

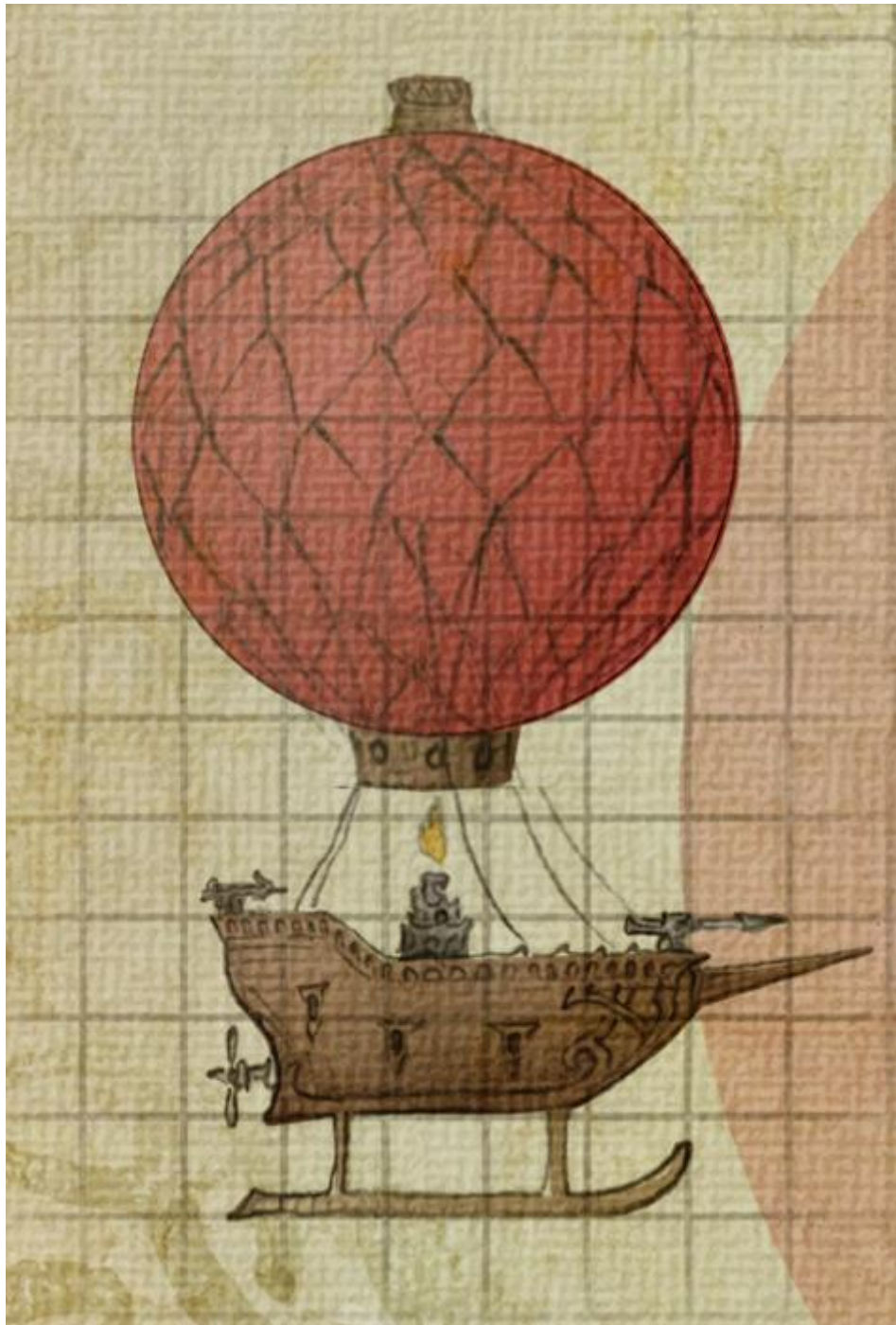
AIRSHIP

The airship's enormous balloon is made from dragon hide that has been dyed bright red. Atop the balloon is a crow's nest that is reached by crawling up the ropes on the outside of the balloon. Crawling up the ropes requires a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. If the check fails, no progress is made; if the check fails by 5 or more, the creature falls.

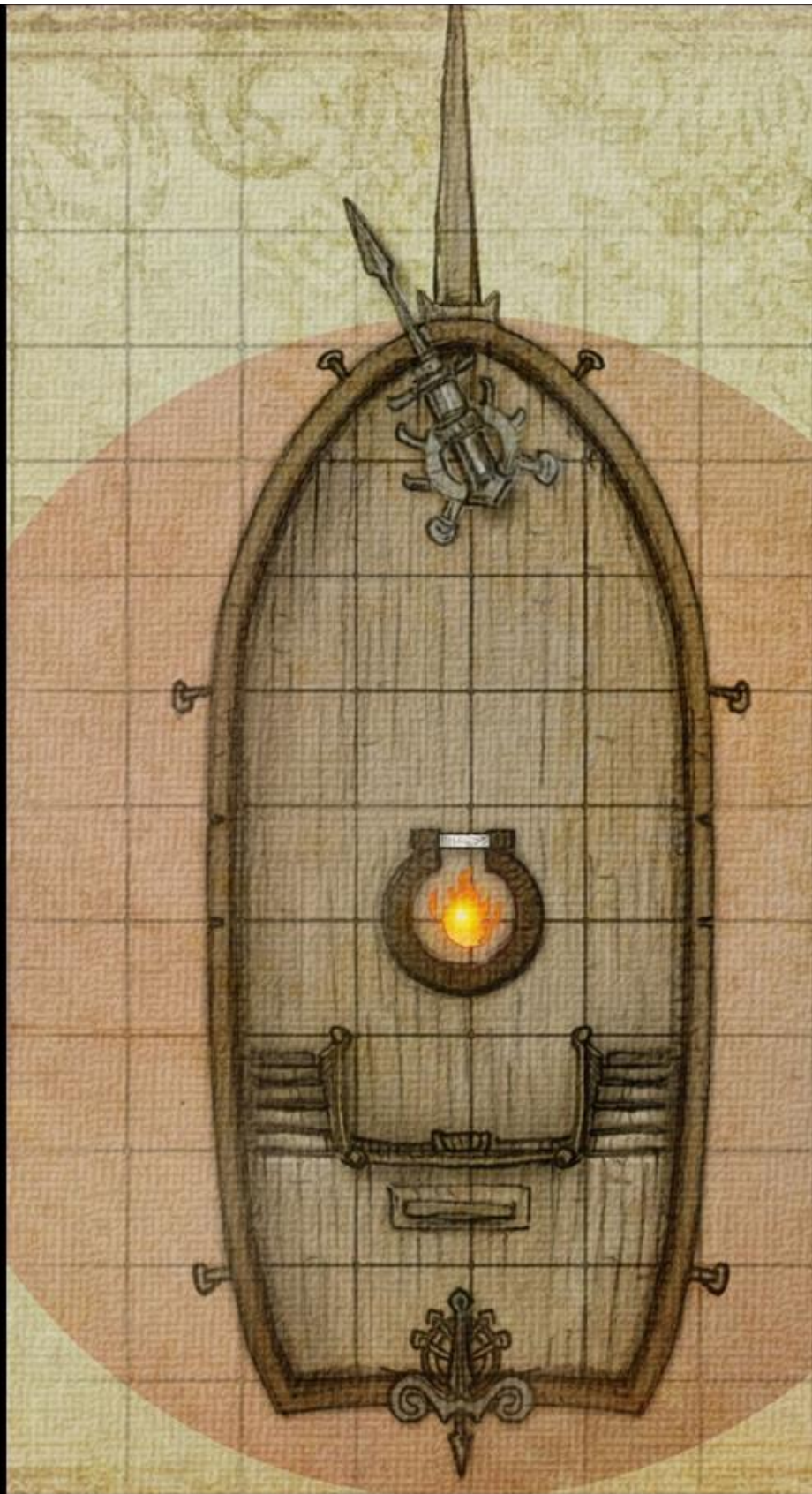
The balloon is roped to a gondola that has been fitted with steel runners. The airship has a speed of 8 miles per hour while skiing across ice or snow or flying in the air. A strong headwind reduces the ship's speed to 4 mph, while a strong tailwind increases its speed to 12 mph. By changing altitude, the ship can use air currents to move in a particular direction. A propeller aft of the gondola thrusts the ship forward and can also be pivoted. The hull of the gondola is watertight and buoyant in water, and the propeller can push it across water.

The airship can hold up to 1 ton of cargo and requires a crew of two, one to operate the propeller and one to operate the furnace. If the ship has fewer than two crew members on duty, its speed can't be controlled, and it moves in a random direction, carried by the wind, until control is regained or until it collides with something.

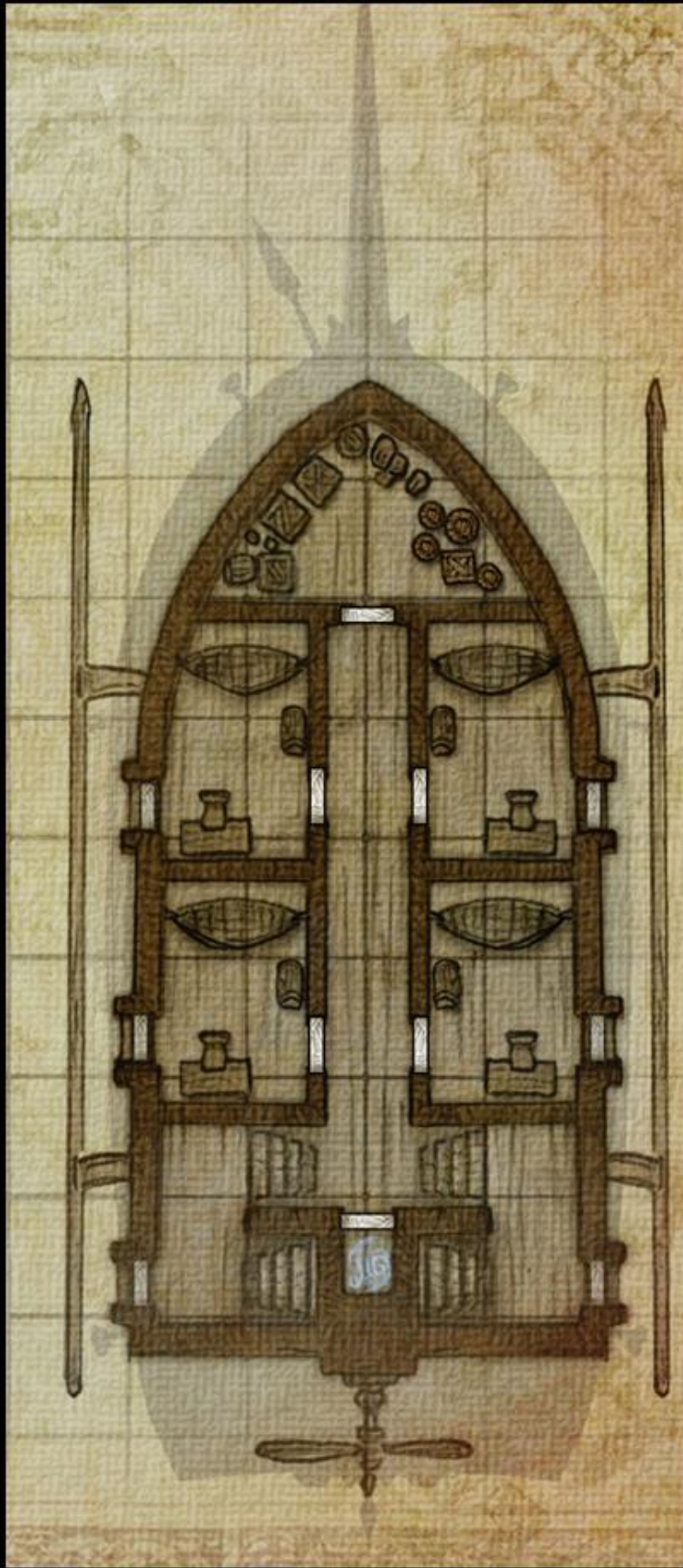
The gondola and the balloon are separate targets. The gondola has AC 13, 250 hit points, and a damage threshold of 10. The balloon has AC 11 and 50 hit points. Both have immunity to poison and psychic damage. If the balloon drops to 0 hit points, it bursts, and the ship loses the ability to fly. While the balloon or gondola has at least 1 hit point, it can be repaired. Repairing 1 hit point of damage to either the balloon or the gondola requires 1 day and costs 20 gp. (Mending spells can repair superficial damage but can't restore hit points.)



Airship Side View



Airship Upper Deck



Airship Lower Deck

AIRSHIP LOCATIONS

1. FURNACE

In the middle of the upper deck is a 10-foot-tall, cylindrical bronze furnace with a fire elemental magically trapped inside it. A narrow hatch in the front of the furnace has a small grill through which the elemental can be seen, and the heat pouring out through the grill helps keep the deck crew warm on cold days and nights. An iron wheel on the starboard side of the furnace opens and closes a bronze valve at the top of the cylinder, which has the effect of increasing or reducing the size of the fire spilling out of the furnace. The more heat that is allowed to fill the balloon, the higher the ship can rise.

Opening the hatch or the valve doesn't release the fire elemental, but destroying the furnace does, as does successfully casting dispel magic (DC 19) on it. The furnace has AC 15, 30 hit points, a damage threshold of 10, and immunity to fire, poison, and psychic damage. The fire elemental goes berserk if released, attacking all other creatures it sees. Inside or outside the furnace, it can be banished using a banishment spell or similar magic, or trapped inside an iron flask or a similar device. If the furnace is destroyed or the elemental released from within it, the air inside the balloon cools, causing the airship to descend at a rate of 10 feet per round.

While the furnace chamber is intact, a fire elemental under the control of another creature can be trapped in the furnace, until it is released as described above. The furnace can contain only one fire elemental at a time.

2. HARPOON GUN

A spring-loaded harpoon gun, fashioned from burnished bronze with iron fittings, is bolted to the forward upper deck. It has a 90-degree arc of fire (side to side, as well as up and down). The gun comes with a winch, a 500-foot coil of rope, and ten steel-tipped harpoons. Although it fires harpoons instead of bolts, the gun is considered a ballista:

BALLISTA

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Bolt.

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Tying a rope to a harpoon, if desired, takes an action. In addition to dealing 16 (3d10) piercing damage on a hit, a harpoon impales its target. While impaled, the target can't take any action on its turn other than trying to free itself from the harpoon, which requires a successful DC 15 Strength check. If the check succeeds, the target takes 5 (1d10) piercing damage as the harpoon is pulled free and is no longer impaled. If a harpoon is attached to the gun by a rope, a creature impaled on that harpoon can't move farther away from the gun or increase its altitude until it frees itself. A creature within reach of the gun's winch can use its action to reel in a harpooned creature, pulling it up to 20 feet closer to the gun.

3. BALLISTA

A wooden ballista is mounted on an iron swivel on the aft castle. It has a 90-degree arc of fire (side to side, and up and down). Behind it rests a crate that holds a dozen bolts.

4. PROPELLER HATCH

A wooden door behind the furnace (area 1) on the upper deck pushes open to reveal stairs leading down to the lower deck. Portholes on the landings look out to port and starboard. The porthole windows are latched shut from the inside, and each porthole is wide enough for a Medium creature to squeeze through.

At the foot of the stairs is a steel hatch bolted shut from the outside, with two horizontal-sliding iron levers in the adjacent wall. One lever is labeled Thrust, the other Direction (in Common). Behind the hatch is a steel-walled compartment that holds a magically bound air elemental. The air elemental powers the aft propeller. Moving the Thrust lever to the left opens valves that allow wind from the elemental to spin the propeller. Moving the lever to the right closes the valves, and the propeller stops turning. Moving the Direction lever to the left or right causes the propeller to pivot in that direction, allowing the ship to turn while the propeller is operating. When the Direction lever is centered, the propeller moves the vessel straight ahead. Opening the hatch frees the elemental, whereupon it attacks any creature it sees. Without the air elemental to propel it, the ship can't push itself across ice or snow and, if aloft, it moves in accordance with the prevailing wind.

Any air elemental under the control of another creature can be commanded to enter the compartment. If the compartment's hatch is then closed and locked, the elemental becomes trapped inside.

5. CREW QUARTERS

Each of these cabins has a door that can be bolted shut from the inside, though none of the doors is locked normally. A door can be broken open with a successful DC 13 Strength (Athletics) check. Each cabin contains two hammocks (one above the other), a writing desk, a chair, a footlocker, and a porthole. The portholes' windows are latched shut from the inside, each set in a frame wide enough for a Medium creature to squeeze through.

Each footlocker has a partition that divides its interior space in half, with room on each side for one person's clothing and personal effects. Atop each desk are a sturdy lamp, a Dragonchess set, and playing cards.

6. STOREROOM

This room can contain up to 1 ton of cargo. Nets secured to iron rings bolted into the walls can prevent containers from moving around.