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| **Syllas’ Curse *Gargantuan Vehicle (60 ft. by 20 ft.),*** | | | | | |
| **Armor Class** 15  **Creature Capacity** 3 crew, 4 passengers  **Cargo Capacity** 1000 lbs.  **Hit Points** 100 (Threshold 10)  **Speed** 5 kmph  **Control** Helm  **Hardpoints** 2 | | | | | |
| **STR**  16 (+3) | **DEX**  7 (-2) | **CON**  13 (+1) | **INT**  0 | **WIS**  0 | **CHA**  0 |
| **Damage Immunities** poison, psychic  **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious | | | | | |
| ***Movement: Medium Sails***  **Armor Class** 12 **Hit Points** 50; -5 ft. speed per 20 damage taken **Speed (Air)** 25 ft.; 15 ft. while sailing into the wind; 35 ft. while sailing with the wind  ***Lift: Mark IV Core* Armour Class**20**Hit Points** 80; -200 lbs Cargo capacity per 20 damage taken  ***Railing.*** The deck has a 3-foot-high rail around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it. | | | | | |
| **ACTIONS** | | | | | |
| *On its turn, the keelboat can take 2 actions, choosing from the options below. It can take only 1 action if it has only one crew. It can't take these actions if it has no crew.*  ***Move*.** *The vessel can use its helm to move with its oars or sails.* | | | | | |
| **REACTIONS** | | | | | |