

## DRYAD'S GRAVE

## VEHICLE 7

**HUGE** **SLOOP** **OFFENSE**

Price 1,000 gp; Improvement Price 342 gp

**Space** 75 feet long, 20 feet wide, 10 feet high

**Decks** Top Deck (TD); Cargo Deck (CD)

**Crew** 1 pilot, 7 crew; **Passengers** 10

**Propulsion** sails (2 masts); **Control Helm** Top Deck

**Piloting Check** Sailing Lore (DC 21), Diplomacy (DC 23), Intimidation (DC 23)

**AC** 19 (Trained); **Fort** +15 (Trained)

**Hardness** 11, **HP** 97 (48); **Immunities** critical hits, object immunities, precision damage

**Speed** 45 feet (2 masts); **Sluggish** The vehicle must move twice its length for each 60-degree turn it makes; **Wind** While sailing with the wind, your speed is doubled. You can't sail into the wind.

**Day Speed** 123 miles per day

**Collision** 6d8 (DC 21)

**Weapon Mounts** 1 Bow (TD), 4 Port (TD), 4 Starboard (TD), 1 Stern (TD)

**Draft** Shallow

**Quick** Ship's propulsion speed is increased by 5 feet and it's Day Speed is increased by 13.5 miles (wind).

## ARMAMENT

**Siege Engine Proficiency** Master

**Bow** 1 / **Ranged** Catapult +13 (range 150 feet, burst, minimum 30 ft., volley 60 ft.), **Damage** 5d10 B; **Crew** 4

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## CREW

**Captain** "Millsop" Morton (*see NPCs*) +17 Sailing Lore

**Familiar** Xicorax (*air mephit*, *PB p.150*)

**Animated Siege Engines** x3 Living Grapnels (*elite animated statue*, *PB p.21*)

**Animated Figurehead** Screaming Satyr (*elite wood golem*, *PB2 p.130*)

**Sailors** 17 (sails 7, passengers 10)

**Cargo** 250 / 500 bulk

**Plunder** 2, 100 bulk (ships' arsenal and stores, various personal possessions)

**Rations** Standard, 10 bulk

**Ammunition** 20 stones, 80 bulk

**Misc.** Raw materials (10 gp), 10 bulk; Rope (1 mile), 20 bulk; Sails (15 gp), 30 bulk