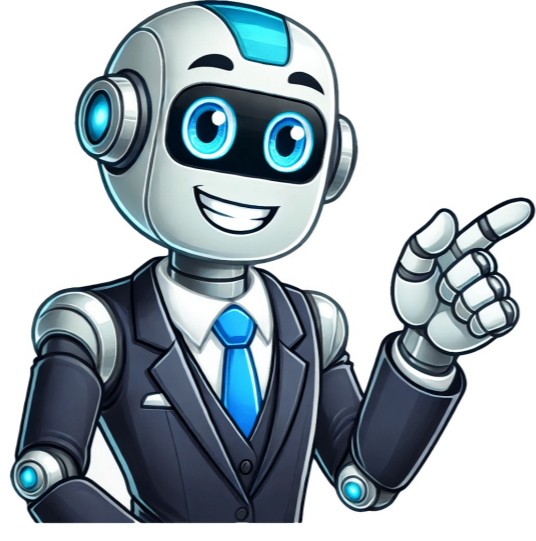


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You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or that are not subject to copyright. You may apply the same license to your new material. From D&D Wiki Jump to navigation Jump to search Item Cost Speed Weight Advances Dwarves Main Battle Tank Yaries unknown Airship Ashbag air Sail 41, 200 gp 50 feet (5 m) Ascend/descend 12,000 pounds per round Fallen Ketch 1,000,000 pounds of scrap 234 (eight years per hour) 200 tons Glast 200gp 50ft 400lb Howdah 300 gp same as the creature carrying the howdah 200 lbs Key Cart 10gp 40ft 29lbs Knarr 700 gp 7 mph Machina Adfiphium 10 gp for 100 square feet or 15,000 gp for a small house 250 feet Magic Transportation Vehicle 5,000 gp Slow: 36 miles (hover) per day. Normal: 48 Miles (hover) per day. Fast: 60 Miles (hover) per day. Rippered: 17,500 gp 120 ft (Travel Plane 2,800 per hour (288 miles per day) 500 lb Skeleotrup Uncommon 0 ft., fly 60 ft. (top speed 60 mph or 530 ft/l) (requires at least one mile of continuous straight travel to reach top speed) 350 lbs. Zalantar Boat Slow 36 mph (hover) per day. Normal: 48 Miles (hover) per day. Fast: 60 Miles (hover) per day. Rippered: 17,500 gp 120 ft (Travel Plane 2,800 per hour) Ironclad, 1000-tonner 372,500 gp Metal Gear: Steampunk 4,500 gp 4 tons Omni-Directional Movement Gear 2,000 gp River Gunboat Ironclad 73,600 gp Steam Tractor 30,000 gp 75,000lbs Modern Vehicles Item Cost Weight Airship Rare Armored Personnel Carrier Uncommon 14 tons Battleship Rare 55,000 tons Bicycle Common Common Car Common 2,300 lbs. Full-Size Car Common 3,400 lbs. Helicopter, Crew Uncommon 12,000 lbs. Helicopter, Single Uncommon 500 lbs. Helicopter, Transport Uncommon 24,000 lbs. Infantry Fighting Vehicle Rare 30 tons Jeep Common 10.5 y tons Jet, Single Rare 28,000 lbs. Jet, Transport Very Rare 485,000 lbs. Mid-Size Car Common 3,000 lbs. Mirror Car Rare Motorcycle Uncommon 400 lb. Prop-Plane, Crew Uncommon 8,000 lbs. Prop-Plane, Single Uncommon 1,000 lbs. Prop-Plane, Transport Rare 36,000 lbs. Semi-Truck Uncommon 35,000 lbs. Sports Car Uncommon 2,200 lbs. Subcompact Car Common 2,000 lbs. Supercar Rare 4,000 lbs. SV-001:METAL SLUG 150,000 GP 2.85 tons Tank, Heavy Rare 63 tons Tank, Main Battle Rare Heavy Tank, Medium Rare 28 tons Tank, Super Heavy Rare 20 tons Walker Gear Common 60 lbs. Wagon Boat Fantastic Vehicles Ascompleat, Monims and Vehicles Monims and vehicles with onshore improving, reworking, or removing temples presently. Please help work on the problem presented on the template. Okay no imagine this, the rush of wind against your face, cloud literally within arms' reach, and the ground wayyyyy below looking like some cute little patchwork quilt. That was the first time I piloted an airship in my campaign last summer, and omg, I was OBSESSED. Herd what you need to know about DND Airships (trust me, I've crashed enough of them to be an expert lol). I made this image with AI - DND Airships DND airships are basically the embodiment of adventure, the promise of the horizon, and complete freedom of the skies. On average, they carry 20+ people, move at 8 mph (which sounds slow but feels WAY faster when you're up there), and cost around 20,000-30,000 gold pieces (yeah I know, my character had to save for like 2 years). You can use them for exploration, combat, and transport - I've done all three and each is amazing in its own way. In this guide, I'm gonna share everything I've learned about airships in DND after running 3 different campaigns with them as a central feature. An airship in DND is seriously a marvel of magic and engineering, a vessel that just defies gravity and logic. My first campaign had a small one and I've been in love with them ever since. Unlike normal boring ships, these bad boys defy gravity, often powered by a combination of arcane propellers, elemental bindings, or even captured creatures like dragons (which btw, is problematic but effective - my party had MANY arguments about the ethics of this). They're not just transportation - they're the setting for some of the most epic high-flying adventures I've ever DM'd. Nothing turns a boring journey into an epic tale like being attacked by a flock of wyverns while 3000 feet in the air! A typical DND airship usually has a large gondola or hull, suspended beneath a massive balloon or held aloft by magical means. The design can range from a classic dirigible (think Goodyear blimp but magical) to a fully decked-out flying galleon, complete with sails and rigging made of spell-woven cloth that catches the winds of magic rather than normal breezes. The airship isn't just a means of transport, it's a mobile base, a strategic advantage in combat, and tbb a major flex. My players literally saved for 2 years of in-game time to afford one, and the look on their faces when they finally got the keys? Priceless. In gameplay, an airship opens up a whole new dimension of exploration. It allows adventurers to cross huge distances, discover hidden locations, and engage in aerial combat (which is SOOO much more dynamic than ground combat), all while providing a home away from home. Having an airship in your campaign can elevate the narrative, literally and figuratively, offering both DMs and players an amazing canvas to paint their stories against the backdrop of the boundless sky. I made this image with AI - DND Airships When I first introduced airships into my D&D campaign, my players immediately wanted to know exactly what they could do. The stats of an airship are super important - they inform how the ship actually functions-in-game but also help to ground this fantastical mode of transport in the game's reality. Here's a basic stat block I use that outlines the general attributes of a standard airship: AttributeDetailsCapacity20 passengers and crewCargo WeightUp to 10 tonsSize150 feet in length; 30 feet at the widest pointSpeed8 miles per hour; 192 miles per dayCost20,000 gold piecesArmor Class3Hit Points300Damage Threshold15 This table gives you a baseline that you can customize to fit whatever your campaign needs. I've had everything from a tiny skiff that barely fit my 4 players to a massive carrier that transported an entire army (that one was for the BBEG and the players eventually hijacked it like we was EPIC). In my years of DMing, I've introduced sooo many different types of airships, each with their own quirks and features. Here's a glimpse into ten different types of airships you might encounter or use in your aerial adventures (I've personally used 6 of these in my campaigns): Elemental Galleons - These sturdy vessels are powered by bound elemental creatures. My party had one with an elemental named Whisper who had SUCH an attitude problem but could propel the ship through the skies with incredible speed when she was in a good mood. Spelljammers - Tbh these are pretty rare in my campaigns, but these ships harness the power of spellcasting for propulsion and navigation. My buddy Sarah ran a campaign with one that required a skilled mage at the helm at all times. When the mage got knocked out in a battle, the ship almost crashed! Sky Skiffs - Small and super agile, these are perfect for quick trips or sneaky missions. My rogue player was obsessed with these and kept trying to steal them whenever we encountered one. Viking Longships - These are so cool - they're Viking-inspired ships infused with levitation spells. I had a whole northern tribe that used these, combining traditional rowing with magical flight. The aesthetics alone were worth it! Drift Balloons - These are simple but effective. They use large, enchanted balloons to float, relying on the winds and minor steering mechanisms. My first ever airship as a player was one of these and I'll never forget the panic when we hit a thunderstorm and almost got blown into a mountain range @ Arcane Clippers - Sleek and fast, these are built for speed, using enchanted sails to cut through the air currents like knives. I used one of these as a pirate ship in my last campaign - the captain could outrun any military vessel. Floating Fortresses - Massive and heavily armed, these airships serve as airborne battle stations. I once had my players infiltrate one of these that was bristling with ballistae and troops - took them 3 sessions to complete the mission! Ethereal Schooners - These ships can phase in and out of the Ethereal Plane, making them nearly untouchable. Perfect for covert operations or escapes. I introduced one as a ghost ship that would appear and disappear mysteriously - scared the crap out of my players. Celestial Caravels - With sails that shimmer like the night sky, these ships are said to navigate by the stars themselves. My high-level campaign had one of these for astral travelers, and it was breathtaking to describe. Steam-Powered Dirigibles - A blend of magic and technology, these airships are powered by steam engines and are a testament to the ingenuity of artificers. My artificer player actually designed one of these herself - took her weeks of planning but it was so worth it when they finally launched! Okay so I've been fascinated with the mechanics of airships since my very first campaign (where I may or may not have accidentally crashed one into a mountain... don't judge me lol). DND airships are this amazing blend of magic and mechanics, and each aspect works together to create a seamless, awe-inspiring experience. I made this image with AI - DND Airships How these babies actually work. The heart of an airship's ability to move is its propulsion system. Most commonly, this involves an elemental core—usually an arcane containment unit, I've seen some DMs use earth elementals too, but tbb those are WAY less efficient (learned that the hard way when my earth-powered ship could barely reach half speed). My party once used a magical shield generator that created a dome around their ship - saved them when they flew too close to a fire giant fortress and got bombarded with boulders. The ability to fly above conventional ground forces also provides a strategic advantage, allowing airships to strike from a position of relative safety. I've had military campaigns where airships completely changed the balance of power in a region. Navigating the skies is not without its rules and challenges. Airspace might be controlled by powerful factions, requiring clearances or the payment of tolls. In one of my campaigns, there was a powerful cloud giant kingdom that demanded tribute from any airship passing through their territory - my players tried to sneak through once and omg it went so badly. Weather patterns and magical storms present natural obstacles that must be carefully navigated to avoid disaster. The first time I threw a magical lightning storm at my players' airship, they were completely unprepared and barely survived. Moreover, the laws of physics still apply, which my players often forget. Momentum and inertia can be unforgiving, especially during combat or in the face of strong winds. Stopping or turning a massive airship quickly? Yeah, that's not happening - learned that when trying to avoid a mountain range that appeared suddenly through a fog bank (RIP our first airship). Keeping an airship in top condition is a continuous task, which my players always try to handwave but I make them role-play at least sometimes. Regular maintenance of both the magical and mechanical components is essential to ensure safe and efficient operation. This includes: Checking the integrity of the elemental core (if you elemental gets sick or unhappy, you're in BIG trouble) Patching up the hull (my party's carpenter made a fortune this way) Ensuring that all moving parts are well-oiled and functional (I make my players roll for maintenance checks every few sessions) A skilled crew is the lifeblood of any airship - trust me on this one. From the captain who commands the vessel to the engineers who maintain it and the mage who powers it, each member plays a critical role. My players learned this when they tried to run their ship with just the four of them and nearly crashed during their first combat encounter. A well-coordinated crew can mean the difference between a smooth voyage and a catastrophic failure. I now require at least 6 NPCs as crew for any standard-sized airship in my campaigns, and the players have to manage them (and pay them, which they always forget about until the crew threatens to quit). Airships are not just transport; they're a reflection of their owner's personality and status. Customization can range from the aesthetic, such as flags and paint, to the functional, like adding extra cargo space or enhancing the ship's speed. My players spent almost as much customizing their airship as they did buying it - from magical lighting to a reinforced ram on the front for... reasons @ Personalizing an airship makes it more than just a vehicle. It becomes a home and a companion on the many adventures that await in the skies of D&D. My party actually named their ship "The Second Chance" after they nearly lost their first one, and they were more protective of it than some of their NPC allies! Getting an airship in my campaigns is always a major milestone for any adventuring party. I've seen the way my players' eyes light up when they realize they might be able to get their own flying ship! Here are some ways I've had parties acquire airships in my games: Commissioning a Build: If your party has amassed considerable wealth (like mine did after that lucky dragon hoard find), you could commission a master craftsman to construct an airship to your specifications. This process is EXPENSIVE and time-consuming but allows for customization. My players spent 35,000 gold and waited 6 months of game time for theirs to be built! Quest Reward: Completing a high-stakes quest could result in a grateful benefactor bestowing an airship upon the party. One time I had my players save a cloud city from destruction, and they were gifted a small airship as thanks. Their faces when the keys were handed over? Priceless. Salvage Rights: Discovering a derelict airship and restoring it to glory could be an adventure in itself. My current party found an abandoned airship in a mountain cave and spent 10 sessions clearing out the monster infestation, repairing damage, and learning how to operate the vessel. Wacky: cheaper but much more dangerous! Theft: For those players with looser morals (looking at you, chaotic neutral rogue in every party ever), stealing an airship presents a thrilling and dangerous option. My last group tried this and succeeded, but such an act made them some POWERFUL enemies, adding tension and conflict to the narrative for the next 15 sessions as they were hunted across the realm. Inheritance: A character might inherit an airship from a long-lost relative or as part of a mysterious legacy. I once had a player whose backstory included a mysterious uncle, and about halfway through the campaign, they received word he'd died and left them his prized airship - along with all his enemies and debts @ Discovery: Unearthing ancient blueprints or a forgotten airship in a hidden location could lead to a unique airship with secrets of its own. My favorite campaign had the players discover an ancient elven airship with technology and magic that had been lost for centuries. Of course, it had a semi-sentient control system that had its own agenda... Each method carries its own set of challenges and adventures, ensuring the acquisition of an airship is a memorable part of the campaign. In my experience, the harder players have to work for their airship, the more they value and protect it once they have it! OMG where do I even start? I've been running airship campaigns for years now and I've collected sooooo many ideas. These can work as campaign hooks, side quests, or even the central theme of an entire D&D campaign. I've personally tested most of these in my games (the rest came from my D&D group chat where we share ideas), and they've all led to some AMAZING sessions: Sky Pirates' Lair: An airship that acts as a mobile base for a notorious band of sky pirates. My players once raided one of these for treasure and ended up forming a tentative alliance with the captain instead. They still meet up with Captain Stormwind every few months to trade stolen goods (dont judge my players, they're a chaotic bunch lol). Floating Market: A neutral airship that travels between realms, hosting a market with exotic goods and information from across the lands. I created one called "The Wandering Bazaar" where my players could find almost anything - for a price. The owner, a mysterious ttefling named Zari, has become one of their favorite NPCs. Rescue Missions: Players must navigate treacherous weather to rescue a stranded noble from a crashed airship on a mountain peak. I've run this scenario twice with completely different outcomes - once they saved everyone and once... well, let's just say the noble's family was NOT happy with my ziers. Aerial Siege: Using an airship to break a siege on a mountain fortress provides a dynamic battlefield in the skies. My military campaign featured this heavily, with players coordinating airship attacks while ground forces attacked from below. SO much more interesting than a standard siege! Dragon Tunnels: Wording an airship for hunting dragons, complete with harpoons and nets, for a high-stakes aerial chase. My players retrofitted their ship specifically for this purpose when a young red dragon kept terrorizing nearby villages. The chase sequence was one of the most intense sessions I've ever run! Magical Research Station: An airship that serves as a wizard's laboratory, where players can experiment with new spells or study rare phenomena. My wizard player LOVED this concept and actually set up a permanent research facility on their airship, complete with safety protocols after... incidents. Celestial Observations: Astronomers using the airship to get closer to the stars, uncovering secrets of the cosmos or impending astrological events. I once had an NPC astronomer hire the party to take her above the clouds during a rare celestial conjunction - turned out she was actually trying to complete a ritual to contact an outer god. Oops. Smugglers' Run: Players must stealthily transport contraband goods across borders, avoiding aerial patrols and inspections. My rogue and artificer players designed an entire hidden compartment system for their airship for exactly this purpose. They made a fortune smuggling exotic spices between warring kingdoms! Diplomatic Embassy: An airship acting as neutral ground for peace talks between warring nations, with the players as mediators or guards. My current party found an abandoned airship in a mountain cave and spent 10 sessions clearing out the monster infestation, repairing damage, and learning how to operate the vessel. Wacky: cheaper but much more dangerous! Theft: For those players with looser morals (looking at you, chaotic neutral rogue in every party ever), stealing an airship presents a thrilling and dangerous option. 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