

UNIQUE

GARGANTUAN

ALCHEMICAL

MAGICAL

Price 24,000 gp

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, much like the ship's figurehead, 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

Crew:

- Captain - Available
- First Mate - Available
- Pilot - Paracelsus and Riervaoch ([Crafting](#) (DC 32) and [Piloting Lore](#) (DC 30))
- Quartermaster - Available
- Navigator - female merfolk swashbuckler (pirate) - Marina
- Master-At-Arms - male hobgoblin fighter (weapon improviser) - Krag
- Swab - female ratfolk rogue (acrobat) - Squeak
- Tinker - female gnome inventor (tinker) - Zahnradine
- Cook - male orc expert (herbalist) - Krog

Passengers 20

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

AC 34; Fort +28

Hardness 30, HP 340 (BT 170); 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.

They 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.

They 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 capsize 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.