

UNIQUE

GARGANTUAN

ALCHEMICAL

MAGICAL

Price 234,000 gp

DESCRIPTION

The ship is a four-decked vessel, built with darkwood and Desna's Tree planks, spider-silk sails, and mithral metal that gleams in the sunlight. It is 120 feet long by 45 feet wide by 90 feet high, and it towers above the waves with its majestic presence. The ship's hull is painted with a vibrant green color, which is accentuated with black, silver, gold, and blue tones, creating an exquisite contrast that catches the eye.

The ship's hull is painted in a striking pattern of vibrant green, black, silver, gold, and blue tones, creating a dynamic and eye-catching design. The base of the hull is a deep, rich black, which fades into a gradient of dark green and silver toward the top of the hull. Along the sides of the ship, intricate gold scrollwork is painted, depicting scenes of sea creatures, waves, and other aquatic motifs.

The ship's name is emblazoned in bold silver letters on the sides of the hull, just above the waterline, adding to the ship's grandeur and imposing presence. As the ship moves through the water, the colorful pattern on the hull shimmers and reflects in the sunlight, creating a beautiful and mesmerizing effect that is sure to turn heads and impress all who behold it.

The figurehead is carved in the likeness of a massive dragon turtle, with shimmering green and blue scales that seem to glint in the sunlight. The creature's head is raised high, its jaws open wide to reveal rows of sharp, gleaming teeth. Its eyes are large and piercing, seeming to glow with an inner light, while its claws are sharp and deadly. The dragon turtle's shell is adorned with intricate carvings, depicting scenes of ocean waves, sea creatures, and other aquatic motifs.

As the ship cuts through the water, the dragon turtle figurehead seems to come to life, with its head and limbs appearing to move in a lifelike manner. The sight of the fearsome creature leading the ship into battle would strike fear into the hearts of any enemy sailors who dared to challenge its might.

The sails of the vessel are made of the highest quality materials, with a smooth, silk-like texture that billows and ripples in the wind. The sails are large and sturdy, capable of withstanding even the most powerful gusts of wind.

The colors of the sails are a sight to behold, with a theme that speaks to the ship's purpose and mission. The base color of the sails is a deep shade of blue, representing the vastness of the sea and the infinite possibilities of exploration.

The center of the sail features an intricate design that is woven with gold and silver threads, which shimmer in the sunlight. The design depicts a sea serpent with its body twisting and turning in a sinuous dance. The sea serpent's scales are a vibrant green color, and its eyes are made of dazzling blue gems. The design is so lifelike that it seems to move and undulate as the ship cuts through the waves.

Along the bottom of the sails are rows of smaller designs, each one representing a different aspect of the ship's journey. There are images of coral reefs, schools of fish, dolphins leaping out of the water, and other sea creatures. Each design is richly detailed and carefully crafted, adding to the overall impression of opulence and extravagance.

Space 120 feet long, 45 feet wide, 90 feet high**Passengers** 20 **Crew:**

Captain - Riervaoch

First Mate - Meraaen

Pilot - Paracelsus ([Crafting](#) (DC 32) and [Piloting Lore](#) (DC 30))

Quartermaster - Krom

Navigator - female merfolk swashbuckler (pirate) - Marina

- Marina is a striking figure in her humanoid form, with a lithe and agile frame honed by years of adventure on the high seas. She stands tall and proud, with piercing green eyes that seem to glint with an inner fire, and a confident smile that exudes both charm and danger. Her skin is bronzed by the sun, and her jet-black hair is styled in a wild and windswept manner, giving her a distinctly piratical appearance.
- Marina is always dressed in practical and sturdy clothing that allows her to move freely and quickly. She wears a loose-fitting white blouse with billowing sleeves, which is tucked into a pair of form-fitting black leather pants that end just above her calf. A wide leather belt encircles her waist, with a variety of pouches and tools hanging from it, giving her quick access to whatever she needs.

- On her feet, Marina wears sturdy leather boots with silver buckles that reach up to her knees, providing both protection and style. Her outfit is completed by a long red sash tied around her waist, which flutters dramatically in the wind as she moves.
- Marina's merfolk form is a sight to behold. Her body is sleek and muscular, with shimmering scales that glisten in the light. Her skin is a deep blue-green, and her long, flowing hair is a vibrant shade of turquoise. She has a powerful tail, which she can use to propel herself through the water with incredible speed and agility.
- Marina's eyes are a striking shade of seafoam green, and they seem to glow with an inner light. Her features are sharp and angular, with high cheekbones and a pointed chin. Her teeth are small and sharp, perfectly suited for tearing through fish and other sea creatures.
- Like all merfolk, Marina has a set of gills on her neck that allow her to breathe underwater. Her senses are finely tuned to the ocean environment, and she can see and hear with incredible clarity even in the murkiest depths.
- When she is swimming, Marina is a graceful and fluid creature, moving through the water with effortless ease. Her tail propels her forward in a powerful, undulating motion, and she can turn on a dime to avoid obstacles or chase after prey. Despite her fearsome appearance, she is a gentle and curious creature, always eager to explore the mysteries of the deep.
- Marina's weapons are always close at hand, whether she's swinging from the rigging or battling enemy sailors on the deck of a ship. She carries a pair of curved cutlasses at her sides, which she wields with deadly precision and skill, as well as a small but powerful pistol that she keeps tucked in a holster at her hip.
- Despite her fearsome reputation as a pirate and swashbuckler, Marina is also a skilled navigator, able to chart a course through even the most treacherous waters. Her knowledge of the stars and the winds is second to none, and she is always eager to explore new horizons and discover the secrets of the sea.

Master-At-Arms - male hobgoblin fighter (weapon improviser) - Krag

- Krag is a hobgoblin with a lean, muscular build that speaks to his training as the ship's master-at-arms. He stands around 6 feet tall, with sharp features and piercing green eyes that seem to miss nothing. His skin is a reddish-brown color, with a rugged complexion that speaks to a lifetime spent at sea.
- Krag's armor is made of blackened steel plates, polished to a mirror-like shine. The armor is adorned with intricate etchings of sea creatures, including kraken tentacles and schools of fish. The armor is light enough to allow him full mobility, but sturdy enough to withstand even the fiercest blows.
- In battle, Krag wields a longsword with deadly precision. The sword has a curved blade that is sharp enough to cut through even the thickest ropes or sails. Krag is a fierce fighter, quick on his feet and able to adapt to any situation. His years of experience at sea have made him a master of the art of naval combat.
- Off the battlefield, Krag is a serious and focused individual. He is often found training the crew in swordplay or leading them through drills. He takes his role as master-at-arms very seriously, and he demands the same level of discipline and focus from those around him. Despite his stern demeanor, however, Krag has a soft spot for good food and strong drink, and he can often be found enjoying both with his fellow crew members.

Swab - female ratfolk rogue (acrobat) - Squeak

- Squeak is a ratfolk with a nimble, agile build that speaks to her role as the ship's swab. She stands at just over 3 feet tall, with large, expressive eyes that shine with a mischievous glint. Her fur is a soft shade of gray, with a light dusting of white on her muzzle and the tips of her ears.
- Squeak's clothing is simple, consisting of a loose-fitting tunic and breeches that are well-worn from years of hard work. Her clothes are a patchwork of different fabrics, as Squeak is often seen mending tears or holes in the ship's sails. Despite the rough-and-tumble nature of her work, Squeak takes great pride in her appearance and is always neatly groomed.
- In her role as the ship's swab, Squeak is responsible for keeping the decks clean and tidy. She moves quickly and deftly with a broom and bucket, sweeping away dirt and debris with practiced ease. Despite the drudgery of her work, Squeak is always humming a cheerful tune, and her infectious energy can brighten even the dreariest of days.
- Off-duty, Squeak is a playful and adventurous member of the crew. She enjoys exploring the nooks and crannies of the ship, and she has a particular affinity for the rigging, where she can climb and swing with ease. Her sharp senses and quick reflexes make her an asset in any situation, and her positive attitude and infectious energy make her a beloved member of the crew.

Tinker - female gnome inventor (tinker) - Zahnradine

- Zahnradine is a female gnome with a shock of wild, curly hair that seems to defy gravity. She stands at just under 3 feet tall, with bright green eyes that sparkle with intelligence and a mischievous grin that is always on her lips. Her skin is lightly tanned from spending so much time outside tinkering with the ship's engines and machines.

- Zahnradine's clothing is utilitarian, consisting of sturdy leather boots, pants, and a vest, all of which are heavily reinforced with patches of metal and thick stitching. Her vest is adorned with pockets of all shapes and sizes, filled with gears, springs, and other mechanical doodads. Her tools are always at hand, hanging from loops on her belt or strapped to her back.
- As the ship's inventor and mechanic, Zahnradine is always busy with some new project or experiment. She can often be found hunched over a workbench, tinkering with engines, gears, and other machinery, her eyes sparkling with excitement as she brings her latest invention to life. Her work is meticulous and precise, and she has an unerring instinct for how machines work and how to fix them when they break.
- Off-duty, Zahnradine is a lively and outgoing member of the crew. She enjoys regaling her shipmates with tales of her latest inventions and experiments, and she has a wicked sense of humor that can keep even the grumpiest sailor entertained. Despite her small size, she is fearless and quick-witted, and her sharp mind and inventive spirit make her an invaluable member of the crew.

Cook - male orc expert (herbalist) - Krog

- Krog is a massive figure, standing over six feet tall and weighing over 300 pounds, with a broad and muscular build. His skin is a deep shade of green, with rough, scaly plates that cover his arms and torso. His face is rugged and chiseled, with a strong jawline that has only three tusks as one is broken and piercing brown eyes that gleam with intelligence and curiosity.
- Despite his imposing appearance, Krog is also known for his culinary talents. He is often found in the ship's galley, whipping up delicious meals for the crew using a variety of ingredients and cooking techniques. His massive hands are surprisingly nimble, and he can slice, dice, and chop with impressive precision.
- Krog's chef's uniform is immaculate, with a pristine white jacket and apron that are always clean and pressed. He wears a tall white toque on his head, which he removes only when he's deep in concentration or in the heat of battle.
- In addition to his culinary tools, Krog also carries a massive warhammer, which he wields with ease and precision. The hammer is almost as tall as he is, with a thick iron-shod handle and a massive head that is covered in intricate etchings and runes. Krog is a fearsome warrior in battle, but he always makes sure to keep his chef's uniform clean and tidy, no matter how intense the fighting gets.
- Despite his reputation as a warrior and chef, Krog is also known for his kindness and loyalty. He is quick to offer a helping hand to those in need, and his hearty laugh and warm smile are always welcome around the ship. Whether he's cooking up a storm in the galley or battling on the high seas, Krog is a force to be reckoned with.

Piloting Check [Arcana](#) (DC 32), [Crafting](#) (DC 32), [Nature](#) (DC 32), or [Piloting Lore](#) (DC 30)

AC 34; **Fort** +30

Hardness 73, **HP** 1420 (BT 710); **Immunities** critical hits, object immunities, precision damage, Fire, Acid

Weaknesses none


Speed fly 60 feet; maximum 120 feet (alchemical, magical, wind)

A magical combustion engine provides main power by connecting a small alchemical battery to the Plane of Air and utilizes air mephits, through tribute not servitude, and creates forward and upward momentum. The alchemical components are the electrical and subliminal machinery used for directional control, redundancy, and efficiency of the craft. The sails are magically and alchemically treated custom sails that serve as a backup to the alchemical and magical functions of the vessel. This allows the airship to move through water even if the other components are not working. The sails can be used even during normal flight.

Hauler This vehicle is designed to transport heavy cargo over long distances. It can hold 20 tonnes of cargo.

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Collision 12d10 (DC 36)

Paracelsus' Mystical Flamethrower x18  interact; **(fire)** **Requirements** The flamethrower is loaded; **Usage** held in 2 hands; **Effect** A member of the crew performs a two-action activity on their turn to pull the trigger of the flamethrower. You pull the trigger, expending both loaded alchemist's fires to shoot a 120-foot line of fire. Creatures in the area take 10d8 fire damage. Creatures that critically fail the basic Reflex save (DC 37) additionally take the 4 persistent fire damage.

The placement of these flamethrowers on the airship have been given dedicated mounted frames directly attached to the frame of the deck that they are on. The frames are built from a combination of Desna's Tree wood and reinforced steel, sealed together using magic as part of the magical enchantment.

The flamethrowers cannot be removed from the airship and the crew member operating the device cannot be disarmed, tripped, grappled, or otherwise hindered from firing unless they are no longer operating or take enough damage themselves to die, but the weapon itself can only be stopped once destroyed. The operator is protected by partial cover due to a tower shield-like wooden and steel wrapping built into the frame that provides additional protection.

The flamethrowers have a maximum rotation radius of 286 degrees, capable of pointing in nearly any direction. While being operated by a member of the crew, they are considered proficient in its use. They have the alchemical, fire, magical, and permanent traits.

Batten Down the Batches ◆◆◆ interact; **Effect** The crew and passengers take their round to shutter all physical windows and openings on the vessel, anything unsecured or not tied down or made part of the permanent structure. This effect does not increase the hardness, HP, BT, or any other combat statistics of the vessel, but does reduce the DC by 5 for potential capsizes or flooding on-board during moderate-extreme storm conditions.

If the crew were to be in the lower decks during a storm with this activity completed, they are considered to have total cover and total concealment. They also are given a +2 circumstance bonus to any save related to storm effects except any effect that puts the vessel in an uncontrollable movement.

Stow Sails ◆◆◆ interact, magical; **Effect** The crew can spend all their actions to stow away the sails to protect them from damage that cannot be foreseen or prevented or during normal docking procedures at an airship port.

The crew presses a button on each mast and the sails are pulled into the masts, magically disappearing into the frame. The masts can then be hoisted down and put into special compartments built into the frame of the main deck to stow them, protecting them from damage.

In this way, the sails are considered protected and have a magical shield and heightened resist energy spell effect on them, providing immunity to object damage or area of effect damage other than fire or piercing. The vessel cannot use the sails wind propulsion while this activity is in place. It is considered permanent until the crew spends the same action to unstow the sails.

Quarters' Abilities ◆ interact or sustain an activation; **Effect** Each crew member is provided their own quarters, but each one is found in a hallway of nothing but walls of doors and no seeming space for the actual rooms to occupy, maximizing additional cargo space and hull thickness in the Lower Deck. These doorways are actually extra-dimensional pocket doors that enter into a spacious single bedroom for each crew member, designed to accommodate all their needs but food. They are all comfortably appointed with fine, high-quality, furniture, furnishing, and the ability to change the look of it through mental command.

Each room is equipped with a permanent heightened *endure elements* spell, a permanent *persistent servant spell* that has been modified to allow the servant to perform any task required of the owner of the room and can be summoned by the owner of the room at will, and a small horn speaker with a permanent heightened *sending* spell, allowing the officers to contact any member of the crew.

Officers Quarters' Abilities ◆ interact or sustain an activation; **Effect** The quarters for the officers also have the same functions as above, but provide the ability for each officer to have a single 'window' in which they can see around the vessel using magically enchanted windows that connect back to the material plane.

Captain's Cabin's Abilities ◆ interact or sustain an activation; **Effect** The Captain's Cabin is the only exception to the above rules: the Captain can see every deck, every angle of the vessel, and has a special set of parchments which displays readouts for all functioning equipment, machinery, and operations for the Captain to know, at a glance, exactly what is happening with the vessel.

Tinker's Quarters' Abilities ◆ interact or sustain an activation; **Effect** The Tinker's Quarters has been equipped for the same functionality, but only for the alchemical and magical equipment on-board. It also includes a workshop attached to the bedroom that allows the Tinker to perform repairs, create experiments, and maintain the needs of the vessel's complex and advanced alchemy and magic.

Transform Vessel ◆◆◆ interact; **Requirements** captain, first mate, or navigator; **Effect** Upon touching the control device and speaking the correct command word, the vessel shrinks to be the size of a 5 inch by 4 inch by 8 inch miniature version of the airship stuck inside of a mediocre-looking glass bottle. In this state, the vessel is completely protected from all external sources of magic and cannot be affected by any spell except [disjunction](#), [miracle](#), [primal phenomenon](#), or [wish](#) and is unaffected by anti-magic unless through direct deific power.

CUSTOM MAGICAL WORK

Alchemically and magically treated hull, sails, rudder, yardarms, control device, and decking. Enhanced custom alchemical and magical apparatus. Custom alchemical and magical siege weapons, provided by Paracelsus. Custom magical quarters for all available passengers and crew.

VEHICLE LAYOUT

TOP DECK

Control device, main navigation desk

MAIN DECK

Captain's Cabin, First Mate's Cabin, the sails, main weaponry (Paracelsus' Mystical Flamethrowers), main cargo entryway

LOWER DECK

Main crew quarters, Navigator's and Cook's quarters, primary engine bay and workshop

ORLOP DECK

Main cargo area, remaining alchemical and magical machinery

Brig

There is a single jail built in the front center of this deck, capable of holding up to 5 prisoners comfortably and a maximum of 15 uncomfortably.