

# Description

A glider, similar in appearance to a small airplane, that has been magically granted the ability to fly without any source of propulsion.

## Statistics

The glider is a Huge Animated Object. It has 84 hit points, a Strength of 20, Dexterity 8, Wisdom 1, and Charisma 1; it has no Constitution or Intelligence score. It has no practical means of attacking.

The glider has low-light vision, and darkvision out to 60 feet.

It weighs 800 pounds, and can carry up to 1,000 pounds as a light load. With loads heavier than this, flight quickly becomes impossible.

It has four seats.

## Non-magical flight

In normal non-magical flight, the glider flies with a forward speed of 600 feet per round (about 70 miles per hour), descending at 15 feet per round. It can be flown as fast as 1,200 feet per round, but this results in it descending at 60 feet per round. Accelerating from 600 to 1,200 requires the glider to descend an extra 480 feet; conversely, slowing from 1,200 to 600 allows the glider to climb 480 feet.

The glider can descend faster than this if the pilot wants; there's no practical limit.

In non-magical flight, the glider's maneuverability is atrocious—much worse than Clumsy. It can turn, but the turning is too slow to be useful in combat situations.

## Magical flight

In magical flight, the glider has a fly speed of 30 feet and Good maneuverability. Among other things, this allows it to hover in place, fly level at 60 feet per round, or climb straight up at 30 feet per round.

## Magic-assisted flight

Magic-assisted flight is identical to non-magical flight, except that the glider can sacrifice 100 feet per round of forward speed to reduce its rate of descent, or increase its rate of climb, by 5

feet per round. For example, the glider can travel 500 feet per round forward while descending at 10 feet per round; or 300 feet per round forward while remaining level; or 100 feet per round forward while climbing at 10 feet per round.

As always, the glider can always descend faster, climb slower, or descend instead of climbing.

Magic-assisted flight is only possible when both non-magical and magical flight are possible.

## Piloting

Although the glider is mindless, it is still a creature, and it has protective instincts that keep it upright and prevent it from colliding with objects or terrain hard enough to cause damage or injuries. As a result, the glider is not very dangerous or difficult to fly; most characters should be able to somewhat figure it out within a few minutes through experimentation.

These instincts only work in conditions at least as light as a starlit night, outside of clouds. (The glider needs to be able to see the ground or a layer of clouds below.) In total darkness, or inside of a cloud, the glider's instincts instead cause it to balk away from non-magical flight entirely; it will only use magical flight in these conditions.

## Justification

This creature is based primarily on the D&D 3.5 rules and the real-life Grob 103 glider.

The Grob 103 has a length of 27 feet, a wingspan of 57 feet, and an empty weight of 838 pounds. Its length makes it a Huge object.

Since the wingspan is greater than 32 feet, one might argue that this makes it Gargantuan. However, the wings are thin, slender appendages, rather than part of the "body" of the glider, and its weight is typical of a Large object. So I think we can comfortably call it Huge.

The stats and vision abilities come from the description of a Huge Animated Object. The weight comes from the actual weight of a Grob 103, but the carrying capacity comes from the carrying capacity rules. The effects of weight on flight are ignored.

The normal non-magical forward speed is based on the Grob 103's best glide speed of 105 km/h, and its glide ratio of 37 feet forward per 1 foot down. The higher forward speed is based on the fact that the Grob 103's maximum permitted speed is about twice its best glide speed (250 km/h), and by assuming that flying twice as fast will result in 4 times as much drag (which is approximately correct).

Since 3.5e doesn't allow animated objects to fly, the magical flight speed is borrowed from 5e's Animate Objects spell, which states, "Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover."

The rules for magic-assisted flight are based on simply interpolating between magical and non-magical flight.

The limitation against flying in total darkness or inside a cloud is based on real life: it's impossible to fly safely in such conditions without some means of determining which way is up.