beam Length:

Thick wood
Major helm
As helmsman
1 medium jettison
blunt ram
40 tons
250 ft.
40 ft. (90 ft. with Flippers)

Whaleship

1 square = 5 feet



Observation Deck
1. Passenger Cabins

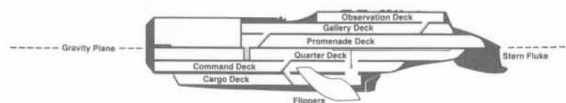
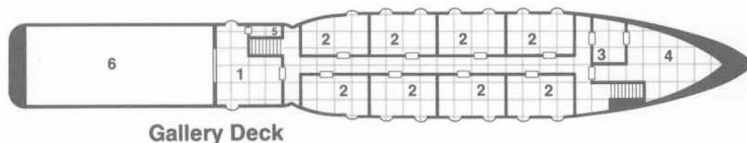
Gallery Deck
1. Purser's Office
2. Passenger Cabins
3. Linen and Ship's Storage
4. Laundry and Water Supply
5. Purser's Lockroom
6. Open to Forward Salon

Promenade Deck
1. Forward Salon (including Bar and Stage)
2. Ship's Commons
3. Passenger Cabins
4. Formal Dining Room
5. Galley
6. Ship's Pantry
7. Extendable Passenger Gangplank
8. Floor Passage to Quarter Deck

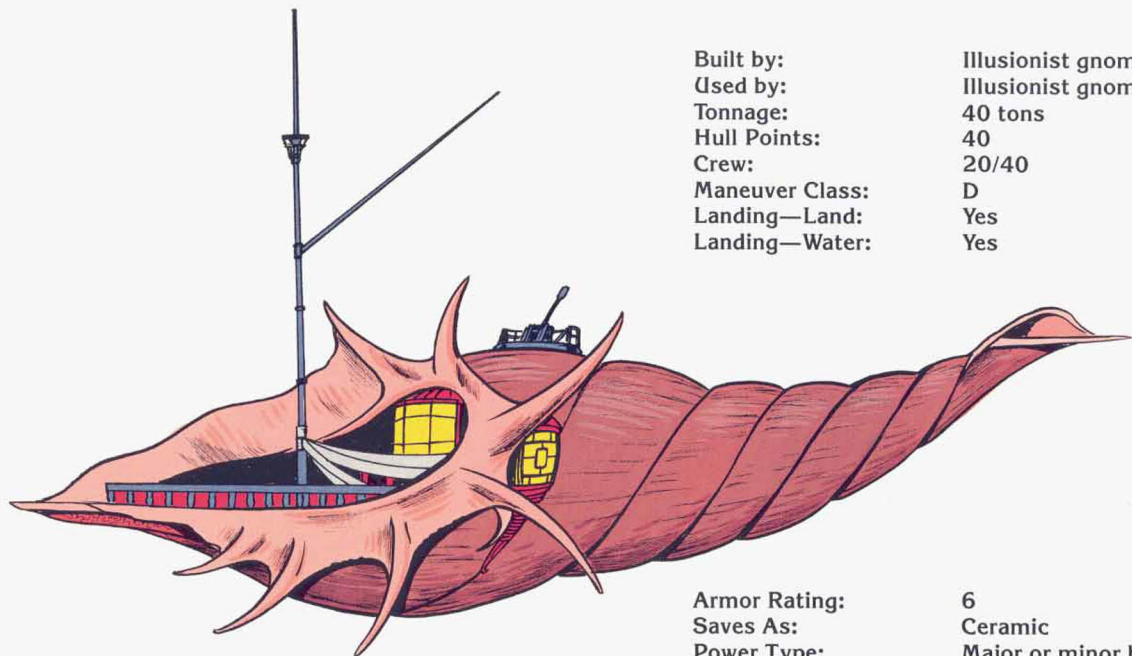
Quarter Deck
1. Passenger Quarters
2. Private Suites
3. Crew Quarters
4. Cargo area with overhead pulley system
5. Floor Passage to Promenade Deck

Command Deck
1. Captain's Quarters
2. Officer's Quarters
3. Bridge and Dayroom
4. Security Passage
5. Flipper Controls
6. Central Cargo Area
7. Jettison

Cargo Deck
1. Cargo Loading Ramp
2. Cargo Area



GNOMISH WHELK



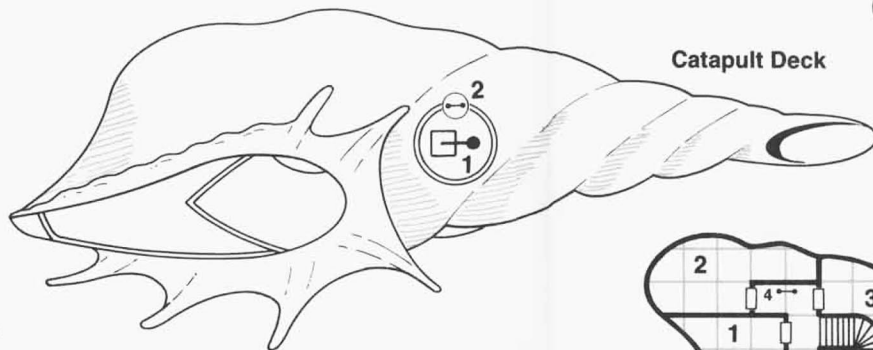
Built by:	Illusionist gnomes
Used by:	Illusionist gnomes
Tonnage:	40 tons
Hull Points:	40
Crew:	20/40
Maneuver Class:	D
Landing—Land:	Yes
Landing—Water:	Yes

Armor Rating:	6
Saves As:	Ceramic
Power Type:	Major or minor helm
Ship's Rating:	As helmsman
Armament:	1 medium catapult
	1 medium jettison
	Piercing ram
Cargo:	15 tons
Keel Length:	125 ft.
Beam Length:	35 ft.

Gnomish Whelk

1 square = 5 feet

Catapult Deck

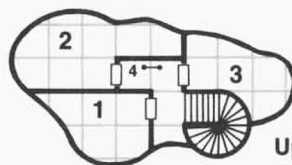


Catapult Deck

1. Catapult
2. Ladder to Upper Deck

Upper Deck

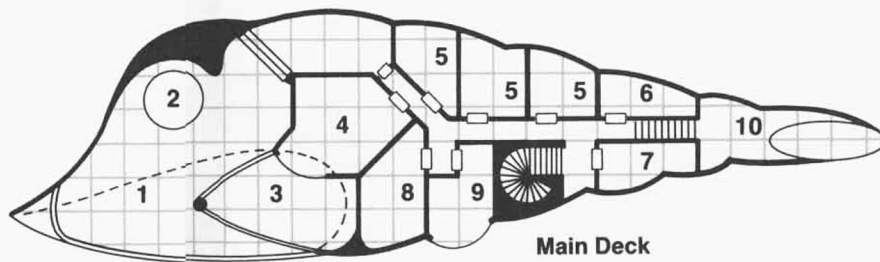
1. Galley/Mess
2. Library
3. Larder
4. Ladder to Catapult



Upper Deck

Main Deck

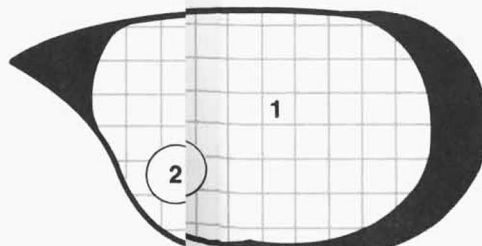
1. Open (Reception) Deck
2. Floor Passage to Cargo Deck
3. Promenade Deck
4. Captain's Quarters
5. Crew Quarters
6. Personal Storage
7. Badger Den
8. Day Room
9. Officer's Quarters
10. Jettison



Main Deck

Cargo Deck

1. Hold (Place for complaining Big People)
2. Floor Passage to Main Deck



Cargo Deck

(Reverse Gravity From Upper Decks)

