

THE VESSELS OF KISLEV DOCKS



he Kislev Docks is replete with air and sea vessels available for your persual, purchase or hire. For simplicity, the basic stats of the various types are available here.

SEA VESSELS

ROWBOAT

Can probably seat two comfortably along with a pile of gear. Maybe three uncomfortably. Manually powered by you and your arms. No cover, although a nicer one would have an oilskin you could erect over the top in case of storms. Potentially unsuitable for a long voyage across the sea.

Cost to hire: negotiable

Cost to buy: 50gp

SLOOP

A small, fast ship with one mast. No weaponry except what you can carry, and typically unarmoured. Has some storage room, and enough bunks for people to sleep, so long as they sleep in shifts. Needs 3 crew to sail properly.

Cost to hire: 125gp/day

Cost to buy: 3000gp

CUTTER

Medium-sized ship with two masts. No weaponry, but has the potential to be customised, especially with armour. Sturdier construction than a sloop but slightly slower. Needs 3 crew to sail properly.

Cost to hire: 150/day

Cost to buy: 7000gp

SCHOONER

Medium-large ship with two masts and far more storage capacity. The hull is thicker than that of a cutter, and they typically have several weapon hardpoints. Slower again than a cutter, but with a good wind even something of this size can make it's way through the waves. Needs 6 crew to sail properly.

Cost to hire: 200/day

Cost to buy: 15000gp

GALLEON

The largest ship available, these are quartered at the end of a solid, brick-build pier in the direction of Kislev itself. Three masts and a mess of rigging support some massive silk sails. There is an entire deck for storage, ample sleeping space and can house a variety of weaponry. 12 crew.

Cost to hire: 250/day

Cost to buy: 30000gp

AIR VESSELS

The airships available at Walder Enryn's shipyard are built for manoevrability and speed over capacity. To keep them light, they are of far more delicate construction than a traditional seafaring vessel, and are powered by magical crystals which turn propellers to drive the ship forward. They are suspended in the air by way of large balloons, which are inflated and deflated to raise or lower the ship.

CORSAIR - BREATH OF SUNE

A small but elegant vessel, the Breath of Sune is painted darkly, save for a cacophony of colours on the prow, mixing together and extending into a well-proportioned and well-carved figurehead of the Goddess of Beauty. The deck looks sparse, with only a rope rail separating sky-sailors from the ground, but several armour plates have been added to provide some cover. The captain's deck rises up towards the straining balloon, and there is a lower deck which holds the engine room. Tough, patched sails are furled along it's length.

Cost to hire: 200/day

Cost to buy: Not for sale

RUINER - MOLOCH'S REVENGE

A sort of catamaran, Moloch's Revenge is larger than the Breath of Sune. Barges either side of a central hull provide good armour, cover and firing points, as well as some storage. The balloon is larger and this craft is twin-engined, but you imagine it is still slower than the Sune. Painted black and dark crimson, Moloch's Revenge looks like it means business.

Cost to hire: 250/day

Cost to buy: Not for sale