

Ships of Skybourne



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Introduction

Ships of Skybourne is a comprehensive vehicle guide for the Skybourne campaign setting, detailing methods, options, and mechanics for vehicles of all kinds, but mostly for the airships an adventurer will use in their pursuit of fame and fortune.

While all necessary vehicle and airship rules are printed in this volume, this book is written assuming the reader has access to the Player's Guide to Skybourne, and makes frequent references to rules contained therein. While someone could easily use this book without the Player's Guide, getting the most out of this book does require that the two be used together.

Crafting

This book is a guidebook, designed to cover virtually any type of vehicle from the extremely common to the ultimately rare. Thus, while technically anything found within might be found scouring the land or sailing the skies, the vast majority of options presented herein are too rare to be found in a common marketplace. Some might only be available if the players craft it themselves. Others might only exist in legends and rumours.

While ultimately it is up to the GM which vehicles or craftsman are available in what settlement, for ease of use, every option contained herein falls into one of 3 categories: Mundane, Mechanical, and Magical.

Mundane: Any option that requires Craft.(wagon), Craft.(ship), Craft.(airship), Craft.(siege engine), a Knowledge skill such as Knowledge (engineering) or Knowledge (nature), or another basic Craft.or Profession skill to create is considered mundane. Mundane options are readily available anywhere, so long as that particular community has the funds (see trade goods in the Equipment chapter). Mundane options is often easily purchased, commissioned, or crafted by the PCs and others. Particularly expensive mundane options such as a rare materials are an obvious exception to this, as these rare materials are simply too expensive to be found in most communities (see trade goods in Equipment), and will need to be sought out or supplied by the PCs themselves. However, once supplied, they can be crafted by anyone with the necessary skill.

Mechanical: Some options contained within this book requires Craft.(mechanical) or Craft.(alchemy) to create. These include special components built out of clockwork, intricate gears, or alchemical mixtures, and often have high Craft.DCs. These options require incredible knowledge and skill to create, and unless the PCs possess these skills themselves, they will need to seek out a specialist craftsman with the appropriate skill and a high enough bonus before such options may be purchased or commissioned. Finding such an expert can often become an adventure in and of itself.

While super-technology (space ships, etc.) is not covered in this book, with GM permission a PC capable of creating technological items may use Knowledge (engineering) in place of Craft.(mechanical) or Craft.(alchemy) to built any mechanical option presented in this book out of super-technology rather than clockwork or alchemy.

Magical: Magical options are magic items and enchantments, and are created using the Magic Item Creation rules. Magic options are more expensive than mechanical options, but are also much easier to find, as they can be found wherever casters of sufficient power reside, such as large cities, temples, wizard towers, etc.. Note: do not multiply the cost of enchantments by 1.5 when applying more than one to the vehicle; each enchantment is considered a separate magic item.

In the Spheres of Power system, all permanent magical effects have a minimum caster level of 10th, and use Craft.Rod as their prerequisite feat. While these prerequisites are not required according to the core Pathfinder magic item creation rules, they are listed for all magical options presented herein, and GMs are encouraged to use these prerequisites even if not using the Spheres system.

Note: When crafting a mundane or mechanical option, the primary crafter cannot be aided by more than 1 creature for the purpose of meeting a target Craft.DC. Thus, while a head craftsman may receive aid from as many as 50 different creatures to help him craft a vehicle quickly, if he and his primary assistant cannot meet the vehicle component's crafting DC, their work for the week is lost.

Vehicle Rules

The following is a comprehensive list of vehicle rules, designed to work with vehicles of all kinds including land, air, sea, underwater, and even planar. While these rules are reminiscent of those contained in the Skybourne Player's Guide, these rules have been expanded to cover vehicles of all kinds, and to account for all forms of travel.

Vehicle Basics

A vehicle is an object that, by means of a pilot and some means of propulsion, moves from one place to another. At its most basic a vehicle is a means of transporting crew and cargo, but at its most dangerous, a vehicle is a terrifying weapon, and can be worth its weight in gold in the hands of a skilled pilot.

In many ways, a vehicle is very much akin to a creature: It has hit points, armor class, saving throws, a CMB, and a CMD. However, unlike a creature, a vehicle gets most of these statistics from its component parts, including propulsion, armor, and rooms built through an allotment of Hardpoints and Decks.

The following terms and components are important for any vehicle, regardless of its medium of transportation.

Pilot: Every vehicle needs a pilot. The pilot is the creature who controls a vehicle's movements and is responsible for making piloting checks on behalf of that vehicle. Depending on the vehicle in question, the pilot might be called a helmsman, a driver, or something else. A pilot uses Profession (sailor) for sea vessels and air vessels, and Profession (driver) for land vehicles.

In order to be considered a vehicle's pilot, a creature must spend a move action every round steering the vehicle. If the pilot is somehow prevented from taking that move action and no other creature grabs the controls and spends a move action to become the vehicle's new pilot, then the vehicle is considered 'uncontrolled' for that round, which is described under 'Vehicle Conditions' later on. If two creatures are fighting over the controls, each pilot makes a Grapple check, with the winner gaining control that round.

Every vehicle has a single spot where the driving device, or controlling device, rests, which depending on the vehicle in question might be reins, a helm or another device. The pilot must be adjacent to this device in order to control the ship.

A pilot may only be aided by one creature (a co-pilot) when making piloting checks, including creatures using Profession (servant). Because piloting a vehicle only takes a move action each round, aiding the pilot only takes a move action as well.

Head Engineer: The head engineer is the creature who oversees a vehicle's method of propulsion. While sometimes a single creature may serve as both pilot and engineer (such as when driving animals or piloting a smaller vehicle where the engine and the driving device are adjacent to each other), other times the two roles are filled by two different crewmen.

A head engineer makes engineering checks, which might require any of a variety of skills depending on the propulsion in question. If the engineer is in charge of animals, he uses Handle Animal. If the propulsion is powered by humanoid creatures, he would use either Diplomacy or Intimidate. If overseeing an alchemical engine, the head engineer would use Craft (alchemy). The exact skill used is listed with each method of propulsion.

A head engineer may only be aided by a single creature when making engineering checks, including creatures using Profession (servant). This is not including an engine's required crewmen, who must be present for the engine or method of propulsion to even work correctly.

Crew: If a vehicle is powered by an engine, it requires a certain number of crewmen in order to function correctly. An engine manned by less than its required number but no less than half produces half its power. An engine manned by less than half but no less than 1/4th produces 1/4th its power. Note that these numbers indicate a single 8-hour shift; often, a vehicle must possess 3 times the crew in order to travel for a full 24 hours per day.

Spacing: Vehicle movement is measured in 30 ft.spaces, rather than the 5 ft.spaces common to creatures. Thus, a vehicle with a speed of 3 would move 90 ft.per round. A vehicle occupies one vehicle space per 5 Decks in its total size, rounded up.

Facing: Unlike creatures, who may turn around easily to deal with threats on all sides, a vehicle travels in a single direction, and must make an effort to change course. As such, all vehicles have a forward side (the direction of the vehicle's intended movement), a back side, as well as a left side (port) and a right side (starboard). A vehicle's facing is important not only when determining what direction it is moving, but also during combat, as many vehicle-mounted weapons can only fire out of a single side, and must be facing the enemy to be fired.

Hardpoints: A Hardpoint is any space aboard a vehicle roughly equal in size to a 10 ft.cube. Every vehicle possesses a certain number of Hardpoints, which may be dedicated to weapons, storage, housing, or other needs. When building or remodeling a vehicle, a PC must 'spend' a certain number of Hardpoints for the features they wish to include. Hardpoints are also used to determine a vehicle's total hp.

Decks: Sometimes, a vehicle is so large that it becomes impractical to determine its size or functionality in Hardpoints. When this happens, the vehicle is no longer measured in Hardpoints, and is instead measured in Decks. A Deck is a series of 9 connected Hardpoints, usually but not always arranged in a 30 ft.x 30 ft.x 10 ft.square. Note that the shape and arrangements of the Deck isn't important; Decks are an abstraction used to articulate how large a vehicle is, and when drawing the exact layout of a vehicle, a Deck could be a 40 ft.by 20 ft.area, a 35 ft.by 25 ft.area, etc.. For practical purposes though, a Deck is considered to be 9 Hardpoints big.

Several vehicle statistics, including speed, are largely dependent on how many Hardpoints/Decks a vehicle has. While it is always possible to find how many Hardpoints a vehicle has by multiplying the number of Decks it possesses by 9, for the most part the two numbers are completely interchangeable; so long as a vehicle is being measured exclusively in either Hardpoints or Decks when measuring the vehicle's total size and engines, the equations work the same.

A vehicle can possess up to 5 Decks per Location.

Locations: Because a vehicle is an object and not a creature, it is possible to damage or even destroy part of a vehicle while leaving the rest of it mostly intact. While most smaller vehicles possess only a single Location, some larger vehicles (or vehicles that possess sails or a dirigible) possess multiple Locations, each with its own hit points and armor class. In order to completely destroy a vehicle, each Location it possesses must be destroyed individually, although a vehicle will usually be completely disabled well before it is completely destroyed.

A vehicle possess multiple Locations if it either possesses more than 5 Decks, or if it possesses sails or a physical dirigible, which always are treated as their own Location. When a Location is wrecked, all of its contents, including weapons, engines, and rooms, become inoperable.

A vehicle's Hardpoints and Decks are divided evenly between all Locations; while a vehicle that is 5 Decks big would be a single Location, a vehicle 6 Decks big would count as two Locations, each 3 Decks big. Likewise, a vehicle that is 100 Decks big

would be 20 Locations large, each possessing 5 Decks and filling its own 30-ft square. Sails and dirigible are likewise divided into multiple Locations if they are larger than 5 Decks.

Size: Both a vehicle (combining sails and dirigibles, if it possesses any) and each of its individual Locations possesses a size, based on the number of Hardpoints/Decks it possesses. 1-2 Hardpoints is Large, 3-4 Hardpoints is Huge, 5-8 Hardpoints is Gargantuan, and 1-5 Decks is Colossal. A vehicle with multiple Locations considers each Location to be a separate Colossal object. Vehicles with 6 or more Decks, are designated Colossal+.

Hardness and Hit Points: A vehicle (or in the case of larger vehicles, a Location) possesses Hardness and hp dependent on the material of its construction, and the number of Hardpoints/Decks it possesses. For example, a wooden vehicle has a Hardness of 5 and 30 hit points per Hardpoint or 270 hit points per Deck. Sails and dirigibles, if the vehicle possesses them, possess their own hit points and Hardness, as described later.

AC: A vehicle Location possesses a base AC dependent on its size, according to the chart below. This number is only a base and assumes a vehicle that is unarmored and without a pilot.

Vehicle Size	Base AC
Large	4
Huge	3
Gargantuan	1
Colossal	-3

CMB and CMD: A vehicle possesses a CMB and CMD, just as a creature does. This starting CMB and CMD is dependent on the vehicle's total size, according to the chart below.

Vehicle Size	CMB	CMD
Large	+1	11
Huge	+2	12
Gargantuan	+4	14
Colossal	+8	18
Colossal+	+1 per additional location	+1 per additional location

While it is rare for a vehicle to use its CMB or CMD, extenuating circumstances (for example, a giant attempting to wrestle an airship out of the air) would use these numbers when determining success or failure. In both cases, a vehicle adds its pilot's piloting skill bonus to its CMB and CMD.

Base Save: It is rare that a vehicle will ever need to make a saving throw, but if one is called for, the pilot makes a piloting skill check in place of the saving throw.

Base Speed: A vehicle's base speed is the fastest the vehicle can travel per round under normal circumstances, before effects such as current or winds are factored in. If the vehicle's speed is ever reduced to 0, such as from a damaged engine, the vehicle cannot move.

Movement (spaces per round)*	Ft. per Round	Miles per Hour	Miles per 8 Hours	Miles per 24 Hours
1	30	3.5	28	84
2	60	7	56	168
3	90	10.5	84	252
4	120	13.5	108	324
5	150	17	136	408
6	180	20.5	164	492
7	210	24	192	576
8	240	27	216	648
9	270	30.5	244	732
10	300	34	272	816
11	330	37.5	300	900
12	360	41	328	984
13	390	44.5	356	1,068
14	420	47.5	380	1,140
15	450	51	408	1,224
16	480	54.5	436	1,308
17	510	58	464	1,392
18	540	61	488	1,464
19	570	64.5	516	1,548
20	600	68	544	1,632

Table: Maneuverability

Maneuverability	Modifier to Pilot Checks	Number of Turns per Round	Dodge Bonus to AC
Perfect	+8	8	+9*
Good	+4	4	+7
Average	0	2	+5
Poor	-4	1	+3
Clumsy	-8	1/2 (1 per 2 rounds)	+1

*A vehicle's maneuverability cannot go above Perfect. Instead, it gains an additional +2 dodge bonus to AC for every additional step up in maneuverability.

Maneuverability: Just like a flying creature, a vehicle possesses a maneuverability rating, which represents how easy it is to handle and could be Clumsy, Poor, Average, Good, or Perfect. Maneuverability determines how many 45 degree turns a vehicle can make in a round, and grants the vehicle a dodge bonus to AC, as well as a bonus or penalty to all piloting checks. A vehicle without a pilot cannot turn, and loses this dodge bonus to AC.

Generally, a vehicle must move one space (30 ft) between each turn. Thus, a vehicle attempting 4 turns in a round would turn

45 degrees and move forward a space, turn 45 degrees and move forward another space, etc., until it has completed all turns. The exception to this rule is if the vehicle is moving slow enough that it is traveling fewer spaces that round than the number of turns it can make. If this happens, the vehicle may make 90 degree turns (2 turns in the same space) until it has used up all of its turns for the round. If the vehicle has a speed 1/4th or lower than its maximum number of turns, the vehicle may make as many turns as desired in a single space, limited only by the total number of turns it may take in a round.

Maneuverability is mostly determined by size: A vehicle smaller than Colossal has Average maneuverability, a vehicle Colossal-sized or larger up to 3 spaces big has an Poor maneuverability, while a vehicle that fills more than 3 spaces has a maneuverability of Clumsy. A vehicle cannot have a maneuverability worse than Clumsy, and needs special equipment or templates to achieve a maneuverability of Good or Perfect.

Turning more than the ship's maneuverability normally allows is a special maneuver (see Vehicle Combat).

Acceleration: A vehicle's acceleration determines how much the vehicle can speed up or slow down during a round. If acceleration is ever reduced to 0 or lower, it speeds up or slows down by 1 space per 2 rounds. a vehicle's acceleration is equal to 1/2 it's engine's power divided by its mass, or equal to 1/2 its speed if drawn by muscle.

Mass/Weight: A vehicle's mass is equal to the number of Hardpoints/Decks in its hull (not counting sails or dirigibles). A vehicle's weight is equal to twice its mass. Generally, weight only applies to air vehicles, as explained later. Some hull materials are especially dense or light, and count as 2, 3, or 1/2 as many Hardpoints/Decks when determining weight and mass.

Carrying Capacity: Just like a creature, a vehicle has a carrying capacity that determines how much cargo, weaponry, and crew it can carry. If a vehicle is carrying a medium load, its speed and acceleration are reduced by 1, and its maneuverability rating is reduced one step. If a vehicle is carrying a heavy load, its maneuverability rating is reduced by an additional step. A vehicle with a speed of 0 cannot move. A vehicle with an acceleration of 0 can increase or decrease its speed by 1 space per 2 rounds.

A vehicle carrying less than 2 tons per Hardpoint or 18 tons per Deck of hull space is carrying a light load. A vehicle carrying less than 5 ton per Hardpoint or 45 tons per Deck is considered a Medium load, and a vehicle carrying up to 10 tons per Hardpoint or 90 tons per Deck is carrying a heavy load. While dimensions and density of cargo would normally determine how much weight can actually fit into a space, assume no vehicle can contain more than 10 tons per Hardpoint or 90 tons per Deck.

Each passenger, siege engine, or ton of cargo counts against a vehicle's total weight allowance. Assume a Medium creature, its gear and personal equipment weighs 0.2 tons. Siege engines list their individual weight.



Vehicle Propulsion

As an object, a vehicle cannot move under its own power, as a creature can. Instead, a vehicle must make use of some method of propulsion to go from one place to another.

There are three ways a vehicle can move: Muscle, engines, and wind/current.

Muscle

Muscle-based propulsion involves something, usually a creature or creatures, pushing, pulling, or otherwise moving the vehicle by use of outside force. While there are engines powered by the strength of creatures (such as the oars on a boat), for our purposes here, muscle-based propulsion denotes only those times that the creature moving the vehicle is doing so from the outside.

Any type of vehicle (water, land, air, underwater, planar, etc.) can be moved by muscle, assuming the creatures doing the pushing or pulling are capable of moving through that vehicle's particular medium. A vehicle requires 1 Large-sized creature per Hardpoint in its mass, or 1 Colossal-sized creature per Deck in its mass in order to move effectively. For these purposes, 2 Medium creatures count as a Large creature, two Large creatures count as a Huge creature, etc. Because these creatures work from outside the vehicle, they take up their own space and may be attacked as normal.

When using muscle propulsion, a vehicle's acceleration is equal to the speed of the slowest creature moving it, and its base speed becomes equal to 2x the speed of the slowest creature moving it. If a vehicle is being pulled by flying creatures with a worse maneuverability than the vehicle itself, the vehicle's maneuverability is lowered to become equal to that of the pulling creatures.

If a vehicle is being pulled by less than its required number of creatures, but not less than half, its speed and acceleration are reduced by half, and its maneuverability is reduced by 1 step. If a vehicle is being pulled by less than half of its required number of creatures, but not less than 1/4th, its speed and acceleration are instead reduced to 1/4th, and its maneuverability rating is reduced 2 steps. This stacks with penalties from encumbrance when determining if the vehicle is simply too heavy to move. A vehicle cannot be pulled by less than 1/4th the number of creatures required, because so few creatures simply cannot generate the force required to move so much mass; even if a vehicle is empty, it still requires at least a Small creature per Hardpoint or a Huge creature per Deck in order to move. While making objects inside the vehicle weightless would lower its encumbrance, making a vehicle itself weightless doesn't help unless dealing with Air vehicles (see Air Travel below).

Alternately, a vehicle can also be pulled by more creatures than necessary. If a vehicle is being pulled by more than 1.5 x its required number of creatures, the vehicle counts as being under a light load when it is under a medium load, and as being under a medium load when under a heavy load. If a vehicle is being pulled by more than 2 x its required number of creatures, it counts as being 2 loads lighter instead of 1. This does not allow a vehicle to carry more than 10 tons per Hardpoint, however, as there simply isn't enough space in the vehicle to contain more.

All of the above assumes the vehicle is being pushed or pulled. If a vehicle is being carried, it is simply considered part of that creature's carried equipment; the creature or creatures must be able to lift the weight of the vehicle, and they suffer movement penalties for being encumbered as normal.

Engines

While muscle refers to something outside the vehicle pushing or pulling in order to cause it to move, 'engine' refers to anything inside or attached to the vehicle that supplies its propulsion. Thus, while a crew of oarsmen are certainly using their muscles and sails are powered by blowing wind, both are considered 'engines' for this purpose.

Every engine has a power rating, which determines the strength of that engine. A vehicle's base speed is found by dividing the engine's power by the vehicle's mass, according to the following formulae.

Pushing a vehicle by engine power becomes increasingly difficult the faster the vehicle is already moving. It takes 1 point of engine power per point of vehicle mass to increase the vehicle's base speed by 1, to a maximum of 10. From 11-20, it takes 2 points of engine power per point of vehicle mass to increase the vehicle's base speed by 1. This increases to 3 points of engine power per point of vehicle mass from 21-30, etc..

Example: Ania's ship has a mass of 2, and an engine that produces 14 power. This grants the ship a base speed of 7. Later, Ania purchases a new engine that produces 28 power, increasing the ship's base speed to 12.

When a ship possesses multiple Hardpoints/Decks dedicated to the same engine, or possesses multiple engines, their power ratings are all added together to determine the ship's total engine power. An engine's power rating is the same when dealing with Hardpoints or Decks, because the equation works the same no matter which measurement is used, so long as the ship's mass is measured the same way. If for some reason an engine is purchased as a Deck but the ship's mass and weight are being measured in Hardpoints, multiply the engine's power rating by 9.

Every engine has a required number of engineers in order to function properly, by rowing, adding fuel, or simply overseeing its functionality. An engine manned by less than its required number but no less than half produces half power. An engine manned by less than 1/2 but no less than 1/4th its required crew produces 1/4th power. An engine cannot function properly if manned by less than 1/4 its required crew.

Damaging an Engine: If an engine is reduced to half its total hit points, it gains the broken condition like any other object. A broken engine only generates half its usual power, and if it consumes fuel, consumes twice its normal amount. An engine reduced to 0 hit points is completely destroyed.

Mixing Muscle and Engines

When a vehicle is powered by both engines and muscle, the vehicle's speed is determined by muscle. Rather than supplying power, the engine instead reduces the ship's effective mass by an amount equal to the power rating of the engine. Note that no matter how much an engine might reduce a vehicle's effective mass, the vehicle still cannot be pulled by fewer than 1/4th the number of creatures required by its unaltered mass; even when effectively weightless, too few creatures simply cannot provide the power necessary to move such a big object.

If, however, a vehicle's engine supplies enough power that it gives the vehicle a faster speed than its pushing/pulling creatures, the creatures are not fast enough to affect the vehicle, and might even be trampled if they get in its way.

Wind and Current

Wind is measured in severity levels, ranging from 1 to 7. Currents in water also have a 'severity level', determined by dividing the speed of the current by 30 ft. (in essence, finding the current's speed in vehicular spaces). When a water vehicle is in a current or an air vehicle is in the wind, and the vehicle is moving in the same direction as the current/wind, the severity level of that wind or current is added to the vehicle's speed. When moving in the opposite direction as the wind/current, the severity level is subtracted from its speed, moving backwards if this would result in a negative number. Vehicles moving in another direction relative to the wind/current are unaffected.

Note: Usually, wind and current do not affect a vehicle except as mentioned above. If, however, a vehicle is stationary or moving slower than the wind/current, the vehicle will be swept up in the wind or current regardless of its direction.

Wind severity

Severity Level	Wind Speed	Ranged Attacks Normal/ Siege Weapons ¹	Checked Size ²	Blown Away ³	Fly/Pilot Penalty ⁴
1 (Light)	0-10 mph	-/-	-	-	-
2 (Moderate)	11-20 mph	-/-	-	-	-
3 (Strong)	21-30 mph	-2/-	Tiny	-	-2
4 (Severe)	31-50 mph	-4/-	Small	Tiny	-4
5 (Windstorm)	51-74 mph	Impossible/-4	Medium	Small	-8
6 (Hurricane)	75-174 mph	Impossible/-8	Large	Medium	-12
7 (Tornado)	175-300 mph	Impossible/impossible	Huge	Large	-16

¹ The siege weapon category includes all siege weapons included in this book, such as cannons, ballistas, catapults, and others. This also applies to boulders thrown by giants.

² Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground or another surface such as an airship deck) or a DC 20 Fly check if airborne. This check is made each round such movement is attempted. The wind's Fly Penalty applies to Fly checks made for this purpose.

³ Blown Away Size. Creatures on the ground (or another surface such as an airship deck) are knocked prone and rolled 1d4 x 10 ft., taking 1d4 points of nonlethal damage per 10 ft., unless they make a DC 15 Strength check each round. Flying creatures similarly must pass a DC 25 Fly check each round or be blown back 2d6 x 10 ft. and take 2d6 points of nonlethal damage due to battering and buffeting. The wind's Fly Penalty applies to this check.

⁴ Flying creatures and any piloting checks suffer this penalty to all such checks made in the wind.

Vehicle Combat

Move Phase and Advantage

When vehicles become a part of a combat other than as a location, a great many factors, from the pilot's skill to the fickleness of winds or conditions of the road, determine how well pilots are able to react to each other. As a result, in combat, vehicles move separately from creatures during a special 'vehicle move phase' that happens at the end of each round.

During the vehicular move phase, each vehicle's pilot makes an opposed piloting check (Profession (sailor), or Profession (driver)) to determine the order in which the vehicles move. If a vehicle has no pilot, it is considered 'uncontrolled' and has a '1' for the purpose of this roll.

In ascending order (lowest to highest) each pilot declares how its vehicle will move. The pilot may move his vehicle however he wants, limited only by its speed, acceleration, and maneuverability. Vehicles with a higher roll are said to have 'advantage' over vehicles with lower rolls, as they are able to see how the other vehicle will move before declaring their own movement. If a vehicle has no pilot (is uncontrolled), it cannot change direction nor accelerate/decelerate, and so can only move forward at its current speed. Once all movement decisions have been made, the vehicles move to their new locations and facing, and the round starts over.

If two pilots tie with this roll, advantage goes to the pilot with the higher piloting skill bonus. If this still doesn't decide a winner, determine who has advantage randomly.

Group Initiative

While a battle involving only a single vehicle or a small number of crewmen can be handled like any other combat, things can become quite complicated when two or more vehicles and their respective crews become involved. When there are possibly dozens of creatures that may take actions, it becomes much easier to use group initiative.

With group initiative, each vehicle uses its pilot's advantage roll as that vehicle's group initiative. After the vehicles move during their move phase in ascending order, each vehicle's crew then takes its initiative in descending order; vehicles with advantage have their crews move first. Each vehicle then has its own internal initiative order that applies to actions taken by its crew. If a creature boards a vehicle in the middle of combat, it inserts itself into that vehicle's initiative.

For complete ease of play, some GMs might even dispense with rolling individual initiative altogether unless boarding has taken place, with the players simply declaring what actions they

wish to take each round on their group's initiative, acting in the order of who declares first. Actual initiative can then be rolled as normal if boarding happens.

Combat in Three Dimensions

When dealing with vehicular combat in 3 dimensions (such as with air vehicles, underwater vehicles, subterranean vehicles, and planar vehicles), special rules and considerations must be taken into consideration. While rules for subterranean combat, planar combat, and underwater combat are very similar, see Air Travel below for information on how air combat differs from the following general three-dimensional combat rules.

When two vehicles engage in three-dimensional combat with each other, they are usually not more than 1000 ft. away from each other in any one direction; at a greater distance than this, if they are not closing toward each other, then the combat instead becomes a chase.

In three-dimensional combat, the distance in height between two vehicles is referred to as altitude (although depth is a more appropriate name for underwater and subterranean vehicles). Altitude is measured in altitude 'bands', each of which is about 50 ft. high, and are measured from 1-20. If a vehicle or creature is more than one location high, it fills two or more altitude bands.

As altitude bands are only designed to measure the distance between two vehicles or creatures, the placement of altitude band '1' is an arbitrary distinction; a GM decides where altitude band '1' is at the beginning of a combat depending on where the vehicles are relative to each other. If combatants fly higher than altitude band 20 or lower than altitude band 1, simply change where '1' is and adjust the various combatant's altitude bands to compensate the change.

When dealing with three-dimensional movement other than air travel, moving up or down is equally easy, and a vehicle may ascend or descend a number of altitude bands equal to 1/2 its current speed each round without penalty. Ascending or descending more than this is a special maneuver, detailed below. When attacking a target that is above or below you, each altitude band counts as two 30 ft. spaces when determining range, such as when calculating range penalties.

Riding the Shadow: In three-dimensional combat, riding another vehicle's shadow means to be directly underneath it. Unless the vehicle on top has weapons specifically designed to attack directly underneath it (such as a bottom-mounted cannon), when one vehicle rides another vehicle's shadow, it gains improved cover against that vehicle, gaining a +8 bonus to AC and a +4 bonus to Reflex saves against any attack originating from that vehicle.

While it can be difficult to ride another vehicle's shadow (as the vehicle riding the shadow must often possess both advantage and superior maneuverability), the results can be particularly deadly, and many larger, less-maneuverable vehicles will employ creatures, escort ships, and bottom-mounted weapons to better guard their undersides from this maneuver.

Special Maneuvers

Piloting Maneuvers

In addition to moving their vehicle, a pilot may attempt one special maneuver each round during the vehicular move phase. A special maneuver could be anything from pushing the vehicle beyond its normal limits (climbing, diving, or turning more than normally allowed) to performing other feats of expert piloting. Most special maneuvers require a DC 20 piloting check to execute, with various modifiers depending on the severity of the maneuver attempted.

Sharp turn: You may use expert handling to make more turns in a round, or sharper turns, than your vehicle could normally make. Determine how many extra turns you wish to make that round. If you wish to make an especially sharp turn (i.e., make 2-45 degree turns in a space instead of only 1) each additional 45 degree turn in the space counts as an extra turn for this purpose. Thus, a ship that can normally make 2 turns per round that instead wants to make 3 turns all in the same space would count as

making 3 extra turns for this purpose (1 extra turn, +2 for making two additional turns in the same space).

The DC for this special maneuver is 20 for 1 additional turn, +5 for each turn beyond the first. If this check is made successfully, the vehicle turns as desired. If this check fails, the vehicle's speed is decreased by 1, -1 for every 5 the check result was below the target DC, and the vehicle starts to roll (see rolling under conditions below).

Dive/Climb (three-dimensional only): By pushing the vehicle into a climb or dive, you can sacrifice the vehicle's horizontal movement to add 1/2 that movement to the amount it ascends or descends. When you dive or climb, creatures on your vehicle that are not strapped down or have taken a move action to brace themselves must pass a DC 20 Reflex save or fall prone.

The DC to perform this maneuver is 20 + 1 for every space of horizontal movement sacrificed. The distance descended or ascended is increased by 1/2 the amount sacrificed. If a dive or climb is maintained for more than one round, this check is made at the end of the maneuver, with the DC determined by the total distance added to the vehicle's descent. If this check fails, the vehicle stalls (described under conditions below).

Defensive Piloting: You take evasive action, granting your vehicle an extra +1 dodge bonus to AC, +1 for every 5 points by which you exceeded the target DC 20.

Offensive Piloting: You maneuver your vehicle in such a way as to aid your gunners. Any attack roll made by a creature aboard your vehicle against a target not aboard your vehicle gains a +1



circumstance bonus to their roll, +1 for every 5 points by which you exceeded the target DC 20.

Engineering Maneuvers

Every means of propulsion can be aided by an engineer, whose job it is to oversee that method of propulsion. Sometimes, such as when handling a wagon or piloting a single-man vehicle, the pilot doubles as the engineer, spending his move action to pilot the vehicle and his standard action to perform any engineering maneuvers he needs to make. The engineer's primary skill depends on the propulsion being used: Intelligent creatures require Diplomacy or Intimidate, unintelligent creatures require Handle Animal, alchemical engines requires Craft. (alchemy), magic engines requires Spellcraft or Use Magic Device, etc. As always, the GM has the final say as to which skill is used for which propulsion.

As a standard action, a head engineer may perform any of the following actions. If a particular action only works with a certain type of propulsion, the manner of propulsion is listed. An engineer can receive aid from no more than one creature when making any of the checks detailed below.

Aid Pilot: As a standard action, the head engineer can attempt a DC 20 skill check with whatever skill is associated with their propulsion. If successful, they grant the pilot a +4 bonus to all piloting checks they make that round, +1 per 5 points the check exceeded this target DC. This may only be done with muscle propulsion, or an engine that is responsible for at least 1/2 the vehicle's power. If a vehicle has multiple sources of propulsion, only one head engineer can take this action each round.

Running: When overseeing muscle-based propulsion, the engineer can whip the pushing/pulling creatures into a run for a short period of time. When running, the vehicle's base speed and acceleration double, but the vehicle must move in a straight line and loses its maneuverability bonus to AC as if it were uncontrolled (just as a running creature loses its Dexterity bonus to AC).

After a run has begun, it may be maintained by the engineer each round as a free action for a number of rounds equal to the lowest Con modifier among the pulling/pushing creatures. At that point, each pushing/pulling creature that has been pushed to hits limit must make a DC 10 Constitution check each round to continue running, and this check's DC increases by 1 for every check they have already made. When any creature fails this check, the vehicle stops running, and is reduced to half speed for 1 minute, at which time it resumes normal speed and can even run again.

If the engineer wants to get his pushing/pulling creatures to move at full speed after running to their limit, he must spend a standard action each round to keep pushing them. The engineer must also push them as a standard action to get them to run before they are fully-rested, run while fatigued, or to keep running after one or more fails their Constitution check.

For every round a creature is forced to run while fatigued, after failing their Constitution save, or before they have had suf-

ficient time to rest, they suffer 1d6 nonlethal damage. So long as they have suffered any unhealed nonlethal damage due to running, they are considered fatigued. This fatigued condition cannot be removed unless all the nonlethal damage is first healed.

A vehicle can't run across difficult terrain or if the pushing/pulling creatures can't see where they're going.

Fight: When overseeing muscle-based propulsion, the head engineer may direct the pushing/pulling creatures to attack. A pushing or pulling creature can only fight or use its abilities in a round where the vehicle is moving at most half speed. At this speed it becomes possible for a pulling creature to take a standard action to attack or use an ability, as using its standard action in this way forbids it from using its standard action to move. It is possible as well for a creature pulling a vehicle to make a full-attack, but only if the vehicle is stationary, and they usually do not then require an engineer to direct them.

Emergency Repair: If an engine becomes damaged, the head engineer can attempt an emergency repair, making a DC 20 engineering check to grant the engine 10 temporary hit points, +1 for every 5 points the check exceeded the target DC. This can only be done if the engine is damaged, and cannot bring the engine's hit points above its usual maximum. These temporary hit points only last for 24 hours. Unlike other maneuvers, a head engineer can be aided by up to an entire crew for this maneuver.

Push/Overload: As a standard action, the head engineer can push the engine, increasing its power output by 1/2, but consuming twice as much fuel as normal. Alternately, he can attempt a DC 25 skill check to double the power, but this deals 2d6 damage per Hardpoint/18d6 damage per Deck to the engine each round, that bypasses all Hardness. An engineer cannot make this action with an engine that doesn't consume fuel, and must spend a standard action each round to maintain the effect.

Self-Destruct: An engineer can purposefully destroy an engine. This requires a DC 35 skill check with whatever skill is associated with that engine, and the engineer cannot take 10 or 20 with this check. If successful, the engine builds up pressure without creating power, causing the engine to heat up and explode. This takes 1d3 minutes. The effects of destructing an engine differs depending on the engine in question and are discussed in each engine's entry in the equipment chapter.

At any time before it explodes, the engineer can attempt to reverse the process with a DC 30 skill check. Doing so stops the self-destruct, but still inflicts damage to the engine equal to 50% of its total hit points.

Other Maneuvers

Emergency Repair: Just as an engineer can make emergency repairs to an engine, someone skilled in Profession (carpentry) can make emergency repairs to a wooden vehicle. As a standard action, they make a DC 20 check to grant the location they are in 10 temporary hit points, +1 per 5 points the check exceeded the target DC. These hit points last for 24 hours. The person making this check can receive aid from up to an entire crew for this check.

Siege Engines

Because a vehicle is an object, a creature's regular attacks rarely deal enough damage to matter; ranged weapons and energy attacks deal half damage to objects (before applying hardness), and it is nearly impossible to get close enough to an enemy vehicle to try attacking it meaningfully with a melee weapon. As such, ships, vehicles, and fortifications often employ siege engines such as catapults, ballistas, and cannons when waging war.

Like all weapons, siege engines have hit points, hardness, and can deal damage in the hands of an expert wielder. While much of the following information is similar to the rules presented in Ultimate Combat, some have been changed. Where the following differs from Ultimate Combat, use the rules presented below.

Proficiency: Siege engines are exotic weapons, and a creature must possess the Exotic Weapon Proficiency feat for a given siege engine or suffer a -4 penalty to their attack rolls. (A creature with the Siege Engineer feat is proficient with all siege engines, including siege firearms). A creature that is proficient in firearms is not automatically proficient with siege firearms, just as a creature proficient with crossbows is not automatically proficient with ballistas.

Team: Siege engines are enormous and often require more than one creature to operate effectively. A group operating a siege engine is called a team. Every team has a team leader, who is the one who controls moving, aiming, or firing the siege engine.

Every siege engine has a minimum team number, which is the number of creatures who must work together to successfully operate the siege engine. This number assumes Medium creatures; Small creatures count as half for this purpose, while Large creatures count double.

Operating a siege engine is a full-round action on behalf of the team, and a team reloading a siege engine can engage in no other activity at the same time. Siege engines require a number of rounds to load, and for every member a team is short of its required number, it takes an additional round to load and suffers a cumulative -1 penalty to attack rolls.

Constructing, Repairing, and Enchanting Siege Engines: A siege engine is a complex device requiring a DC 20 Craft.(siege engine) skill check to build or repair. At least one creature involved in the process must possess the Gunsmithing feat to create a firearm siege engine.

Siege engines can be masterwork, increasing their Craft.DC by 5 and costing an additional 300 gp. A masterwork siege engine can be enchanted just like a normal weapon, and the enhancement bonus applies on attack rolls as well as damage rolls, as normal for weapons.

Siege engines can be armored—treat the siege engine as a creature of its size to determine the cost of the armor. Masterwork siege engine armor can be enchanted for twice the normal cost to enchant armor. Armored siege engines have an armor bonus equal to that normally granted by the specific armor (shields have no effect on a siege engine).

Disabling Siege Engines: A siege engine is considered a difficult device to disable, requiring 2d4 rounds of effort and a DC 20 Disable Device check to do so. When a siege engine is disabled, it either doesn't work or is sabotaged and stops working 1d4 minutes after use. Fixing a disabled siege engine requires a DC 20 Craft.(siege engine), Disable Device, or Profession (siege engineer) check. It takes 10 minutes to fix the device, and the check can be retried if the fix fails.

Damaging Objects: Unlike normal ranged weapons, siege engines do not deal half damage when attacking objects.

Critical Hits: Siege engines attacks can deal critical hit damage, and can even deal critical hits to objects. Siege engines do not gain the benefit of Critical Feats the crew or the crew leader may have.

Misfires: A siege engine has a chance of misfire, similarly to a firearm. A roll of a natural '1' on any attack roll made with a siege engine causes the weapon to automatically miss, and applies the broken condition to the weapon; the weapon suffers a -2 penalty to attack and damage rolls. A second natural '1' destroys a broken siege engine.

A character with the Siege Engineer feat no longer suffers a chance of misfire on any siege engine for himself or any crew under his command (if he is fulfilling the role of chief gunner).

Attacking with Siege Engines

Most siege engines are ranged weapons, although some melee options exist. Attacking with a ranged siege engine is very similar to attacking with any other ranged weapon, except as outlined below.

Direct-Fire Siege Engine vs Indirect-Fire Siege Engine: Siege engines come in two varieties: Direct-fire siege engines, and indirect-fire siege engines. Direct-fire weapons launch their projectiles straight at their targets, similarly to how a bolt flies from a crossbow, and require no special rules to their use. Indirect-fire weapons, however, follow a set of special rules.

Indirect-Fire Ranged Siege Engines: Indirect-fire weapons are weapons such as catapults and trebuchets, which launch their projectiles in high arcs toward their targets. They typically lob heavier missiles and payloads than direct-fire weapons, but are much harder to aim.

Indirect-Fire siege engines use Intelligence rather than Dexterity when determining the attack bonus of their team leader. In addition, because of their firing arcs, indirect-fire weapons can often completely bypass walls and other fortifications to drop their payloads directly onto their targets. However, this firing arc also means that they cannot fire on targets closer than a certain distance, listed in the weapon's description.

An indirect-fire siege engine is very similar to a splash weapon, or a dropped object. An indirect-fire siege engine makes a touch attack (with a -10 penalty due to the difficulty of aiming the device) against a target square (AC 5), dealing damage to everything within that space. If throwing a Large-sized projectile (most indirect-fire siege engines throw projectiles two sizes smaller than the weapon itself), this instead targets a 10-ft. square. If attacking a target larger than the ammunition used, the indirect-fire siege engine instead makes a touch attack against the target rather than against the target's square.

If an attack made with an indirect-fire siege engine misses, the attack veers off-course, as if it were a splash weapon. Roll 1d8 to determine in what direction the shot veers. A roll of 1 indicates the ammunition falls short (toward the siege engine), with rolls of 2 through 8 counting squares clockwise around the target square. Roll 1d4 for every range increment at which the attack was made (1d4 if the target square is within the engine's first range increment, 2d4 if the target square is within the second range increment, and so on). The total is the number of squares by which the attack misses. The ammunition deals its damage and any other effects to targets in the square it lands on.

At the GM's discretion, many of these features might be ignored in special situations. For example, if a Colossal dragon is standing directly in front of an indirect siege engine such that its body is within the weapon's firing arc, the GM may decide to simply treat the weapon as if it were a direct-fire siege engine for that attack.

Melee Siege Engines: A melee siege engine (including using ramming a vehicle into a target) is much the same as an attack with a direct-fire siege engine, except the siege engine must be adjacent to whatever it attacks.

Rock Catching and Rock Throwing: Once per round, a creature with the Rock Catching special quality that is the same size or larger than the rock (or projectile of similar shape) being hurled from an indirect-fire siege engine can attempt to catch it as a free action. As a readied action, such a creature may guard an entire ship location, moving wherever the rock may land in an attempt to catch it.

The creature must pass a Reflex save (DC 15 for a Small rock, 20 for a Medium one, and 25 for a Large rock, if the projectile provides a magical bonus on attack rolls, the DC increases by that amount). If successful, the rock deals no damage to the creature or ship. The creature must be aware of the attack in order to make a rock catching attempt.

If a creature has the rock throwing special quality, rocks they throw are treated as being thrown from a direct-fire siege weapon for the purpose of damaging objects.

Mass Attack: While not a rule, it is recommended when dealing with a massive number of siege engines attacking all at once that alternate means be used rather than rolling each individually. These include making only one attack roll and applying the results to every weapon fired by a particular crew, or taking the average damage for each siege engine.

Attacking a Vehicle

While sometimes vehicles may simply bombard each other, clever gunners will target each other's weapons, engines, pilots, or crew in an effort to disable their enemies. When attacking a vehicle, the gunner has three options: Attacking a Location, making a 'called shot', or attacking a creature or object inside the vehicle.

Attacking a Location: When targeting a vehicle, the attacker normally targets a specific Location. The attack is resolved against the Location's AC, and a successful attack subtracts damage from the Location's hit points. When a Location is reduced to 0 hp, it becomes wrecked (see vehicle conditions below).

Called Shots: Instead of targetting a Location, it is possible to directly target certain vehicle parts, such as propulsion, tread, mechanical arms, and burrowers. Targetting muscle-based propulsion is simply attacking the creature, but attacking an engine, tread, burrowers, or mechanical arms is considered a called shot; the attack is made with a -2 penalty, and damage dealt is subtracted from the component rather than the Location itself.

Attacking Targets Inside a Vehicle: A gunner may also decide to target something inside a vehicle such as a siege engine or creature, rather than attacking the vessel or its components. If the target is atop the vehicle such as on a ship's top deck, the attack is resolved normally, except the target gains a dodge bonus to AC equal to the vehicle's dodge bonus (such as from its maneuverability or defensive actions taken by the pilot). If the target is inside the vehicle but is close to a window or opening (such as a wizard or cannon firing out of a gun port), the target also gains cover (gaining an additional +4 bonus to AC, etc.).

If the target is hidden inside the vehicle without any exposure to the outside, generally they are unable to be targeted. If extenuating circumstances would allow the creature to be targeted, they add the Location's armor bonus, dodge bonus, and Hardness to their own, as the shot must get through the vehicle in order to reach them.

Other Combat Concepts and Options

Attacking from a Vehicle: Making ranged attacks and siege engine attacks from a moving vehicle is difficult, not unlike attacking from horseback. When using a ranged attack from a

moving vehicle and not attacking something on the same vehicle (including attacking another vehicle, or firing at a creature as you fly past), the attack is made with a -4 penalty.

Moving Through a Vehicle: Unless boarding has happened and tactical movement is important, movement through a vehicle is not tracked in specifics; a creature is assumed to be able to reach any spot in his Location, or move 1 Location in any direction as a move action, and specifics such as which specific square catches fire is considered unimportant. When boarding happens, the details of placement are subject to the GM and whatever layout the vehicle was previously given.

Sudden Stops: When a vehicle comes to a sudden stop—its movement is reduced to 0 by crashing into a wall, having its propulsion destroyed, or in any way other than the pilot gradually slowing down—all creatures and items not bolted down are violently pushed toward the vehicle's front, moving 15 ft. (three 5 ft. squares) for every point in the vehicle's speed before the sudden stop. This movement does not provoke attacks of opportunity.

At the end of this movement, all creatures and objects take 1d6 points of damage, +1d6 for every 5 ft. of movement impeded by hitting a wall or another solid object. In addition, creatures must succeed at a DC 20 Reflex saving throw or be knocked prone. When not dealing with a specific layout, assume each creature moves 10 ft. before hitting a wall.

Ram: When two vehicles enter the same space (and in three-dimensional combat, the same altitude band), there is a chance they will crash into each other. Other times, a pilot may deliberately crash their vehicle into a building or creature in an attempt to destroy it. When a vehicle crashes into a creature, object, or another vehicle, they are performing a ram maneuver.

If two or more targets want to ram each other, the ram happens automatically. If both don't wish to ram each other, the ram does not happen (unless there are extenuating circumstances as dictated by the GM, such as barreling toward each other through a tunnel). When one party wants to ram and the other doesn't, the pilot attempting to initiate the ram makes a piloting check as a melee touch attack against the target, with a penalty depending on the size of the vehicle he is piloting (-1 for Large, -2 for Huge, -4 for Gargantuan, -8 for Colossal and Colossal+) as well as the usual bonuses or penalties for maneuverability, etc. If both targets are vehicles of Colossal or Colossal+ size, the ram happens automatically if both targets are in the same space, as they are both simply too big and unruly to dodge.

When a vehicle rams a target that is its same size category or larger, the ramming vehicle comes to a sudden stop (see above) unless the ram is enough to completely kill/destroy the target. When a vehicle rams a target that is smaller than itself, it continues moving as it plows the smaller target out of the way. When a smaller target is pushed aside in this manner, it must pass a DC 20 Reflex save or be knocked prone (or, if it is a vehicle, begin to roll as described below). If two vehicles are both Colossal or Colossal+ and one has 3 or more times as many

locations as the other, that vehicle is considered larger for this purpose.

A ram is considered an attack with a melee siege engine. A pilot is considered proficient if he has at least one rank in whatever skill is used to pilot that vehicle. This proficiency does not qualify that creature to gain the Siege Engineer feat (although a creature who possesses the Siege Engineer feat is considered proficient with all vehicles for the purpose of performing ramming maneuvers).

When a pilot successfully rams their vehicle into a target, both the ramming vessel and the rammed target suffer damage according to each other's size; the ramming vehicle takes damage according to the struck target's size, and the struck target takes damage according to the ramming vehicle's size.



<i>Vehicle Size</i>	<i>Damage</i>
Medium	1d6
Large	1d8
Huge	2d8
Gargantuan	4d8
Colossal/Colossal+	8d8

In addition, the speed and orientation of the ram increases damage, and determines what happens to a ramming vehicle's speed. There are three ways one vehicle may ram a target:

Head-on Collision: When two vehicles ram directly into each other, their speeds are added together. Each vehicle suffers an additional 1d8 damage for every point of their combined speeds.

Side Collision: When one vehicle rams into the side of another vehicle, or when a vehicle Rams into a creature, both suffer 1d8 points of damage for every point of the ramming vehicle's speed.

Back Collision: When one vehicle rams into the back of another vehicle, subtract the speed of the targeted vehicle from the speed of the ramming vehicle. Both vehicles suffer 1d8 damage for every point left in the ramming vehicle's speed (minimum: 0).

If a vehicle is equipped with a ram, it deals +3d8 extra damage when performing a ramming maneuver and only suffers half damage itself when it rams into another target. If two vehicles ram into each other (a head-on collision) and both are equipped with rams, they both only deal half damage to each other. If a ramming vehicle is more than one location wide and rams a vehicle more than one location wide or long, both vehicles suffer ramming damage in every location struck by each other.

Vehicle Conditions: Sometimes, a vehicle gains a condition, not dissimilar to how a creature may become shaken, confused, etc. The following represent the various conditions that may be applied to a vehicle.

Uncontrolled: When a vehicle has no pilot, or the pilot is unable to control the vehicle's movements for one reason or another, the vehicle is considered 'uncontrolled'. An uncontrolled vehicle is considered to have a 1 for its advantage roll during the vehicle move phase, and the vehicle can only move forward at its current speed. In addition, if a vehicle goes uncontrolled for more than 1 round and is a vehicle that operates in three dimensions, it has a 20% cumulative chance per additional round that it will begin to roll (see below).

Rolling: Sometimes, such as when a pilot attempts a sharp turn unsuccessfully, they can cause their vehicle to roll. When a vehicle begins to roll, every creature aboard must pass a DC 20 Reflex save to secure themselves or fall prone.

When a vehicle begins to roll, the pilot has one round to attempt to correct it with a DC 20 piloting check. If they fail (or if they are unable to make this check), then the next round the vehicle turns completely; land vehicle's crash into their sides, sea vessels flip, and vehicle's moving in three dimensions completely turn upside down. Depending on the situation, one of the following happens:

If using a land vehicle, creatures in the vehicle are crushed, suffering damage according to the size of the vehicle (1d6 Medium, 1d8 Large, 2d8 Huge, 4d8 Gargantuan, 8d8 Colossal/Colossal+). If using an air or water vehicle, creatures must pass another DC 20 Reflex save or either fall to the roof of the vehicle, or fall out of the vehicle altogether if on an uncovered deck.

While the pilot of a vehicle moving in three dimensions can correct the vessel with a DC 25 piloting check (assuming he can reach the controls), in all other cases the vehicle must be turned back around by force before it can move again.

On Fire: Fire is a dangerous thing, more so than almost any other danger found aboard a vehicle, as it can quickly spread and consume the entire vehicle itself.

A fire on a vehicle can be thought of as a creature whose size is measured in d6s. Any lightning or fire-based attack that deals more than 10 damage to a ship location has a 50% chance of starting a fire. When an attack causes a location to catch fire, it creates a fire with one d6 for every 10 damage dealt by the attack. If a fire is created by an action that doesn't deal damage, the fire begins as a 1d6 fire.

Every round a fire is in a Location beyond the round it was first created, it deals damage equal to its size to that Location, then increases its size by 1d6 (a 3d6 fire deals 3d6 damage, then becomes a 4d6 fire the next round). If a fire ever reaches 10d6, it also spreads to all adjacent Locations, which begin at 1d6 and increase as usual (if a secondary fire in an adjacent Location is put out, but the original fire is still at 10d6 or higher, it will rekindle the fire in the adjacent Location the next round, reset back at 1d6).

There are three ways to put a fire out: A crew can put the fire out, a magic user can attack the fire with magic, or the Location can simply burn up; if a Location is reduced to 0 hp, the fire instead deals damage to anything within that Location. If nothing is within that Location, the fire dies due to a lack of fuel.

To put a fire out, a character must spend a standard action to actively attempt to control the fire with blankets, a fire pump, or whatever else is on-hand. Alternately, if a character has access to area-affect cold/water magic (such as ice storm, or an explosive orb cold blast), they may attempt to put the fire out that way. For every 5 points of damage dealt to the fire, the fire is reduced by 1d6 (however, no matter how small the fire is, it will continue to grow by 1d6 each round until extinguished). This damage is cumulative: If a creature deals 2 damage to a fire one round, and 3 damage the following round, the fire will be reduced by 1d6. The following chart shows how effective various forms of control are.

Fire Control Method	Damage per Individual	Damage per Small Crew
Unarmed	1d4	8d6
Blanket/Water Bucket	1d6	12d6
Fire Pump	2d6	20d6
Cold Magic	As Attack	-

Any crew or individual attempting to put a fire out suffers Fire damage equal to 1/2 the fire's size every round they do so.

Stalled: Sometimes, often as a result of a vehicle climbing, diving, or remaining uncontrolled for too long, a vehicle can stall.

When a vehicle stalls, it loses all sense of control, and is treated as uncontrolled even if it still has a pilot. During the vehicle move phase, the pilot of a stalled vehicle must make a successful DC 20 pilot check to take back control. Doing so only gives the pilot control on the movement phase after that successful check; a stalled vehicle always spends at least one round uncontrolled.

If an air vehicle stalls, it also goes into freefall.

Freefall: When an air vehicle stalls, loses its lift, or is completely wrecked, it goes into freefall. A free falling object falls 500 ft. the first round, and 1000 ft. on all subsequent rounds until it crashes, or the pilot is able to end the freefall, often by ending the stall.

Grappled: When two vehicles are next to each other, a character or crew aboard one vehicle and armed with grappling hooks and rope or similar tools can attempt to grapple the other vehicle. This involves a CMB check made as a standard action against the CMD of any crew or individual within the Location they are attempting to board who is inclined to stop the grapple. If successful, the two vehicles become grappled together (this changes both vehicle's' speeds to 0, unless one vehicle is 2 or more size categories smaller than the other, or possesses 1/6th the number of Locations or fewer, in which case the smaller vessel simply attaches to the larger vessel and goes along for the ride) and crew and individuals may cross from one vehicle to the other freely. To break a grapple between vehicles, another individual or crew must make a CMB check as a standard action to remove the grappling hooks, opposed by the CMD of the crew or individual best poised to prevent that action. Alternately, the pilot may attempt to break the vehicles apart by making a CMB check on behalf of the vehicle itself to break the grapple apart. A grapple with a vehicle 2 sizes smaller or with 1/6th the number of Locations cannot be broken in this fashion.

Wrecked: A wrecked Location is a Location that has had its hit points reduced to 0 hp or fewer. Wrecked sails or dirigible cease to provide any benefit for the airship. When a hull Location is wrecked, all unattended objects or engines inside it lose half their hit points (gaining the broken condition), and none of its rooms continue to function: engines become useless, siege engines cannot be fired, kitchens can no longer provide food, and cargo falls out of the vehicle and must be recovered. A pilot suffers a -4 penalty to all piloting checks per wrecked Location. If a vehicle's last hull Location is wrecked, the vehicle is nothing but scrap.

Sinking: A sinking Location is a Location that is taking on water, usually because it is damaged, although if a vehicle without the water template is submerged with water, it also gains the sinking condition.

Water inside a sinking Location is measured in levels from 1 to 10, and a sinking Location gains one level of water every round. When a Location has 10 levels of water, it begins to fill up all surrounding Locations with 1 level of water per round as well, which is cumulative with any other water that Location is taking on. When every ship Location has 10 levels of water, the entire vehicle is sunk.

The only way to stop a ship from sinking is to remove it from the water or, if the Location is sinking because it is wrecked, it must be raised to positive hit points. In addition, a creature or crew can attempt to pump the water out of their Location as a standard action.

The only way to remove water from a Location (barring creative solutions that are subject to GM arbitration) is to pump it out. The following chart shows how long it takes an individual or small crew to pump out 1 level of water using a variety of methods.

Water Pumping Method	Per Individual	Per Small Crew
Unarmed	1 hour	5 minutes
Water Bucket	5 minutes	5 rounds
Water Pump	5 rounds	2 per round

Water weighs 3 tons per level, which can significantly slow a vehicle down, even if the sinking itself is stopped. If a Location is both on fire and sinking, the water does 5 damage per water level to the fire each round, decreasing the fire by 1d6 per round.

Mediums of Travel

Every vehicle is built to be either a land vehicle, a water vehicle, or an air vehicle. Preparing a vehicle to travel through any of these mediums involves a thousand small considerations, from where to balance the weight, to waterproofing, to aerodynamics, and where to attach the harnesses. Even the more specialized vehicles such as subterranean vehicles, underwater vehicles, and planar vehicles are all variants of land, water, or air.

Upon creation, every vehicle gains either the land vehicle template, water vehicle template, or air vehicle template. This initial template costs nothing to add, but giving a vehicle a second or third template, whether at creation or after, costs 500 gp for a Large vehicle, 1,000 gp for a Huge vehicle, 2,000 gp for a Gargantuan vehicle, and 4,000 gp for a Colossal vehicle or for each location for a Colossal+ vehicle, and requires a DC 30 Craft check (wagon to add land, ship to add water, airship to add air).

A vehicle's template dictates what medium it can travel through, as well as what components it needs. A land vehicle moves over dry ground and requires a tread, a water vehicle moves over water or other liquids, and an air vehicle moves through the air and can be equipped with a dirigible. There is also other equipment (such as burrowers, submerging equipment, etc.) that can only be applied to vehicles of a particular template. Moving a vehicle through a medium other than one it is built for is always difficult, as non-land vehicles must be dragged or loaded onto another vehicle, non-water vehicles will sink in water, and non-air vehicles will rarely hold together under the rigors of flight and merciless gravity.

While for the most part the rules of travel are the same for each medium, there are some differences between them, which are discussed below.

Air Travel

There are two specific concerns that are unique to air vehicles: Weight and altitude. These concepts affect combat as well as overland travel.

Overcoming Weight: In order for a vehicle to fly, it must produce enough lifting power to overcome its weight. When using an engine, an air vehicle subtracts its weight from its power before calculating its base speed and acceleration. When using muscular propulsion, the vehicle requires an additional +1 large creature per Hardpoint in its weight, or +1 Colossal creature per Deck in its weight, to move the vehicle.

In both cases, unless the vehicle can overcome its weight through magic, dirigibles, engine power, or additional creatures, it cannot fly.

Altitude: Air vehicles can sail anywhere from a few feet off the ground to as high as its engines and crew will allow, to a maximum of 25,000 ft. (unless setting sail across the void). However, while an airship may reach altitudes of up to 25,000 ft, it is very, very inadvisable to do so. Creatures not acclimatized to high altitudes (who've spent at least a month or more at over 5,000 ft) must pass a Fortitude save each hour of work they perform at a height over 5,000 ft. (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air.

At 15,000 ft, all creatures also become susceptible to altitude sickness. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but all eventually succumb.

At 20,000 ft, all creatures also suffer 1d6 cold damage every minute. A vehicle cannot travel over 25,000 ft. unless powered by alchemical engines, magical engines, or creatures capable of void travel.

For these reasons, most ships stay at an altitude between 1,500 ft. (above the Forest) and 5,000 ft, unless they have a specific reason to go higher. Having an atmosphere can mitigate some of the problems of altitude (see the Equipment chapter).

Air Vehicle Combat: While for the most part air vehicles follow the three-dimensional combat rules discussed earlier, there are some unique differences, as air vehicles must battle gravity when flying and making attacks.

When moving an air vehicle up or down, the vehicle may descend any number of altitude bands equal to its movement speed without penalty, and may ascend an amount equal to 1/2 its movement speed without penalty.

Because attacks made against a higher target are made against gravity and attacks made against a lower target are aided by gravity, every altitude band counts as two 30 ft. spaces when attacking a target higher than you, but only counts as one 30 ft. space when attacking a target lower than you.

In addition, the following special maneuvers behave differently for air vehicles:

Dive/Climb: Diving or climbing in an air vehicle functions virtually the same as with other vehicles, except an air vehicle adds one altitude band to the distance descended

for every space of horizontal movement sacrificed, but only one altitude band per 2 spaces of horizontal movement sacrificed when climbing.

Falling: When an air vehicle rolls, any creature who fails their Reflex saving throw and is on an uncovered deck of the ship falls off and plummets to the ground. Likewise, if an air vehicle stalls and is not rendered weightless by lifting creatures, a dirigible, or some other means, it goes into free fall. In both cases, the falling creature or vehicle falls 500 ft. the first round, and 1000 ft. every round thereafter.

Subterranean Travel

If a vehicle possesses the land vehicle template, it can be equipped for tunneling and subterranean travel, either by being equipped with some sort of digging device, or by being pulled by creatures with a burrow speed. Underground travel uses the three-dimensional rules for travel and combat.

Subterranean Travel has the following special considerations:

Difficult Movement: Unless the vehicle possesses the earthglide enchantment (see equipment), a vehicle's movement speed is halved when traveling underground, do to the difficulty of tunneling through earth. Even when being pulled by tunneling creatures, movement is still halved as the tunneling creatures must work to make sure the tunnel is always big enough for the vehicle behind them.

No Visibility: Unless a vehicle or a creature aboard it possesses tremorsense (see equipment), the creatures inside it have no means of detecting what is happening around them.

Slow Suffocation: If a subterranean vehicle stays underground for a day without connecting to the surface through a cave or fresh tunnel, it is assumed they begin to lose air (at the GM's discretion, cave-ins might cause this to happen even quicker). When this happens, the crew of the vehicle are left with only the air inside their vehicle. A Hardpoint contains enough air to house one medium creature for 6 hours. After that time, the creature takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Once rendered unconscious through the accumulation of nonlethal damage, the creature begins to take lethal damage at the same rate. Small characters consume half as much air as Medium characters.

A vehicle that supplies atmosphere for its crew does not have this problem.

Difficult Combat: Unless two vehicles are connected via a tunnel or large open space, they cannot attack each other with siege engines, as there is simply too much rock and dirt in the way.

Underwater Travel

A vehicle must possess the water vehicle template before it may be equipped for underwater travel. In order to become an underwater vehicle, a water vehicle must possess a means of controlling buoyancy (see equipment), and usually must gain the covered template (see constructing vehicles). An underwater vehicle uses the three-dimensional rules for movement, with the following additions.

Pressure: When a vehicle gains the underwater template, it cannot travel more than 100 ft. below the surface without suffering damage, just as creatures do. Each vehicle location suffers 1d6 points of water pressure damage every minute for every 100 ft. it is below the surface. Both creatures and vehicles gain a Fortitude save to negate this damage (DC 15 + 1 for each previous check), but will find themselves crushed if they stay below for too long.

A vehicle can go deeper safely if it is properly equipped (see equipment).

Environment: At 3000 ft, water is so cold that creatures at that depth must pass a Fortitude save every hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. When a creature suffers damage in this fashion, they become coldbitten, gaining the fatigued condition and being unable to recover hit points or end the condition until warmed up. If a creature takes an amount of nonlethal damage equal to its total hit points, any further damage from the cold is lethal damage.

When sailing through liquids other than cold water (boiling water, lava, etc.), the vehicle and its inhabitants instead suffer damage as appropriate for that material. Assuming the vehicle has the covered template, boiling water deals 1d6 fire damage to the vehicle and 1d6 nonlethal damage per round (Fortitude negates, DC 15 +1 per previous check) to its crew, and renders creatures fatigued via heatstroke rather than coldbite. Lava deals 2d6 fire damage to the vehicle and 1d6 fire damage per round to its inhabitants (no save). A vehicle without the enclosed template cannot protect the crew, and the crew instead suffers 1d6 fire damage per round in boiling water, or 2d6 fire damage per round in lava.

Darkness: At 700 ft, the light level in water during the day is low-light, and complete darkness at night. At 3000 ft, the light level in water is always absolute darkness. If a vehicle or its inhabitants do not provide its own light, they will have trouble seeing when traveling at these depths.

Slow Suffocation: When traveling underwater in a vehicle that doesn't provide atmosphere, the crew of the vehicle are left with only the air inside their vehicle. A Hardpoint contains enough air to house one medium creature for 6 hours. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take le-

thal damage at the same rate. Small characters consume half as much air as Medium characters.

Difficult Combat: While direct-fire siege engines still work underwater, their range increment is divided in half. Indirect-fire siege engines simply cannot work effectively in liquid.

Space and Planar travel

A vehicle must be an air vehicle before it can be outfitted to sail the maelstrom and the planes. Equipping a ship to reach and sail the maelstrom requires the ship possess a magical or alchemical engine (to successfully function at such high altitudes) as well as a means of providing atmosphere for its inhabitants.

Reaching the Maelstrom

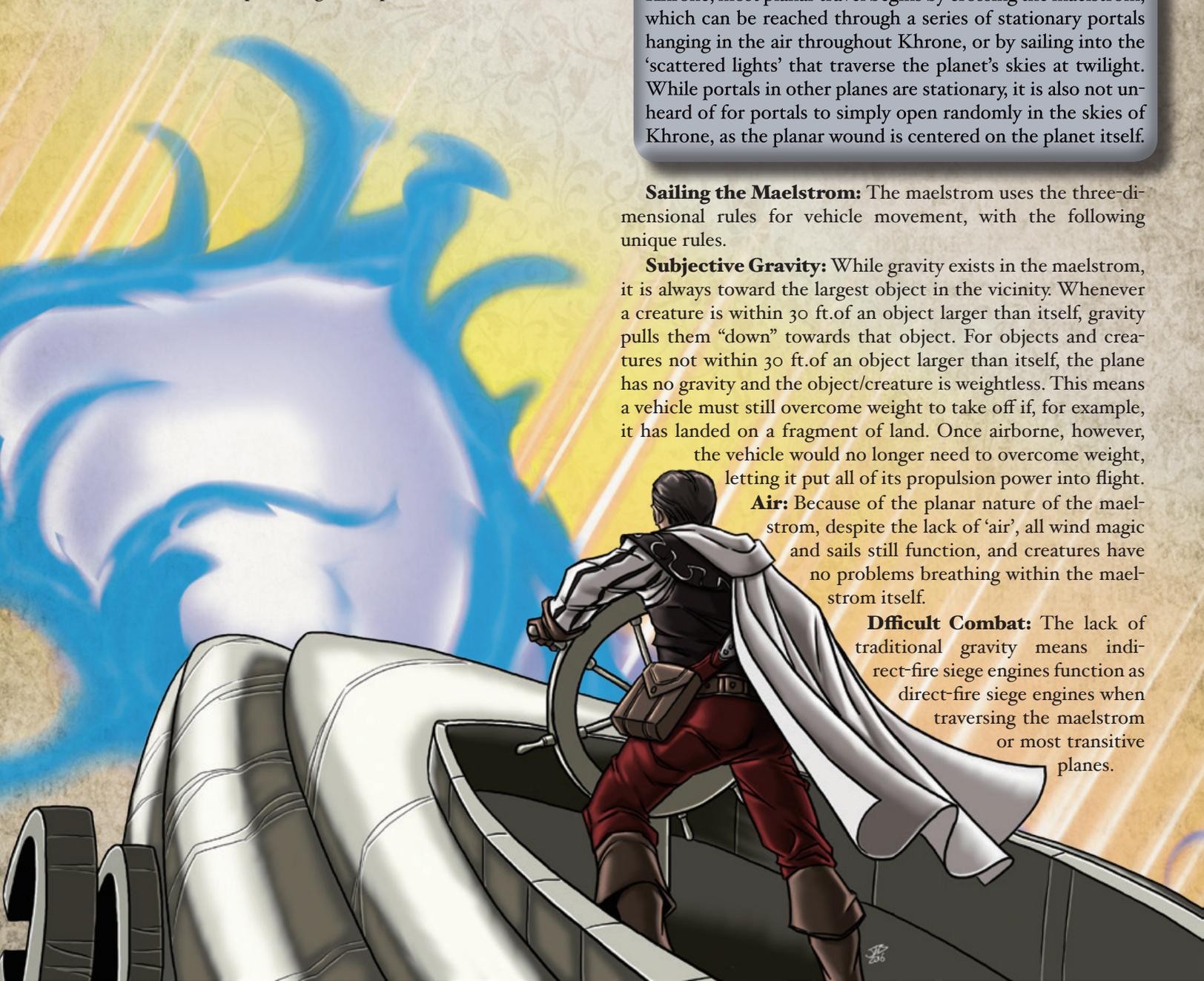
In Skybourne, before the breaking of the Walkways, there were 3 transitive planes: The astral plane (which connects the material planes to the Outer Planes), the ethereal plane (which connects the material planes to the Inner Planes), and the void (which connects the material planes to each other, also known as outer space). When the Walkways broke, it created a new, swirling planar wound called the maelstrom that surrounds the world of Khrone and connects to virtually every other plane (at least those that were known to the Walkways's makers). As such, while it is still possible to sail the other transitive planes and they all do still connect to Khrone, most planar travel begins by crossing the maelstrom, which can be reached through a series of stationary portals hanging in the air throughout Khrone, or by sailing into the 'scattered lights' that traverse the planet's skies at twilight. While portals in other planes are stationary, it is also not unheard of for portals to simply open randomly in the skies of Khrone, as the planar wound is centered on the planet itself.

Sailing the Maelstrom: The maelstrom uses the three-dimensional rules for vehicle movement, with the following unique rules.

Subjective Gravity: While gravity exists in the maelstrom, it is always toward the largest object in the vicinity. Whenever a creature is within 30 ft. of an object larger than itself, gravity pulls them "down" towards that object. For objects and creatures not within 30 ft. of an object larger than itself, the plane has no gravity and the object/creature is weightless. This means a vehicle must still overcome weight to take off if, for example, it has landed on a fragment of land. Once airborne, however, the vehicle would no longer need to overcome weight, letting it put all of its propulsion power into flight.

Air: Because of the planar nature of the maelstrom, despite the lack of 'air', all wind magic and sails still function, and creatures have no problems breathing within the maelstrom itself.

Difficult Combat: The lack of traditional gravity means indirect-fire siege engines function as direct-fire siege engines when traversing the maelstrom or most transitive planes.



Vehicle Templates

In addition to the land vehicle, water vehicle, and air vehicle templates mentioned above under Mediums of Travel, there are several other templates that can be added to a vehicle, representing some special consideration taken in their construction, or some special circumstance (such as when a vehicle is brought to life by magic).

Aerodynamic: An aerodynamic vehicle is slimmer, thinner, and designed for greater speed; in essence becoming 'lighter' than a vehicle with a light load. An aerodynamic vehicle has its carrying capacity divided in half, but its maneuverability is increased by 1 step. If the vehicle is powered by engines, it gains a +1 bonus to its speed and acceleration (this cannot cause a vehicle to move that otherwise would not be able to; the vehicle must have enough engine power to raise its speed to 1 without this template before this template can increase its speed). If the vehicle is being pulled by muscle, it counts as half its usual mass when determining how many creatures are required to pull it. Applying this template costs 200 gp for a Large vehicle, 400 gp for a Huge vehicle, 800 for a Gargantuan vehicle, and 1,600 gp for a Colossal vehicle for for each Location on a Colossal+ vehicle.

Covered: By default, half a vehicle's Hardpoints/Decks are uncovered, to a maximum of 1 Deck per space, and any creatures, cargo, weapons, or other such things atop that deck are exposed. A covered vehicle, however, is enclosed the whole way around, and all access to the outside only takes place through windows, portholes, and doors.

A covered vehicle cannot use indirect-fire siege engines, but its crew and weaponry are also never exposed (granting a +4 cover bonus), and do not fall off the vehicle if it rolls. In addition, the vehicle may travel underwater without filling up with water, allowing air-breathing creatures to travel in such harsh terrains.

It costs 100 gp to cover a Large vehicle, 200 gp to cover a Huge vehicle, 400 gp for a Gargantuan vehicle, and 800 gp for a Colossal vehicle, or for each location on a Colossal+ vehicle.

Glider: Only an air vehicle may be made into a glider, and the vehicle loses all effects of being a glider when using a non-magical dirigible, using sails, or being pulled by muscle.

A glider is an air vehicle that dedicates all of its engine power to speed, using wings and air currents rather than engine power to steer and stay afloat. A glider decreases its mass and weight by half when calculating speed and acceleration. However, its maneuverability is decreased by 1 step. Unless the vehicle's entire

weight is negated through magical dirigible, a glider cannot fly at a speed lower than 10; at a lower speed, it falls 1 altitude band per round for every point its speed is below this number.

This template costs 200 gp for a Large vehicle, 400 gp for a Huge vehicle, 800 gp for a Gargantuan vehicle, and 1,600 gp for a Colossal vehicle or for each Location on a Colossal+ vehicle.

Living: If a vehicle is granted life such as through making it an animated object, it can operate its own engines without a crew, and treats its master (the one who controls it) as its pilot. It is still considered a vehicle and follows vehicle rules (i.e., although a sailing ship may be alive, it still must use wind to move and cannot spin in place as a creature can). While it cannot control siege engines itself (as they are separate objects), it can move its parts to perform natural attacks.

A living vehicle cannot benefit from an engineer (except if it uses muscle-based propulsion), and its master uses their MSB + casting ability modifier (caster level + casting ability modifier in the Pathfinder core magic system) when making piloting checks. The pilot may direct the ship through spoken commands, and does not need to manipulate the ship's control mechanism to control it.

Making a living vehicle is covered in the Pathfinder rules for animated objects.

Maneuverable: Only a vehicle powered by an engine can gain the benefits of the maneuverable template, and the vehicles loses all effects of this template when pulled by muscle. A maneuverable vehicle has its power routed for maneuverability instead of speed, making it quick but slow. It costs twice as much engine power to increase vehicle speed, but its maneuverability is increased by 1 step. Applying this template costs 200 gp for a Large vehicle, 400 gp for a Huge vehicle, 800 gp for a Gargantuan vehicle, and 1,600 gp for a Colossal vehicle or for each Location on a Colossal+ vehicle.

Track: Only a land vehicle may gain the track template. A track vehicle has no tread; instead, a track vehicle can only move on a specific line (such as railroad tracks) which is pre-determined and constructed beforehand. A track vehicle can only move forward or backward along the track and always has a maneuverability of Clumsy, but never runs the risk of rolling due to a lack of a pilot, and counts as being 1/2th its mass when determining speed, acceleration, or the required number of creatures to move it. A mile of track costs 100 gp to construct.

This template costs 200 gp for a Large vehicle, 400 gp for a Huge vehicle, 800 gp for a Gargantuan vehicle, and 1,600 gp for a Colossal vehicle or for each Location on a Colossal+ vehicle.

Constructing Vehicles

Sometimes, a team will steal a vehicle, or purchase a basic or used vehicle that a builder has on hand. At these times, the adventurers have very little say as to what is available to them, and can only choose from the options made available by the GM. Other times, however, adventurers who know exactly what they want will either commission the vehicle they wish, or if they possess the skill, construct it themselves.

When a team of adventurers decide to commission or build the vehicle they want, they may either choose a vehicle from this book, or design their vehicle from scratch. This chapter is designed to for those adventurers who want to design a vehicle themselves, be it an airship, galley, steam walker, or more.

Commissioning a Vehicle

If the players wish to design their own vehicle, but do not possess the skill to build it themselves, they must commission someone to build it for them. Finding a builder with the skill to facilitate their design can be difficult, but workshops dedicated to vehicle construction can be found in most cities. When commissioning a vehicle, the players add up the total cost of their design (including hull, engines, weapons, rooms, etc.) and pay the builder half to begin construction (which covers the cost of materials and labor). Once the vehicle is complete, they pay the second half.

A vehicle and each of its component parts are constructed using the basic item crafting rules. However, unless the plot requires the GM to play out the builder's work for one reason or another, assume a vehicle takes 1 week of work per 1,000 gp in the vehicle's cost (minimum: 1 week). At the GM's discretion, large workshops might halve this production time, but might also demand more for their work.

Building a Vehicle

If a PC does not want to commission a vehicle and instead wants to build it himself, He may craft a vehicle as he would any other item: he must pay 1/3rd the vehicle's base cost to acquire raw materials, and must spend time and make Craft checks to complete it. Because of their sheer size, PCs wishing to build their own vehicle cannot do so on the road. Instead, they must find a workshop.

Workshop: Any workshop can be used to construct any vehicle, provided it is larger than the vehicle in question (although unless the workshop is a drydock located next to the water's edge, transporting a large water vehicle from workshop to water may prove difficult). Purchasing a workshop costs 100 gp for a Large-sized, 250 gp for a Huge-sized, 500 gp for a Gargantuan-sized, and 1000 gp for a Colossal-sized workshop. For every 1000 gp spent beyond the 1st, the workshop can facilitate the construction of a vehicle with an additional location in its size.

Players looking to construct a vehicle may also rent workshop space, usually at 1/10th the price of purchase per month.

Crafting: Vehicles require the use of an appropriate Craft skill to construct, dependent on the type of vehicle being crafted. Craft.(wagon) is used for land vehicles, Craft.(ships) for water vehicles, and Craft.(airship) for air vehicles. This only applies to crafting the vehicle's hull and most internal rooms; Craft.(siege engines) is required to create most vehicle weapons, and certain other vehicle components or pieces of vehicle equipment require unique Craft skills, which are listed with the equipment in question.

Every component a vehicle possesses must be crafted or bought individually, including engines, weapons, armor, rooms, etc. It is not uncommon for someone crafting a vehicle to hire outside help or simply purchase certain vehicle components that are outside the crafter's area of expertise.

Because of the sheer size and price of particularly large vehicles, few PCs will attempt it without a dedicated crew of helpers working alongside them. Rules for hiring and using crews can be found in the Skybourne Player's Guide.

Designing a Vehicle

The process of designing a vehicle involves deciding the vehicle's size, templates, materials, and layout. After that, the only thing remaining is to flesh the vehicle out with equipment, including propulsion, weapons, etc., which are described in detail in the next chapter.

Vehicle Size

A vehicle has two sizes: The size of its hull, and its 'effective' size, which includes its sails and dirigible, if it possesses these things. The size of a vehicle's hull determines how expensive some templates are, while effective size determines factors such as maneuverability. A vehicle's size can be Large, Huge, Gargantuan, Colossal, or Colossal+, and is determined by the number of Hardpoints/Decks it possesses. A vehicle's hull size also determines the cost of applying templates.

Each size category has a minimum and maximum number of Hardpoints it can possess before the vehicle becomes a larger size category.

<i>Vehicle Size</i>	<i>Minimum Number of Hardpoints</i>	<i>Maximum Number of Hardpoints</i>
Large	1	2
Huge	3	4
Gargantuan	5	8
Colossal	9 Hardpoints, or 1 Deck	45 Hardpoints, or 5 Decks
Colossal+	45+, or any ship with multiple locations	-

Smaller Vehicles: It is possible for vehicles to be even smaller than 1 Hardpoint; Large (long) vehicles that are 1/2 a Hardpoint big, Medium-sized vehicles designed for Tiny creatures, etc.. These vehicles divide the cost of creation and templates, as well as the effectiveness of their rooms, engines, and other components, by their size: 1/2 for Large (long) vehicles, 1/4th for Medium vehicles, etc. Hit points, on the other hand, are reduced to 75% for Large (long) vehicles, and 50% for Medium vehicles. Examples of these smaller vehicles are found in the Sample Vehicles chapter at the end of this book.

Vehicle Templates

After determining the vehicle's hull size, the next step is to determine what vehicle template or templates it will possess. This includes determining if it will be a land vehicle, a water ve-

hicle, or an air vehicle. Each vehicle template possesses its own concerns, and has access to unique equipment.

Each vehicle begins with either the land vehicle, water vehicle, or air vehicle template. This initial template costs nothing, but giving a vehicle a second or third movement template, whether at creation or after, costs 500 gp for a Large vehicle, 1,000 gp for a Huge vehicle, 2,000 gp for a Gargantuan vehicle, and 4,000 gp for a Colossal vehicle or for each location for a Colossal+ vehicle, and requires a DC 30 Craft.check using whatever Crafting skill is connected to the new medium (Craft.(wagon) for land vehicles, Craft.(ships) for water vehicles, and Craft.(airships) for air vehicles).

Vehicle Layout

Once a vehicle's size and template is known, it becomes possible to design the vehicle itself. While for the most part this is simply aesthetics (what do the players want their vehicle to look like, where do they want the rooms and windows, etc.), for Colossal+ vehicles this is especially important, as the way the locations are put together determines what spaces the vehicle fills during combat. Generally speaking and with only few exceptions, a vehicle must be longer than it is wide, and wider than it is tall. Half of the vehicle's Hardpoints/Decks are considered 'uncovered', to a maximum of 1 Deck per space.

Vehicle Material

By default, a vehicle's hull is assumed to be constructed out of wood. However, in a world of great magic and mysterious alchemy, it is not unheard of to find a vehicle made out of stone, iron, or even more exotic materials like mithril, greenwood, or adamantine. The number of Hardpoints/Decks a vehicle has in its hull and the material the hull is made from determines the vehicle's hit points, weight and mass, etc.

Some materials use a price other than their own when determining how much time they take to craft. For example, an adamantine ship is worth a king's ransom, but still takes no more time to construct than a ship made of iron.

Finding Materials: Not all materials will be available in all locations. A Forest-top tribe would have quite a bit of difficulty securing enough stone for meaningful construction, while adamantine is rare everywhere. While the exact details are left up to the GM, players must first have access to a material before it may be used in construction, which could involve scouring markets, long-distance travel, or questing.

Discovering materials is the realm of plot and adventure, and it is never easy to gather enough darkwood, mithril, etc. for

<i>Material</i>	<i>Cost per Hardpoint</i>	<i>Cost per Deck</i>	<i>HP per Hardpoint</i>	<i>HP per Deck</i>	<i>Hardness</i>	<i>Mass¹</i>	<i>Craft.DC²</i>
Bone	10 gp	90 gp	15	135	5	1	DC 20
Wood	30 gp	270 gp	30	270	5	1	DC 15
Stone	300 gp	2,700 gp	45	405	8	1.5	DC 20
Iron	600 gp	5,400 gp	90	810	10	2	DC 25
Glass	6,000 gp	54,000 gp	12	108	1	1.5	DC 25
Darkwood	30,000 gp	270,000 gp	30	270	5	0.5	DC 25
Greenwood	150,000 gp	1,350,000 gp	30	270	5	1	DC 25
Gold	300,000 gp	2,700,000 gp	30	135	5	2	DC 25
Living Steel	750,000 gp	6,750,000 gp	100	900	15	2	DC 30
Mithral	1,500,000 gp	13,500,000 gp	90	810	15	1	DC 30
Adamantine	3,000,000 gp	27,000,000 gp	120	1080	20	3	DC 35
Diamond	15,000,000 gp	135,000,000 gp	30	270	20	2.5	DC 35

1 Mass: Some materials weigh considerably less than wood, others considerably more. If a material is so light or so dense that it counts differently than normal for weight and mass calculations listed in the vehicle basic rules, the number is listed here. For example, every Hardpoint built from a material with a mass of 1/2 would only count as 1/2 a Hardpoint when calculating weight and mass. Every Hardpoint built from a material with a mass of 2, on the other hand, would count as 2 Hardpoints when calculating weight and mass.

2 Crafting DC: This is the DC that the head builder of the vehicle must meet in order to facilitate a week's construction, using either the Craft.(wagon), Craft.(ship), or Craft.(airship) skills.

meaningful construction. However, if players manage to gather enough material through adventuring, they can then construct a vehicle without worrying about the cost of raw materials. Indeed, gathering the materials is often the only way a character would be able to craft with several of the following materials, and players looking to amass such rare materials could spend entire gaming sessions just searching out enough raw materials.

It takes 1 ton per Hardpoint (9 tons per Deck) of raw material to build a vehicle's hull.

Bone: While it can be difficult to construct an entire vehicle from bone, sometimes necromancers will build from this material, both because it is plentifully found in their cryptyards, and as a means to declare their identities and to intimidate their enemies. Bone is as hard as wood, but more brittle. Bone is not readily available for construction purposes; a creature wishing to build from bone must have access to a suitably large cryptyard, or another source of bone.

Some merfolk build vehicles out of shells. This is considered the same as bone.

Wood: As both the most common building material and certainly the most plentiful, most vehicles are built from wood, and wood is the material all other materials must be measured against to see if they are a worthy building material.

Stone: Heavy but strong, stone is not considered a practical building material for most vehicles, but that doesn't stop some creatures from making use of it, especially traditional dwarves

who always find the material easier to work with than wood. A creature must have access to a quarry to gain enough stone for constructing a vehicle.

Iron: Vehicles made of iron are heavy but extremely durable, and many wealthy nations will build their largest military airships of iron to better protect them.

Glass: Glass is unsuitable for most large vehicles, but some larger ships will keep smaller vessels built of glass for use in stealth missions. Creatures suffer a -8 penalty to any Perception checks made to notice a vehicle made of glass.

Darkwood: Darkwood is as strong as regular wood, but much lighter. Darkwood is rare and can only be found in special locations of the Forest, or occasionally in large markets.

Darkwood uses the same price as regular wood when determining how long it takes to construct.

Greenwood: Greenwood is a special type of wood harvested from treants by dryad hands. Greenwood remains alive as long as it is doused or submerged in at least one ton of water per Hardpoint once per week, and allowed to rest for an hour in contact with fertile soil. When damp and in contact with fertile soil, living greenwood heals damage to itself at a rate of 1 hit point per Hardpoint per hour, even repairing breaks and regrowing missing pieces.

Greenwood vehicles take only one-quarter damage from fire, and any wood-shaping magic used on it (such as the *ironwood* or *shape wood* spells) or enhance it has double the usual duration.

Greenwood can only be obtained from druidic woods and the fey realms, although it is sometimes found in large markets.

Greenwood uses the same price as regular wood when determining how long it takes to construct.

Gold: Gold is a terrible building material, but is still sometimes crafted into the shape of wagons, airships, or other vehicles as a sign of extreme wealth.

Gold uses the same price as iron when determining how long it takes to construct.

Living Steel: A vehicle made from living steel heals itself over time, to the amount of 2 hit points per Hardpoint or 18 hit points per Deck per day. Living steel is gathered from the inside of unusually powerful trees (ones that suck up living energy and rare minerals from the soil), and can only be found in special locations of the Forest, or occasionally in large markets.

Living Steel uses the same price as iron when determining how long it takes to construct.

Mithral: Mithral is a strong and remarkably light metal, although very rare. It is rarely found outside of the deep earth, and the marketplaces where miners sell this magical metal.

Mithral uses the same price as iron when determining how long it takes to construct.

Adamantine: The rarest of all metals, adamantine is heavy and extremely powerful. The knowledge of how to create or gather adamantine was lost with the ancient dwarf empire, but bits and pieces of it are still found occasionally by adventurers, some of which are taken to large markets for sale.

Adamantine uses the same price as iron when determining how long it takes to construct.

Diamond: A vehicle made of diamond is carved from giant diamonds found only in the deepest caverns under the earth. A diamond vehicle suffers 1/4th damage from energy attacks instead of 1/2. In addition, any ray or other magical touch at-tack targeting the vehicle has a 50% chance of being reflected back upon the caster. If a diamond vehicle is used to perform a

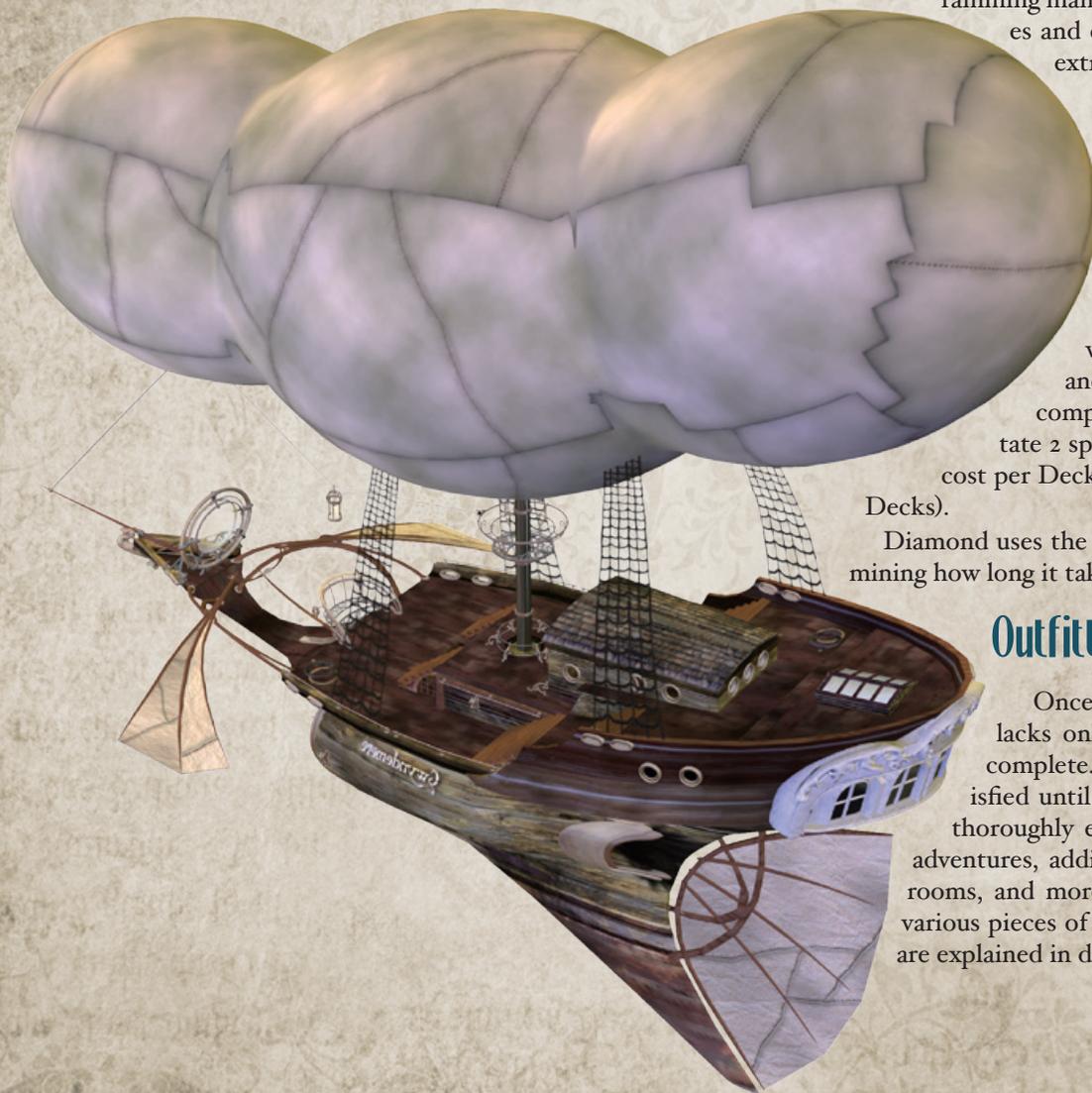
ramming maneuver, it ignores all armor bonuses and deflection bonuses, and deals an extra +4d8 damage.

Additionally, the sheer magical resonance of that much pure diamond together endows diamond vessels with special powers. 1 time per day, a spellcaster aboard a diamond vehicle Location may cast a ritual or spell as a standard action, without spending a spell slot, and without spending any material components. The location can facilitate 2 spell/ritual levels and 20,000 gp of cost per Deck (9th level and 100,000 gp per 5 Decks).

Diamond uses the same price as stone when determining how long it takes to construct.

Outfitting

Once a vehicle has been designed, it lacks only a means of propulsion to be complete. However, many PCs are not satisfied until they have customized a vehicle thoroughly either at creation or after a few adventures, adding weapons, armor, component rooms, and more to better fit their needs. The various pieces of equipment a vehicle might have are explained in detail in the following chapter.



Vehicle Creation Samples

The following examples show how to create vehicles. These examples go completely through the outfitting phase, which uses the equipment from the next chapter.

Example 1

Shane Heartsbane and his group of delvers have 30,000 gp saved from their last adventure, but lost their airship in a storm and enemy raid. While they have no one with item creation feats, they do have a variety of Craft skills between them, and as such have decided they would rather build their new ship themselves than purchase it.

There are 5 characters in their group, and they have a small crew (12-13 members) of hirelings skilled at sailing. They mostly do delving work rather than war or trade, but they want a vessel large enough that they can equip it with weapons to fend off any more enemy raids. As such, they decide on a vehicle no bigger than 15 Decks for the maneuverability (5 Decks of hull, 10 Decks of sails), and decide to name it North Star

They build their 5 Decks large out of wood (costing 450 gp in raw materials, market price 1,350 gp), giving it the air vehicle template, as well as both the covered and aerodynamic templates (costing 800 gp in raw materials, market price 2,400 gp), bringing their total expense to 1,250 gp.

Because they want speed, they decide to get 10 Decks of silk sails for both their sail locations (costing 9,000 gp in raw materials, market price 27,000 gp). Rather than purchase a dirigible, which would push them over 3 Locations in size and therefore cost them maneuverability, they instead decide to construct a 1 Deck-sized superior alchemical engine (costing 2,250 gp in raw materials, market price 6,750 gp) to add both flight and a little speed.

However, at this point they discover a problem; by giving their vehicle the aerodynamic template, they have reduced the carrying capacity of their vehicle to 45 tons for a medium load, and a superior alchemical engine + 10 Decks of silk sails has a weight of 54 tons. Talking it over, they see they have 2 options: Reduce the size of the engine and lose speed (doing calculations, they discover 6 Hardpoints of a standard alchemical engine would provide just enough power to overcome their hull's weight, and would reduce their total equipment weight to 33 tons), or remove the aerodynamic template. They decide to go with the smaller engine; they want maneuverability over speed, and can always replace the engine later if they need to. this reduces their engine cost to 1,000 gp in raw materials, market price 3,000 gp.

To finish up their vehicle, they decide for rooms they'd like 5 private rooms (1 for each team member), 1 Hardpoint each of Kitchen and Brig, and 5 Hardpoints of Cargo Space. They decide on 1 Deck of Bunks and 2 Decks of Gunports. These rooms cost 508.33 gp in raw materials, market price 1525 gp.

At this point, their total expense is 11,758.33 gp (35,275 gp market), leaving them 18,241.66 gp to spend on weapons. They have 2 Decks set aside as gun ports, and as none of them possess the Craft (siege engine) skill, the opt to simply purchase 18 medium ballista for 9,000 gp. This brings their total expenses to 20,758.33 gp, leaving them with 9,241.66

gp remaining. They decide to save this money to help them hire additional crewmen to handle all their new siege engines.

At this point, the North Star looks like this:

NORTH STAR

Colossal Wood Air Vehicle (covered, aerodynamic)

Space 3 vehicle spaces; **Cost** 44,275 gp

Size 15 Decks; **Hull** 5 Decks

DEFENSE

Hull 2 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 5

Sails 2 Locations, 2 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 0

OFFENSE

Attack ram (8d8); 18 medium ballistas (9 left-facing, 9 right facing, 1 round reload; 3d8/19-20; range 120 ft.)

CMB +10; **CMD** 20

Speed 5 (6 pushed, 7 overload, w/ wind: +1 per severity level)

Acceleration 3

Maneuverability Average

DRIVE

Propulsion Silk Sails (10 Decks, 1,350 hp per Location); Alchemical Engine (6 Hardpoints, 480 hp) **Power** 30 (35 pushed, 40 overload, w/ wind: +5 per severity level)

Mass 5 Decks **Weight** 10

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 12 (1 pilot, 10 sailors, 1 engineer), 36 gunmen

LOAD

Equipment Weight 40.2 tons

Light Load less than 45 tons

Medium Load 45 to 112.4 tons

Heavy Load 112.5 - 225 tons

ROOMS

Alchemical Engine (6 Hardpoints); **Brig** (1 Hardpoint); **Bunks** (1 Deck, 54 crewmen); **Cargo Bay** (5 Hardpoints, 50 tons); **Gunport** (2 Decks); **Kitchen** (1 Hardpoint); **Private Rooms** (5 rooms, 5 Hardpoints); **Silk Sails** (10 Decks)

EQUIPMENT

18 medium ballista (9 port, 9 starboard)

Although they realize that a full assortment of crew and ammunition would push them to a medium load and cost them speed and maneuverability, they decide to leave the ship as it is. Instead, for the North Star's maiden voyage, they decide to search for a wizard who could install an elemental engine, or perhaps even a spell engine, to replace their alchemical engine with something lighter and faster.

Example 2

Shriek the Fire Master is a goblin wizard of great renown with an assortment of spells, spheres, and rituals at her disposal, as well as 200,000 gp. She decides to invest this gold into building an all-purpose vehicle for her use.

Despite her magical prowess, Shriek has no Craft skills at all, and decides to purchase all mundane components. She opts for an iron vehicle 5 Decks large (costing 27,000 gp), with the air, land, and water templates, as well as the covered template (costing 8,800 gp).

Because the vehicle has the air, land, and water templates, Shriek has a lot of options to give the vehicle. In order to make the vehicle as all-purpose as possible, when looking at treads she decides to give it the hover enchantment (costing 16,000 gp in raw materials, 32,000 gp market value), and to equip it for underground travel, gives it magical burrowers (costing 22,500 gp in raw materials, 45,000 gp market value) and the earthglide enchantment (costing 36,000 gp in raw materials, 72,000 gp market value).

Shriek also wants the vessel to travel underwater, and so gives it the swimming enchantment (costing 12,000 gp in raw materials, 24,000 gp market value).

Finally, as an air vehicle, she decides to maximize her engine use by giving it 20 Decks-worth of magical dirigible (costing 22,500 gp, 45,000 gp market value).

To round off her all-purpose vehicle, she gives it the blindsense enchantment to aid her in all mediums, letting her sense up to 120 ft around the vehicle (costing 10,000 gp in raw materials, 20,000 gp market value). As for an engine, she gives it 1 Deck of spell engine (costing 33,750 gp in raw materials, 67,500 gp market value), with one magical automation to allow her to both pilot her vessel and serve as its engineer (1,000 gp in raw materials, 2,000 gp market value).

At this point, Shriek has spent 189,550 gp, leaving her with only 10,450 gp left. She decides to forgo any weapons, and instead constructs a crystal of living (1 Hardpoint, 5,000 gp in raw materials, 10,000 gp market price) to allow the vessel to more easily travel underground and underwater. She also purchases 1 Deck of library, 7 private rooms for herself, her eammates, and any guests, 1 Hardpoint of Kitchen, and 2 Decks of cargo bay, costing 10,300 gp and leaving her with 150 gp.

With nothing to spend that remaining 150 gp on, Shriek declares her vehicle finished, resulting in the following vessel:

SHRIEK'S ANYWHERE VESSEL

Colossal Iron Air/Water/Land Vehicle (covered)

Space 1 vehicle space; **Cost** 353,200 gp

Size 5 Decks; **Hull** 5 Decks

DEFENSE

Hull 0 AC (+3 Dodge, -8 Size); 4050 hp, Hardness 10

OFFENSE

Attack ram (8d8)

CMB +8; **CMD** 18

Speed land, water, air, underground: 7 (10 pushed, 12 overload)

Acceleration 3

Maneuverability Poor

DRIVE

Propulsion Spell Engine (1 Deck, 900 hp; **Power** 75 (112 pushed, 150 overload)

Mass 10 Decks, **Weight** 20

Tread hover enchantment

Controlling Device steering wheel

Driving Space 8 spaces around steering wheel

Required Crew 1 (pilot/engineer)

LOAD

Equipment Weight 9 tons

Light Load less than 90 tons

Medium Load 90 to 224.9 tons

Heavy Load 225 - 450 tons

ROOMS

Atmosphere Control (Crystal of Living, 1 Hardpoint); **Cargo Bay** (2 Decks, 180 tons); **Kitchen** (1 Hardpoint); **Library** (1 Deck); **Private Rooms** (7 rooms, 7 Hardpoints) **Spell Engine** (1 Deck)

EQUIPMENT

magical automation (1, engine)
magical dirigible (10 Decks)
swimming enchantment
magical burrowers
earthglide enchantment
blindsense (120 ft)

Vehicle Equipment

Engines

Engine Type	Cost per Hardpoint	Cost per Deck	Power per Hardpoint/Deck	Weight (Hardpoint/Deck)	Required Crew	Crafting/Disable Device DC	Hit Points per Hardpoint	Hit Points per Deck	Special
Oars	15 gp	135 gp	2	.1 t / .9 t	4 per Hardpoint	Craft.(carpentry or boats) 10	20	180	Unprotected
Oars, air	15 gp	135 gp	2	.2 t / 1.8 t	4 per Hardpoint	Craft.(carpentry or airship) 15	20	180	Unprotected, liftless
Manual	25 gp	225 gp	2	1 t / 9 t	2 per Hardpoint	Craft.(mechanical) 15	20	180	Special
Sails	25 gp	225 gp	1	.2 t / 1.8 t	1 per Deck	Craft.(cloth) 10	20	180	Unprotected, liftless, special
Sails, silk	300 gp	2,700 gp	2	.1 t / .9 t	1 per Deck	Craft.(cloth) 20	30	270	Unprotected, liftless, special
Steam, inferior	100 gp	900 gp	6	4 t / 36 t	1 per Hardpoint	Craft.(mechanical) 15	40	360	
Steam	175 gp	1,575 gp	9	5 t / 45 t	1 per Hardpoint	Craft.(mechanical) 20	50	450	
Steam, superior	250 gp	2,250 gp	12	6 t / 54 t	1 per Hardpoint	Craft.(mechanical) 25	60	540	
Alchemical, inferior	300 gp	2,700 gp	9	3 t / 27 t	1 per Deck	Craft.(alchemy) 20	60	540	
Alchemical	500 gp	4,500 gp	15	4 t / 36 t	1 per Deck	Craft.(alchemy) 25	80	720	

Engine Type	Cost per Hardpoint	Cost per Deck	Power per Hardpoint/Deck	Weight (Hardpoint/Deck)	Required Crew	Crafting/Disable Device DC	Hit Points per Hardpoint	Hit Points per Deck	Special
Alchemical, superior	750 gp	6,750 gp	20	5 t / 45 t	1 per Deck	Craft. (alchemy) 30	100	900	
Elemental, air	1,000 gp	9,000 gp	20	2 t / 18 t	1 per 5 Decks	Special	30	270	Special, maneuverable
Elemental, earth	1,000 gp	9,000 gp	20	2 t / 18 t	1 per 5 Decks	Special	140	1,260	
Elemental, water	1,000 gp	9,000 gp	15	2 t / 18 t	1 per 5 Decks	Special	80	720	Special, maneuverable
Elemental, fire	1,000 gp	9,000 gp	25	2 t / 18 t	1 per 5 Decks	Special	80	720	
Vampiric	2,500 gp	22,500 gp	50	2 t / 18 t	1 per 5 Decks	Special	100	900	
Enchantment	5,000 gp	45,000 gp	10	-	None	Special	-	-	Hidden, maneuverable, special
Necrotic	5,000 gp	45,000 gp	75	2 t / 18 t	1 per 5 Decks	Special	100	900	
Spell	7,500 gp	67,500 gp	75	1 t / 9 t	1 per 5 Decks	Special	100	900	Hidden
Shadow	10,000 gp	90,000 gp	100	1 t / 9 t	1 per 5 Decks	Special	120	1,080	Hidden

Special Qualities

Hidden: A hidden engine does not use external components such as exhausts or turbines to power the vehicle, and as such cannot be attacked by from the outside.

Liftless: A liftless engine cannot produce lift when attached to an air vehicle. It can propel the vehicle forward, but cannot be used to overcome an air vehicle's weight, and a vehicle that cannot overcome its weight through other means will not be able to fly with this engine.

Maneuverable: If a vehicle is powered exclusively by maneuverable engines, its maneuverability increases by 1 step.

Unprotected: An unprotected engine does not benefit from the Hardness of the vehicle it is attached to.

Engine Types

Alchemical: An alchemical engine is a particularly powerful and sophisticated engine, but unlike the steam engine which may use anything that burns, an alchemical engine must use specifically-prepared fuel in order to function. This makes the alchemical engine a powerful, but also

expensive, method of travel. An alchemical engine is also dangerous; if an alchemical engine is ever destroyed, it immediately explodes as if it had been subject to a self-destruct.

Fuel: An alchemical engine burns 1/6th a ton of fuel every 8 hours per Hardpoint, or 1 1/2 tons every 8 hours per Deck. This equates to 1/2 a ton per day per Hardpoint, or 4 1/2 tons per day per Deck. Alchemical fuel costs 30 gp per ton.

Self-Destruct: If an alchemical engine self-destructs (or is destroyed), it deals 10d6 force damage per Hardpoint and 10d6 fire damage per Hardpoint to the location and everything within the engine room.

Engineering Skill: Craft.(alchemy). An alchemical engine requires 1 engineer per Deck to function properly.

Elemental: An elemental drive functions by use of a trapped elemental or elementals, turning the magical and elemental strength of the creature into power to propel the vehicle forward. An elemental engine consumes 1 hit point per Hardpoint per hour, and cannot contain more than 1 Large elemental per Hardpoint (for this purpose, a Huge elemental is equal to 2 Large elementals, a Gargantuan el-

emental equal to 4 Large elementals, etc.) Elementals heal 1 hit point per Hit Die per Day, as normal for creatures. If an elemental is completely consumed, it dies. Elementals summoned via *summon monster* spells are not eligible to serve as fuel for an elemental engine, but elemental eidolons and companions from the Conjunction sphere who possess the Elemental Creature (form) talent can be used. There are 2 ways an elemental may be bound to fuel an elemental engine: Unwillingly, or willingly. The decision of whether an elemental engine is powered by unwillingly-bound elementals or willingly-bound elementals is made at engine creation, as it determines the method in which the engine is designed.

Unwillingly-bound elementals are hidden away inside the engine, and cannot speak, be seen, nor influence the world around them. As such, they also cannot be targeted by attacks or magic, friendly or otherwise. Willingly-bound elementals on the other hand, are usually allowed to speak and interact with creatures and objects in the engine room with them, and have the added benefit of being able to receive magical healing or even help fight boarders who stumble into their room, although they can also be attacked by boarders. Willingly-bound elementals may even leave the engine room if they so desire, although doing so causes the engine to cease working.

Any elemental may be unwillingly bound, but in order for an elemental to be willingly-bound, often a contract must first be forged with them, such as via the *planar binding* spell, or by being an eidolon or companion with the Conjunction sphere.

An elemental engine requires one crewman besides the engineer for every Deck beyond the first in order to run properly.

Fuel: An elemental engine must be powered by the life force of the elemental type it was built for; none others will do.

Self-Destruct: When an elemental engine explodes, it deals 10d6 force damage per Hardpoint to the location and everything inside it. In addition, the elementals inside the engine are set free, which if they were bound unwillingly, will likely rampage on those who held them trapped and attack whatever they can.

Engineering Skill: Spellcraft/Use Magic Device. An elemental engine requires 1 engineer per Location to function properly.

Elemental, air: An engine powered by air elementals is powerful, but also fickle and prone to damage, but because of the nature of the elemental in question, an air elemental provides twice as much power as normal when applying the power toward overcoming weight (each point of power used to overcome weight overcomes 2 Hardpoints/Decks rather than 1). An air elemental engine appears as a series of metal conduits surrounding a series of white

crystals, which surround the vehicle with winds when in use.

Elemental, earth: An earth elemental engine is slow, but powerful and very difficult to break. Among those militaries that use elemental engines, earth elementals engines are often used in military ground vehicles, where speed isn't as important as strength. An earth elemental engine is large and releases a smell and smoke like burning coal.

Elemental, fire: The most universal of the elemental engines, fire elemental engines appears as a giant furnace, and produces billowing clouds of smoke when in use.

Elemental, water: The water elemental engine is smooth and soundless, rippling the air or water around the vehicle to increase movement.



ELEMENTAL ENGINE

School Conjuration (Conjuration Sphere); **CL** 10

EFFECT

You construct either an air, earth, fire, or water elemental engine.

Construction

Craft.Rod, *lesser planar binding* or Conjuration sphere, Cost 500 gp per Hardpoint, 4,500 gp per Deck

Enchantment: Perhaps the simplest, albeit most expensive, method of flight is to simply enchant the airship with the ability to fly. While this carries many advantages (the airship needs no crew, and the engine requires no space and cannot be targeted to bring the ship down), this can be a prohibitively expensive option, as the size of most airships makes this a monumental task, well-outside of the range of most spellcasters and adventurers.

Note that, rather than taking up Hardpoints or Decks, the enchantment engine is instead placed on a Hardpoint/Deck, which means an enchanted Hardpoint/Deck can still contain other rooms, or even other engines. If that Hardpoint or Deck is destroyed, the enchantment is destroyed with it.

Fuel: None

Engineering Skill: An enchantment engine does not need an engineer.

FLIGHT ENCHANTMENT

School transmutation (Telekinesis Sphere); **CL** 10

EFFECT

The Hardpoint/Deck gains the enchantment engine.

Construction

Craft.Rod, *fly* or Telekinesis sphere, Cost 2,500 gp per Hardpoint, 22,500 gp per Deck

Manual: A manual engine is an engine where the power comes from creatures pushing wheels and cranks in order to create propulsion.

Fuel: A manual engine requires no fuel.

Self-Destruct: A manual engine that self destructs simply falls apart as its component parts break, and deals no damage to the vessel itself. A manual engine requires 2 Medium creatures/1 Large creature per Hardpoint to run effectively. A Hardpoint manned by only 1 Medium creature is half as effective, and the engine does not produce power if manned by fewer than 1/2. Creatures turning a manual engine in this fashion can only work for 8 hours, otherwise they begin to suffer the effects of a forced march.

Engineering Skill: Diplomacy/Intimidate for intelligent creatures, Handle Animal for unintelligent creatures.

Necrotic: A necrotic engine appears to be a gapping black furnace that is fueled by death; it runs off of living energy just as a vampiric engine does, but in the case of the necrotic engine, the victim must already be dead. A necrotic en-

gine burns away all of the latent energy within the body, feeding off of it until there is literally nothing left but ash.

Fuel: A necrotic engine runs for 24 hours per HD of the body fed to it per Hardpoint. Thus, if a creature with 9 HD were fed to an engine 3 Hardpoints big, the engine would run for 72 hours before it would need additional fueling. The creature to be used as fuel must have been killed recently (within the past week) and while multiple creatures may be fed to a necrotic engine, the engine cannot fit more than one Large creature per Hardpoint at a time to be burned as fuel.

While a necrotic engine can be filled with bodies, the engine itself cannot consume more than it needs in order to function at any given time; once it has consumed enough Hit Dice to fuel all of its Hardpoints/Decks for at least 1 hour, it does not consume again until that hour is spent and one or more Hardpoints/Decks needs refueling.

Self-Destruct: When a necrotic engine self-destructs, it deals 1d6 force damage per Hardpoint to its location, and 1d6 negative energy damage per Hardpoint to all living things within 60 ft.

Engineering Skill: Spellcraft/Use Magic Device. A necrotic engine requires 1 engineer per Location to function properly.

NECROTIC ENGINE

School Necromancy (Death Sphere); **CL** 10

EFFECT

You construct a necrotic engine.

Construction

Craft.Rod, *death knell* or Death sphere, Cost 2,500 gp per Hardpoint, 22,500 gp per Deck

Oars: Oars are large paddles that creatures can use to propel a vehicle through the water. They are useless for anything other than water vehicles.

Fuel: Oars use no fuel.

Self-Destruct: Oars cannot self-destruct.

Engineering Skill: Diplomacy/Intimidate. Oars require 4 Medium creatures per Hardpoint to function properly. Like a manual engine, they are only half as effective with 2 Medium creatures per Hardpoint and ineffective with any less, but unlike a manual engine they cannot be powered by unintelligent creatures. Creatures manning oars can only work for 8 hours, otherwise they begin to suffer the effects of a forced march.

Oars, air: Air oars are similar to regular oars, but they are designed to be used in the air. Air oars are made of large sail-like expansions of cloth that are used to catch the wind and paddle through air as sea oars paddle through water. Air oars are equipped with mechanisms to allow them to collapse and expand as necessary when cutting through the air.

Just as with sails, air oars cannot provide lift, and a vehicle powered by air oars must provide lift through another source. Air oars are also useless for any method of travel other than for air vehicles.

Sails: Rather than occupying Hardpoints or Decks inside the vehicle, sails and rigging are attached to the outside of the vehicle in order to catch winds and propel the vehicle forward. This means that sails form their own Location or Locations, increasing the vehicle's size for the purpose of determining how many spaces it occupies, maneuverability, ram damage, CMB and CMD, but not increasing its mass, weight, number of rooms, or other components that strictly depend on the vehicle's hull size.

Sails cannot be used to sail directly against the wind, and if a vessel attempts to do this the power of their sails is reduced to 0 (although an airship can often zig-zag its way in order to effectively travel against the wind despite this problem). When traveling in the same direction as the wind, the sails add 1/2 the wind's severity level to their power per Hardpoint/Deck. This stacks with the other effects of wind on an air vehicle.

Sails do not provide lift, only propulsion. As such, if an air vehicle cannot overcome its weight through other means, its sails will not allow it to fly. Because sails must be attached to the outside in order to function, they are unprotected, and do not benefit from the vehicle's Hardness when negating damage.

You cannot attach more Hardpoints/Sails to an airship than twice the number of Hardpoints/Decks in its hull.

Fuel: Sails need no fuel, but require at least a little wind to function; sails cease to function in areas of complete stillness.

Self-Destruct: Sails cannot self-destruct.

Engineering Skill: Profession (sailor). Sails require one engineer per Deck to function properly.

Silk Sails: Silk sails function exactly as normal sails, except they are more efficient.

Shadow: Perhaps the most enigmatic and preposterous engine in existence, a shadow engine functions through illusions. By creating the illusion of flight and infusing that illusion with shadowstuff (the reality fabric that allows fey and skillful magic-users to breath life into their illusions), the vehicle itself actually moves. Shadow engines are extremely fast, and vehicles powered by this engine often leave a slight after-image effect as the engine warps reality at their passing.

A shadow engine feeds off of dreams. A creature capable of sleep must enter a tube of water inside the engine and become comatose (a process that takes 1 minute), at which time they enter a dreamless sleep, as their dreams are consumed by the engine. Once a creature has been rendered comatose by the engine, although they still suffer hunger and thirst, they only will awaken if the engine is stopped, or an outside force awakens them, and cannot awaken on

their own, (but see lucidity below). A single Hardpoint can only contain up to 1 Medium creature to use as fuel.

Lucidity: For an additional 5,000 gp, a Hardpoint can be build such that any comatose creature inside of it can remain aware of themselves and their vehicle, and gaining the ability to manifest 'eyes' anywhere within the vehicle they desire, allowing them to see as if they were standing in that spot. They also gain the ability to telepathically communicate with anyone inside the vehicle, and they can even serve as the ship's engineer or required engine crew. The lucid creature can also choose to wake themselves up at any time as a standard action.

A shadow engine requires one creature beyond the Engineer for every Deck beyond the 1st.

Fuel: A shadow engine requires the dreams of 1 Hit Dice of creature per Hardpoint in order to function, which may be supplied by a single creature or by multiple creatures. These creatures must be intelligent, living beings capable of sleep and dreaming, and so long as they are being used as fuel for the engine, are incapable of independent action (except for thinking and engineer actions if lucid, as explained above). Rather than consuming additional fuel, pushing or overloading a shadow engine causes 1d6 damage per round to each creature being used as fuel, in addition to the overload damage to the engine itself.

Self-Destruct: A shadow engine deals 20d6 force damage/Hardpoint to the Location it is in and everything in it, and any creature being used as fuel for the engine suffers 2 permanent negative levels from psychic backlash.

Engineering Skill: Spellcraft/Use Magic Device. A shadow engine requires 1 engineer per Location to function properly.

SHADOW ENGINE

School Illusion (Illusion Sphere); **CL** 10

EFFECT

You construct a shadow engine.

Construction

Craft.Rod, *shadow evocation*, or creator must possess the fey magic tradition, Cost 5,000 gp per Hardpoint, 45,000 gp per Deck

Spell: A spell engine consumes magic of any type, transforming it into a magic field that propels the vehicle forward. A spell engine is a large magical object, often taking the form of an enormous floating crystal or series of crystals each the size of a man, with a crown-like attachment that is worn by the one supplying fuel.

Fuel: To power a spell engine, the head engineer or another magic user must sacrifice their magic. Every spell point sacrificed allows one Hardpoint of engine to function for a number of hours equal to twice the caster's casting level. For every spell or spell slot sacrificed to the engine, one Hardpoint will function for 8 hours per level of the sacrificed spell slot. These numbers are divided between the

entire engine (thus, a 4th level spell would make a 1 Hardpoint engine function for 32 hours, a 2 Hardpoint engine function for 16 hours, etc.).

Because spell engines function by creating a magical field, they needn't connect to the outside of the ship through any vents or turbines, making them very difficult to target.

Self-Destruct: Destroying a spell engine deals 10d6 force damage/Hardpoint to its Location and everything in it.

Engineering Skill: Spellcraft or Use Magic Device. A spell engine requires 1 engineer per Location to function.

SPELL ENGINE

School Transmutation (Enhancement Sphere); **CL** 10

EFFECT

You construct a spell engine.

Construction

Craft.Rod, *fly* or Enhancement sphere, Cost 3,750 gp per Hardpoint, 33,750 gp per Deck

Steam: A steam engine burns wood, oil, coal, wood or peat in order to boil water, which is used to turn turbines and propellers to make a vehicle move. While not a particularly powerful type of engine, it remains popular due to its low-cost both for construction and fuel.

Fuel: While a steam engine could burn any or all of the materials listed above, each of which have their own costs, sizes, and efficiencies, for simplicity's sake, a steam engine burns 1/3 a ton of fuel every 8 hours per Hardpoint, or 3 tons per 8 hours per Deck. This equates to 1 ton per 24 hours per Hardpoint, or 9 tons per 24 hours per Deck. Steam engine fuel costs 10 gp per ton.

While the crew may always purchase dried wood or coal or oil from a market, it is also possible for someone to gather fuel from the Forest or another source with a DC 15 Survival check that takes 4 hours to make. Gathering improvised fuel in this fashion produces 1 ton of fuel per person, but because this wood is green and not prepared, it burns half as efficiently, using up 2/3rds a ton per 8 hours.

Self-Destruct: When primed to self-destruct, a steam engine inflicts 10d6 points of fire damage per Hardpoint to its location, and to anything inside the engine room with the engine.

Engineering Skill: Knowledge (engineering). A steam engine is finicky and requires constant attention to feed and stroke the fire. As such, it requires at least 1 engineer per Hardpoint to function properly.

Vampiric: A vampiric engine is powered by the lifeforce of living creatures, which are often chained to the engine while it is in use. This is a terribly painful process, and ships that employ vampiric engines often ring with the cries of those tormented by these terrible devices. A vampiric engine can hold up to 2 Medium creatures or 1 Large creature per Hardpoint for use as fuel.

Fuel: A vampiric engine requires living victims to drain (not constructs or undead), which are attached to the engine by manacles while in use. If the victims die or escape, the engine cannot replenish itself.

A vampiric engine is fueled by draining the Hit Dice of its victims. A Hardpoint of vampiric engine imposes a permanent negative level on its victim or victims, functioning for 8 hours per Hit Dice taken. These numbers are divided between the entire engine. (Thus, a 2 Hardpoint engine would function for 4 hours per Hit Dice taken, etc.).

A vampiric engine cannot consume more than it needs to function at any given time; once it has consumed enough levels to fuel all of its Hardpoints/Decks for at least 1 hour, it does not consume again until that time is spent and the engine needs refueling.

Self-Destruct: When a vampiric engine self-destructs, it deals 10d6 force damage per Hardpoint to the location it is in, +1d6 negative energy damage to everything within 60 ft, per Hardpoint per hour per Hardpoint of fuel it had remaining.

Engineering Skill: Spellcraft/Use Magic Device. A vampiric engine requires 1 engineer per Location to function properly.

VAMPIRIC ENGINE

School Necromancy (Death Sphere); **CL** 10

EFFECT

You construct a vampiric engine.

Construction

Craft.Rod, *vampiric touch* or Death sphere, Cost 1,250 gp per Hardpoint, 11,250 gp per Deck

Armor

In addition to a hull's material composition, it is possible to equip a vehicle with armor to better protect it. While reinforcing a vehicle with armor is not as beneficial as simply building the vehicle out of iron or harder materials, it is a much more economic option, and has the added benefit of allowing the builder to design the vehicle first, then upgrade it later as time (or funds) become available.

Armor is priced by size, and indicates a Large vehicle, and a location/Colossal vehicle. A Huge vehicle would cost twice the price of a Large vehicle, and a Gargantuan vehicle would cost 4 times as much.

While armor does not affect a ship's speed or maneuverability directly, it is heavy, and can push a vehicle's encumbrance into a higher category quite easily.

Armor Type	Armor Bonus	Price for Large	Price per Location	Armor Type	Weight for Large	Weight per Location	Craft.(armor) DC
Chain	+4	400 gp	3,200 gp	Light	.5 t	4 t	15
Scale	+6	800 gp	6,400 gp	Medium	1 t	8 t	20
Plate	+8	2,400 gp	19,200 gp	Heavy	2 t	16 t	25

Chain: Just like chain mail or chain shirts, chain armor for a vehicle is a set of interlocking circles that cover its outsides.

Scale: This armor is created by strapping a series of metal plates to the vehicle, which overlap with each other like the scales of a dragon or serpent.

Plate: The heaviest and most expensive of vehicle armors, this armor is metal plates attached to the outside of the vehicle. While strictly a cosmetic choice, these plates can be fashioned however the crafter desires, from intimidating spikes to a dragon motif.

Special Materials

Just like other armors, it is possible to construct ship armor out of special materials such as mithral or adamantine.

Mithral: Mithral armor weighs half as much as normal.

Type of Armor	Cost Per Large Vehicle	Cost per Location
Light armor	+4,000 gp	+32,000 gp
Medium armor	+16,000 gp	+128,000 gp
Heavy armor	+36,000 gp	+288,000 gp

Adamantine: Armor constructed out of adamantine increases the Hardness of the vessel; by +1 for light armor, +2 for medium armor, and +3 for heavy armor.

Type of Armor	Cost Per Large Vehicle	Cost per Location
Light armor	+20,000 gp	+160,000 gp
Medium armor	+40,000 gp	+320,000 gp
Heavy armor	+60,000 gp	+480,000 gp

Rooms

After you know the number of Hardpoints/Decks in a vehicle's hull, it becomes possible for those Hardpoints/Decks to be put to use as rooms. Rooms represent how the internal space of a vehicle is being put to use, and can include space dedicated to crew, cargo, weapons, etc.

With the exception of the engines previously listed, (which are themselves a form of room), the following represent the various rooms that may be constructed inside a vehicle. While these rooms are often chosen at creation, it is always possible

to remodel a vehicle's rooms at a later time. For purposes of construction, every room uses the Craft.skill associated with the vehicle in question (Craft.(wagon), Craft.(ship), or Craft.(airship)), and has a Craft.DC of 15.

Mixing Decks and Hardpoints: Even when a ship is large enough to be measured in Decks, there are some rooms that simply have little need to be bigger than a Hardpoint or two. In these cases, a Deck can be dedicated to general use, allowing up to 9 Hardpoints of various rooms to be contained therein.

Multiple Shifts: Some rooms (alchemy labs, workshops, and kitchens) are designed to facilitate various Craft and Profession skills. While each room can only hold a certain number of workers at one time, it is possible for multiple groups to use these rooms in up to three 8-hour shifts. This does not allow a single creature to gain three times the Aid Another bonus for his check; each group makes its own check, often with its own officer heading up a project.

Extra-Dimensional Rooms: It is possible to add more rooms to a vehicle than its Hardpoints/Decks would normally allow through the use of magic, making the vehicle bigger on the inside without increasing its weight or mass. Engines, siege engines, and hangers cannot be kept in extra-dimensional rooms (if placed there, they cannot affect the vehicle nor attack outside the vehicle), but by the same token, cargo, crew, and other objects kept in extra-dimensional rooms do not count toward the vehicle's encumbrance. Extra-dimensional rooms are accessed by doors inside the vehicle just like normal rooms, and cost 5,000 gp per Hardpoint and 45,000 gp per Deck.

EXTRA-DIMENSIONAL ROOM

School Conjuration (Warp Sphere); **CL** 10

EFFECT

Your vehicle gains additional internal space.

Construction

Craft.Rod, *rope trick* or Warp sphere, Cost 4,000 gp per Hardpoint, 36,000 gp per Deck

Alchemy Lab

200 gp per Hardpoint, 1800 per Deck

An alchemy lab provides an alchemist with all of the tools they need as well as a dedicated space to conduct experiments and craft.items. An alchemy lab provides space for up to 3 people to work simultaneously per Hardpoint. A small crew requires 4 Hardpoints to work, and an alchemy lab Deck can facilitate a medium crew and up to 2 officers serving as project leads. An alchemy lab counts as an alchemist's lab for all who use it.

Animal Pen

0 gp per Hardpoint, 0 gp per Deck

An animal pen is used to house creatures onboard the ship. While animals could be kept in pens in a cargo hold for a single quick trip, an animal pen gives them room to move around while keeping them contained and out of the way of the rest of the crew. 1 Large animal may be kept in a single Hardpoint of animal pens (or 2 Medium animals, 4 Small animals, etc.) if desired, an animal pen can be installed with an outside door, such as when an animal pen houses giant birds or other flying creatures, which must be deployed quickly in a fight.

Atmosphere Control

Price varies

Usually, a creature doesn't take a vehicle into any location that they themselves cannot survive in. However, it is not unimaginable that a human would want to sail to the elemental plane of fire, or to visit the underwater kingdoms of the merfolk. At these times, a ship must be outfitted with an atmosphere, and possibly other environmental protections.

Atmosphere	Cost per Hardpoint	Cost per Deck	Craft.DC
Air Tank	50 gp	450 gp	Craft.(mechanics) DC 20
Air Garden	100 gp	900 gp	Knowledge (nature) DC 15
Crystal of Living	10,000 gp	90,000 gp	Spellcraft.DC 15

Air Tanks: A mechanical creation, air tanks are filled with compressed air, which is then let out to replenish a vehicle's air supply when no air is available, such as when underwater. Air tanks cannot work indefinitely and must be regularly refilled, but can certainly enable a vehicle to make intermittent journeys to locations its crew could otherwise never visit.

Each Hardpoint dedicated to being an air tank containers enough air to sustain a single Medium creature for 30 days before it must be refilled. Refilling an air tank can be done anywhere there is air, and takes about 4 hours.

Air Garden: An air garden contains several large, leafy plants sustained in an ideal environment, designed to produce breathable air for a crew. A Hardpoint dedicated to housing an air garden produces enough oxygen to sustain 8 Medium-sized people. A Deck dedicated to being an air garden can sustain about 72 people (a large crew, a small crew, and up to 10 officers). However, an air garden must have daily access to water (at least 2 gallons per Hardpoint per day), or it may die.

Crystal of Living: A *crystal of living* is a magic item that produces breathable air in large enough quantities to support a large amount of life. A crystal of living is large and hangs in the

air, often spinning slightly in place when in use. Each Hardpoint dedicated to housing a *crystal of living* can produce enough air to sustain about 60 people (a large crew and up to 10 officers). A Deck of crystals of living provides enough air for 540 people.

CRYSTAL OF LIVING

School abjuration (Protection Sphere); **CL** 10

EFFECT

The Hardpoint/Deck houses a crystal of living..

Construction

Craft.Rod, *water breathing* or Protection sphere, Cost 5,000 gp per Hardpoint, 45,000 gp per Deck

Brig

50 gp per Hardpoint, 450 gp per Deck

A brig contains cells, chains, and manacles for holding captives, slaves, or crew members serving a punishment or sleeping off drunkenness. Each Hardpoint of brig is a cell, which comes with chains, an average lock, and 2 sets of common manacles (better locks or additional manacles sold separately). A brig cannot physically contain more than 8 Medium creatures.



Bunks

25 gp per Hardpoint, 225 gp per Deck

Bunks contain beds for sleeping, small lockers and chests to house personal effects, and space for clothing and other needs. 6 people can live in each Hardpoint dedicated to being a bunk. This means it takes 2 Hardpoints to house a small crew, 4 to house a medium crew, and 8 to house a large crew. A Deck of bunks can house a large crew and up to 6 PCs or 1/2 a small crew.

Captain's Quarters

100 gp per Hardpoint (minimum 2), 900 gp per Deck

A captain's quarters are similar to a set of personal quarters, but much more luxuriant. While some captains are content to have a personal room like their officers, others use these special quarters as displays of wealth and status, both to set themselves apart from the rest of the crew, and to impress special guests to their ship. A captain with a set of captain's quarters at least 2 Hardpoints big gains a +1 bonus to their leadership score in relation to their crew, and a +2 bonus to Diplomacy checks made against someone inside their quarters. If the captain had an entire deck dedicated to being a captain's quarters, these bonuses increase to becoming a +2 bonus to leadership and a +4 bonus to Diplomacy checks. Each Hardpoint of captain's quarters can also have an additional use, just as each Hardpoint of personal quarters can.

Cargo Bays

0 gp per Hardpoint, 0 gp per Deck

Cargo bays are the easiest and cheapest rooms, as they are simply open space. While an airship's maximum capacity is determined by its total number of Hardpoints and Decks, without a cargo bay the vehicle won't be able to carry much of anything. A vehicle may contain up to 10 tons of cargo or equipment in each Hardpoint of cargo space or up to 90 tons per Deck.

Secret Compartments: You may install secret compartments in cargo space, allowing you to hide some goods from prying eyes. It takes a DC 20 Perception check to detect these compartments during a search of the ship, and each compartment can hide up to 1 ton of the room's cargo. A secret compartment costs 500 gp each, and only one may be gained per Hardpoint.



Gunport

50 gp per Hardpoint, 450 gp per Deck

While siege engines could simply be carried inside a cargo hold, only a gunport possesses the rigging and/or port holes necessary to facilitate their use in combat, as well as efficient use of space to allow the crew to fire and reload them easily during combat. The number of siege engines a gunport Deck or Hardpoint can hold is listed in each weapon's description.

Hanger

50 gp per Hardpoint, 450 gp per Deck

A hanger is a space designed to house a smaller vehicle, and includes straps to secure the vehicle as well as a door to allow it to leave and/or a runway to aid it in exiting. A vehicle cannot house more Hardpoints of vehicles than it has Hardpoints dedicated to being a hanger.

Kitchen

100 gp per Hardpoint, 900 gp per Deck

While a crew can eat their rations without a kitchen, a kitchen is needed to allow a chef to make Profession (chef) checks to provide better quality meals. A single Hardpoint dedicated to being a kitchen can facilitate a head chef and up to 2 assistants at one time +3 more assistants per additional Hardpoint. A small crew requires 4 Hardpoints of kitchen to use, while a Deck of kitchens can facilitate a head chef, one primary assistant + a medium crew at one time.

A head chef can provide his bonus to up to a small crew, plus another small crew per assistant. When working with a small kitchen, a head chef can choose to provide quality meals for a smaller group (such as only the officers) rather than for the entire crew.

Library

500 gp per Hardpoint, 4,500 gp per Deck

A library is a space filled with books, chairs, tables, and other materials necessary for research. Every Hardpoint dedicated to being a library is built to facilitate a single Knowledge skill or the Spellcraft skill (such as when crafting a magical item). Spending an hour researching in a library grants a +3 bonus to answering a single question related to that Knowledge skill. A library dedicated to Spellcraft grants a creature a +3 bonus to Spellcraft checks made to research spells or craft rituals or magic items.

A Deck-sized library grants a +4 bonus instead of a +3, and applies to all Knowledge skills as well as Spellcraft.

Personal Quarters

50 gp per Hardpoint, 450 gp per Deck

Unlike bunks that are designed to fit as many people in them as possible, a set of personal quarters guarantees a measure of privacy, and contains chests with average locks, larger beds, etc.

A set of personal quarters is designed to house a single creature of Medium size or smaller, and has room for one other thing. This could be a second person (such as in the case of a married officer), a Medium-sized or smaller animal companion, an alchemy lab, a workbench, etc.. Unlike a Hardpoint dedicated to being an alchemy lab or workshop, these add-ons to personal rooms can only facilitate one personal at a time. A successful Profession (servant) check can still be used to aid that one person, however. These extra bits are not included in the price of the room, and should be bought separately, if such a purchase would be necessary (purchasing a set of artisan tools, an alchemy lab, etc.).

Officers expect personal rooms as part of their position, and an officer staying on a ship who does not get their own personal room suffers a -1 penalty to their loyalty score.

Personal Quarters do not come in Deck size; rather, a Deck of personal quarters contains enough space for 9 individual personal rooms. Alternately, a personal room can be multiple Hardpoints large, such as when dealing with larger creatures, or when enticing another crew's officer to join you.

Powder Room

20 gp per Hardpoint, 180 gp per Deck

A powder room is a special place where black powder is stored. Storing gunpowder in this fashion helps keep the powder dry and more effective, although it can be a potential hazard if even one spark should catch the contents on fire. Every Hardpoint dedicated to being a powder room can hold up to 500 cannon shot's worth of black powder, or up to 4,500 shots per Deck.

When a ship stores its gunpowder in a powder room, all of its cannons deal +1 damage. However, if a powder room should be destroyed by fire or enemy cannon fire, it explodes, dealing 4 damage per shot to its location.

Sick Bay

100 gp per Hardpoint, 900 gp per Deck

A sick bay is a portion of the ship designated for use by the ship's surgeon. Using a sick bay counts as possessing a healer's kit and surgeon's tools for all Heal skill uses, providing a +2 bonus to Heal skill checks and a +3 bonus to checks made to treat wound or deadly wounds. In addition, patients recover an additional 1 hp per level when having deadly wounds treated, and an additional 1 hp per level and 1 point of ability damage when receiving long-term care, when they can stay in a sick bay. A sick

bay can facilitate up to 4 people at a time, either as patients, surgeons, or surgeon's assistants.

Workshop

50 gp per Hardpoint, 450 gp per Deck

A workshop is a space dedicated to the use of a particular Craft skill. Every workshop can be dedicated to only one material or type of creation, including leatherworking, blacksmithery (including weapons and armor), woodworking (including non-cannon siege engines and fletching), masonry, or anything else agreed upon by the GM. Every Hardpoint dedicated to being a workshop can facilitate up to 3 workers. This means a small crew requires 4 Hardpoints to work, and a Deck-sized workshop can facilitate a project head, a primary assistant, and a single medium crew.



Siege Engines

Direct-Fire Siege Engines

Name	Size	Req. Hard-points	# per Deck	Cost	DMG	Critical	Range	Type	Team	Reload Time	Hardness	Hit Points	Weight	Ammo Cost (per shot)	Ammo Weight (per shot)
Ballista, light	Large	1/2	18	350 gp	2d8	19-20/x2	120 ft	P	1 (12 per small crew)	1 round	5	30	0.2 t	5 gp	5 lbs.
Ballista, medium	Large	1	9	500 gp	3d8	19-20/x2	120 ft	P	2 (6 per small crew)	1 round	5	50	0.4 t	10 gp	10 lbs.
Ballista, heavy	Huge	2	4	800 gp	4d8	19-20/x2	150 ft	P	3 (4 per small crew)	2 rounds	5	100	1 t	30 gp	20 lbs.
Ballista, great	Huge	3	3	1,200 gp	6d8	19-20/x2	180 ft	P	4 (3 per small crew)	2 rounds	5	150	2 t	40 gp	25 lbs.
Ballista, gate breaker	Gargantuan	4	2	2,000 gp	8d8	19-20/x2	210 ft	P	6 (2 per small crew)	3 rounds	5	200	4 t	50 gp	30 lbs.

Indirect Siege Weapons

Name	Size	Req. Hard-points	# per Deck	Cost	DMG	Critical	Range	Type	Team	Reload Time	Hardness	Hit Points	Weight	Ammo Cost (per shot)	Ammo Weight (per shot)
Catapult, light	Large	1	9	550 gp	4d6	x2	150 ft.(30 min.)	B	2 (6 per small crew)	1 round	5	50	0.5 t	15 gp	60 lbs.
Trebuchet, light	Large	1	9	800 gp	4d6	x2	210 ft.(90 min.)	B	3 (4 per small crew)	1 round	5	50	3 t	15 gp	60 lbs.
Catapult, medium	Huge	2	4	800 gp	6d6	x2	210 ft.(90 min.)	B	3 (4 per small crew)	2 rounds	5	100	1 t	30 gp	110 lbs.
Trebuchet	Huge	2	4	1,000 gp	6d6	x2	300 ft.(150 min.)	B	4 (3 per small crew)	2 rounds	5	100	6 t	30 gp	110 lbs.
Catapult, heavy	Gargantuan	4	2	1,000 gp	8d6	x2	300 ft.(100 min.)	B	4 (3 per small crew)	3 rounds	5	200	4 t	40 gp	120 lbs.
Trebuchet, heavy	Gargantuan	4	2	1,500 gp	8d6	x2	400 ft.(200 min.)	B	6 (2 per small crew)	3 rounds	5	200	8 t	40 gp	120 lbs.

Firearm Direct Fire Siege Engines

Name	Size	Req. Hard-points	# per Deck	Cost	DMG	Critical	Range	Type	Team	Reload Time	Hardness	Hit Points	Weight	Ammo Cost (per shot)	Ammo Weight (per shot)
6 lbs. cannon	Large	1/2	18	4,000 gp	4d6	x3	150 ft.	B and P	2 (6 per small crew)	1 round	10	50	1 t	25 gp	6 lbs.
12 lbs. cannon	Large	1	9	6,000 gp	6d6	x3	210 ft.	B and P	3 (4 per small crew)	1 round	10	70	2 t	30 gp	12 lbs.
18 lbs. cannon	Huge	2	4	10,000 gp	8d6	x3	270 ft.	B and P	4 (3 per small crew)	2 rounds	10	100	4 t	50 gp	18 lbs.
24 lbs. cannon	Huge	3	3	20,000 gp	10d6	x3	330 ft.	B and P	5 (2 per small crew)	2 rounds	10	150	8 t	75 gp	24 lbs.
32 lbs. cannon	Gargantuan	4	2	25,000 gp	12d6	x3	390 ft.	B and P	6 (2 per small crew)	3 rounds	10	200	12 t	100 gp	32 lbs.

Other Siege Engines

Name	Size	Req. Hard-points	# per Deck	Cost	DMG	Critical	Range	Type	Team	Reload Time	Hardness	Hit Points	Weight	Ammo Cost (per shot)	Ammo Weight (per shot)
Ram	varies	-	-	1,000 gp	+3d8	x2	-	B and P	-	-	10	50	1 t	-	-
Firedrake	Huge	2	4	4,000 gp	6d6	-	varies	fire	3 (4 per small crew)	3 rounds	10	70	2 t	200 gp	20 lbs.
Firewurm	Gargantuan	4	2	6,000 gp	6d6	-	varies	fire	5 (2 per small crew)	4 rounds	10	140	4 t	400 gp	40 lbs.
Springal, arrow	Huge	2	4	1,000 gp	3d8	x3	100 ft. (50 minimum)	P	3 (4 per small crew)	2 rounds	10	100	2 t	20 gp	10 lbs.
Springal, rocket	Huge	2	4	6,000 gp	3d10	x4	100 ft. (50 minimum)	fire	3 (4 per small crew)	2 rounds	10	100	2 t	500 gp	30 lbs.

Ballista: Resembling a massive crossbow, a ballista's power is provided by twisted skeins of animal sinew used as torsion springs driving a pair of adjustable arms. A cord attached to both arms is winched back and a projectile is loaded into a grooved slider for release. Ballistae are direct-fire weapons.

Catapult: Catapults are stone-throwing siege engines powered by winched arms that run through torsion skeins, and hold their payload in a cup that swings up and over the weapon when released. Catapults can hurl a variety of different types of ammunition (the damage given is for stone projectiles; other types

of ammunition can be found later in this chapter). They are indirect-fire siege engines.

Trebuchet: Trebuchets are similar in form to catapults, with the payload placed into a basket, cup, or sling at the end of a long lever, and a counterweight (often with crew or animals pulling attached ropes) close to the fulcrum. The leverage imparted by a trebuchet allows it to hurl massive missiles that scatter to a number of squares around the target square based on the size of the trebuchet.

Cannon: Cannons are crafted of metal—some are cast in one piece, others welded with iron bands—and mounted either in the ground or on wooden frames. Cannons use black powder to propel their projectiles with great force. They are direct-fire weapons.

Ram: A ram increases the damage a ship deals when performing a ram by +3d8, and cuts the damage in half that the vehicle sustains.

Firedrake: These Huge siege engines fires gout of Alchemist's fire in either a 60-foot line or a 30-foot cone (siege team leader's choice). Targets in the area take 6d6 points of fire damage (DC 15 Reflex save for half damage); those who fail their saves also catch on fire. A firedrake with the broken condition that rolls a natural 1 explodes, dealing its damage to all creatures within a 20-foot-radius burst (DC 15 Reflex save for half damage).

Firewurm: This siege engine is a larger version of the firedrake. A firewurm fires its gout of flame in either a 120-foot line or a 60-foot cone (crew leader's choice). Targets in the area take 6d6 points of fire damage (DC 20 Reflex save halves). Those who fail their saves catch on fire. A firedrake with the broken condition that rolls a natural 1 explodes, dealing its damage to all creatures within a 30-foot blast (DC 20 Reflex save halves).

Springal: A springal uses a torsion-cranked composite paddle to strike a firing rack containing multiple arrows or black-powder-propelled rockets, which rain down in an arc over a burst area. Springals are indirect-fire weapons that affect an area centered on a target square.

Arrow: This springal propels a group of arrows that rains down on the targeted square and in a 15-foot burst around that square. When used against a vehicle, this damages not only the location, but if targeting an exposed vehicle deck, all creatures within the area.

Rocket: This highly volatile springal propels a group of black-powder rockets that rain down on the targeted square and in a 15-foot burst around the area. When used against a vehicle and firing on an exposed deck, this damages not only the Location, but also all creatures within the area. If the team leader firing the rocket springal rolls a natural 1 when the siege engine is already broken, it explodes, dealing its damage in a 20-foot blast around the springal. This explosion destroys the rocket springal.

Special Ammunition

Indirect-fire siege engines and cannons can be loaded up with special ammunition, which can add all sorts of detriments to an opposing vehicle. The most common forms of special ammunition are detailed below.

Ammunition	Cost	Weight
Alchemical fire	200 gp	10 lbs.
Blast shot	30 gp	25 lbs.
Bomb	600 gp	30 lbs.
Chain shot	+50 gp	30 lbs.
Grapple shot	+10 gp	50 lbs.
Liquid ice	400 gp	20 lbs.
Plague bundle	+50 gp	20 lbs.
Smoke shot	+200 gp	20 lbs.

Alchemical Fire: This hard, ceramic canister of alchemist's fire can be used as ammunition in catapults and trebuchets. It deals 4d6 fire damage to the target location (which runs the risk of catching on fire). Creatures on an exposed deck suffer this damage as well and must pass a DC 20 Reflex save or catch fire. Creatures on a semi-exposed deck (next to windows or non-exposed gunports) must pass a DC 20 Reflex save or suffer half the fire damage, but they do not catch fire. If aiming for something other than a vehicle, this deals 4d6 fire damage to creatures and structures within 5 feet of the target space (DC 20 Reflex to avoid catching on fire), and every creature and object within the area between 5 and 30 feet of the target space must make a DC 20 Reflex saving throw or take half the fire damage, but do not catch on fire. On a siege engine misfire, this ammunition explodes before it is launched, dealing its damage to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (crew leader's choice) were the target square.

Blast Shot: Instead of a single hard ball, this ammunition is a bundle of large pellets, balls, or pieces of scrap metal, propelled a short distance by black powder and attacking all creatures and objects within a 30-foot-cone burst. The siege engine makes attack rolls against each creature and unattended object in the burst. It must miss every creature or target to misfire, and a misfire generates the normal effect. Only cannons can use this ammunition.

Bomb: A bomb is a metal canister filled with metal balls and black powder that can be used as ammunition in catapults and trebuchets or carried by two Medium creatures or one Large creature to its destination. A bomb either explodes on impact (if fired from a catapult or trebuchet, or within 3 rounds of a fuse being lit if carried). When it explodes, it deals 6d6 points of piercing and bludgeoning damage to all creatures and objects within 30 feet of the target square. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to the siege engine and all nearby creatures and wooden objects as if one of the spaces of the siege engine (team leader's choice) were the target square.

Chain Shot: This siege engine ammunition can be loaded into a cannon or catapult. It is especially good at tearing through sails and dirigibles, dealing double its normal damage to those vehicle components. When fired at a creature, on a hit, the creature must succeed at a DC 20 Fortitude saving throw or be knocked prone.

Grapple Shot: A grapple shot can only be fired from a ballista, and adds 10 gp to the price of the ammo it is applied to. A grapple shot is equipped with 200 ft. of rope, and on a successful hit makes a grapple check against the target creature or vehicle's CMD. The bonus for the check is +1 per successful hit via a grapple shot siege engine that round. A grapple shot has a maximum range of 200 ft.

Liquid Ice: This hard, ceramic canister filled with alchemical liquid ice can be used as ammunition in catapults and trebuchets. This is functionally the same as a piece of alchemical fire ammunition, except it deals cold damage instead of fire damage, does not cause a location or creature to catch fire, but instead causes creatures to become entangled for 1 round if they do not pass a DC 20 Fortitude save. On a siege engine mishap, this ammunition explodes before it is launched, dealing its damage to all nearby creatures as if one of the spaces of the siege engine (team leader's choice) were the target square.

Plague Bundle: This hard, ceramic canister is filled with a noxious mass of diseased carrion and offal that can be used as ammunition for a catapult or a trebuchet. It deals only half damage, but every creature hit by it is exposed to filth fever. A GM might allow a plague bundle to inflict other diseases.

Smoke Shot: This hard ceramic sphere contains two alchemical substances separated by a thin barrier, and can only be used from a catapult or trebuchet. A smoke shot deals only half damage, and creates an area of foul but harmless yellow smoke radiating 30 feet from the target square (filling an entire location). Treat the effect as a *fog cloud* spell, with a speed of 3 counting as a moderate wind, and a speed of 6 counting as a strong wind. On a siege engine mishap, the ammunition explodes before it is launched. Its effect is centered on one of the spaces of the siege engine (team leader's choice).

Special Weapon Components

There are several special components that may be outfitted to a siege engine to make it easier to aim, easier to move, or even allow it to reload itself. Each price listed is for a Large weapon; multiply each price by 2 for Huge weapons, 4 for Gargantuan weapons, and 8 for Colossal weapons.

Weapon Component	Price	Craft. DC
Wheels	10 gp	Craft.(siege engine) DC 15
Weapon swivel	100 gp	Craft.(siege engine) DC 25
Bottom mount	100 gp	Craft.(airship) DC 20

Wheels: By attaching wheels to a siege engine, the siege engine may be much more easily moved. A team may move the weapon 5 ft. as a 5 ft. step, or 10 ft. as a move action. Spending a move action moving a vehicle prohibits the team from spending a full-round action to reload it. A siege engine cannot be moved by less than 1/2 its required crew.

Weapon Swivel: A weapon swivel allows a siege engine to rotate quickly, allowing it to fire in any direction when installed onto a ship, rather than only off one of the vehicle's facings. A swivel weapon cannot fire through other parts of the vehicle (the weapon must be on an open-air Deck or in a gunport with no surrounding rooms or locations), and a siege engine cannot be equipped with both a weapon swivel and wheels.

Bottom Mount: A bottom mount attaches a weapon to the bottom of the vehicle rather than to the top or sides. Even a ram can be attached in this fashion, as this creates a blade that a vehicle can use to ram a target directly beneath it. A weapon with a bottom mount does not suffer any penalty when attacking a target riding the vehicle's shadow. Like any other weapon, however, it cannot hit targets outside of its facing (down). A bottom-mounted weapon can be combined with a swivel to attack targets in any direction, but suffers a -8 penalty when attacking a target in a higher altitude band (in essence, targets below them do not get cover, but targets above them do).

A siege engine must be placed in the bottom-most Hardpoint/Deck of a vehicle to be bottom-mounted.



Special Equipment

Land Vehicles

Treads

Because land is a much more varied terrain than sea or air, the tread a land vehicle uses greatly affects how it moves. Like an engine, a tread may be targetted as a called shot (-2 penalty, damage is subtracted from the tread's hit points rather than the vehicle's). A tread always possesses the Hardness and half the Hit Points as the location it is attached to. If no tread is specified, the vehicle is assumed to use wheels.

Tread by Size: Each tread's price assumes a Large vehicle. A tread for a Huge vehicle costs twice as much, while a tread for a Gargantuan vehicle multiplies the price by x4, and a Colossal vehicle by x8. When obtaining a tread for a vehicle with multiple locations, treads must be purchased for each Location (even a Location not in contact with the ground is putting pressure on the Locations below it, which must support twice the weight).

Multiple Treads: Each vehicle Location can possess only one tread at a time, and it is extremely rare for a vehicle to mix treads. If such a situation should ever occur that a vehicle has multiple Locations and different treads on each, average the effects of all treads together, rounded down, as explained below:

Every tread, terrain, and whole/broken/destroyed combination either allows the vehicle to move at its base speed, 3/4ths its base speed, 1/2 its base speed, 1/4th its base speed (1/2 of 1/2), or reduces movement to 0. Use these numbers when finding the average.

Example: Almon the Insane has built a wagon 3 Locations big, and each Location has a different tread: One has wheels, one has snow runners, and the other has mechanical legs. When moving over road, both the legs and wheels move at full speed, but the snow runners work at half speed, giving the vehicle an average of 3/4ths its usual speed. Later, the snow runners are destroyed by an enemy, meaning that location's speed becomes 0. As two Locations are moving at full speed but one is moving at 0, the vehicle's movement is now 1/2.

Wheels: The assumed default of land vehicles, wheels allow a vehicle to move over hard ground with ease, but only at half speed when moving over sand or snow. Wheels cost nothing to add to a vehicle if done at vehicle creation.

Sand Runners: A vehicle equipped with sand runners looks similar to a sled, but with wide bottoms of gliding over sand. A vehicle equipped with sand runners moves at full speed over sand, but half speed over snow and hard ground. Sand runners cost nothing to add to a vehicle if done at vehicle creation.

Snow Runners: A vehicle equipped with snow runners is built with sharp sleigh tracks for moving quickly through snow and ice. It moves at full speed through snow and ice, but only half speed over sand or hard ground. Snow runners cost nothing to add to a vehicle if done at vehicle creation.

Caterpillar Track: Caterpillar track is a wide, rotating track that slows a vehicle down, but equips it for movement through all terrains. A vehicle equipped with caterpillar track has its speed reduced to 3/4th, but can move over hard ground, snow, and sand with equal ability.

Legs, Mechanical: A vehicle equipped with mechanical legs is capable of moving at full speed over all terrains. Such legs are extremely difficult to create, but are a favorite of alchemist and mechanists who wish to show off their ability.

Hover Charm: This enchantment causes the vehicle to float a few inches off the ground, allowing for complete movability over all terrains and makes the vehicle unaffected by difficult terrain. A hover charm cannot be attacked as a called shot, and a vehicle with a hover charm can also drive over water, provided it isn't being pulled by creatures only capable of moving over land.

Hover Charm

Aura Enhancement (transmutation); **CL** 10th

You grant the vehicle the Hover Charm tread.

Construction

Craft.Rod, *levitate* (or Enhancement Sphere), 4,000 gp, x2 for Huge, x4 for Gargantuan, x8 for Colossal.

Treads	Price for Large	Price per Location	Craft.DC
Wheels	10 gp (free at creation)	80 gp (free at creation)	DC 15
Sand runners	10 gp (free at creation)	80 gp (free at creation)	DC 15
Snow runners	10 gp (free at creation)	80 gp (free at creation)	DC 15
Caterpillar track	100 gp	800 gp	DC 20 (Craft.(mechanical))
Legs, mechanical	2,000 gp	16,000 gp	DC 30 (Craft.(mechanical))
Hover charm	4,000 gp	32,000 gp	special

Subterranean Equipment

Specialty Equipment	Price for Large	Price per Location	Craft.DC
Burrowers	3,000 gp	27,000 gp	DC 30 (Craft. (mechanical))
Burrowers, magical	5,000 gp	45,000 gp	Spellcraft.DC 15
Enchantment, earthglide	8,000 gp	72,000 gp	Spellcraft.DC 15

Burrowers: A burrower is a drill or a series of drills that allow a land vehicle to travel underground through the power of its engine. Without a burrower, a vehicle can only become a subterranean vehicle if it is being pulled by creatures who are also subterranean creatures. Like treads, burrowers have the same hardness and half the hit points of the location they are attached to. Burrowers only need to be attached to each location in the vehicle's forward-facing.

Burrowers, magical: These function the same as regular burrowers, but are powered by magic.

Magical Burrowers

Aura transmutation (alteration); **CL** 10th

A subterranean vehicle with the magical burrowers enchantment has churning teeth or small claws that allow it to dig beneath the ground at half its speed.

Construction

Craft.Rod, *monstrous physique I* (or Alteration sphere), 2,500 gp, +22,500 for every size category above Large.

Enchantment, earthglide: A vehicle with the earthglide enchantment can move through the underground at its move speed, rather than half its move speed.

Earthglide

Aura transmutation (alteration); **CL** 10th

A subterranean vehicle with the earthglide enchantment can move through the underground at its move speed, rather than half its move speed.

Construction

Craft.Rod, *earthglide* (or Alteration sphere), 4,000 gp, x2 for Huge, x4 for Gargantuan, x8 for Colossal.

Water vehicles

Specialty Sea Equipment

Specialty Equipment	Price for Large	Price per Location	Craft.DC
Buoyancy Control	1,000 gp	8,000 gp	DC 25 (mechanical)
Pressure Resistance	100 gp	800 gp	DC 21 (mechanical)
Swimming	3,000 gp	24,000 gp	special

Buoyancy Control: While it is possible for a vehicle to descend underwater by simply being pulled by muscle, a vehicle can descend underwater via engine power only if it possesses buoyancy control. A vessel must have the covered template before it can use buoyancy control.

Pressure Resistance: By default, a vehicle cannot descend below 100 ft. without suffering pressure damage. Pressure resistance gives a vehicle the ability to descend below this limit without damage. A vehicle can gain pressure resistance multiple times, spending the gold cost again each time, and increasing the crafting DC by 1 every time it is gained beyond the first. Every time pressure resistance is gained, the vehicle can descend an additional 100 ft. below the surface before it begins to suffer pressure damage.

Swimming: Giving a vehicle the ability to swim is an enchantment that allows it to descend underwater without the need for mechanical buoyancy control, and often results in the vehicle growing fins or other amphibious markers. Rather than requiring separate pressure resistance, a vehicle with a swimming enhancement is protected from all pressure damage.

Swimming

Aura transmutation (alteration); **CL** 10th

A vehicle with the swimming enchantment can move through liquid at its move speed and is protected from pressure damage.

Construction

Craft.Rod, *touch of the sea* (or Alteration sphere), 1,500 gp, x2 for Huge, x4 for Gargantuan, x8 for Colossal.

Air Vehicles

Dirigibles

<i>Extra</i>	<i>Cost per Hardpoint</i>	<i>Cost per Deck</i>	<i>Hardness</i>	<i>Hit Points per Hardpoint</i>	<i>Hit Points per Deck</i>
Dirigible (cloth)	25 gp	225 gp	0	15	135
Dirigible (rigid)	50 gp	450 gp	3	20	180
Dirigible (magic)	250 gp	2,250 gp	-	-	-

Dirigibles: A dirigible is a device that supplies lift for an air vehicle, decreasing the vehicle's weight by an amount equal to the size of the dirigible, thereby decreasing how much power it takes to fly. Usually, this takes the form of a large canvas bladder filled with hot air or light gases. Like sails, dirigibles are measured in Hardpoints and Decks, but do not occupy space inside the vehicle, instead forming their own Location. This means that, like sails, a dirigible increases a ship's size for the purpose of occupying spaces, maneuverability, ram damage, CMB, and CMD, but does not increase the ship's hull size for determining its mass, weight, number of rooms, etc.. A ship cannot possess more than 6 Hardpoints/Decks of dirigible per Hardpoint/Deck in the vehicle's hull.

Dirigibles are an inexpensive way to help an air vehicle fly, and it is not uncommon for smaller, cheaper ships to be lifted exclusively by dirigible. However, doing so may be risky, as a dirigible has little in the way of Hardness or hit points, making it a tempting target for those who would wish to ground the vehicle before boarding or taking its cargo.

Cloth: A cloth dirigible is a balloon that is often inflated with air heated by a burner. A cloth dirigible may be deflated and reinflated (each at a rate of 1 round per Hardpoint), and stored within the vehicle when not in use.

Rigid: A rigid dirigible is stronger than a cloth one, and is attached to an exoskeleton that makes it unable to collapse.

Magic: Much more expensive than a physical dirigible, a magic dirigible isn't truly a dirigible at all, but is rather an enchantment laid upon the ship to make it weightless. This has the advantage of not occupying space, meaning it does not form a Location and cannot be attacked. Like all magic, however, it is susceptible to being dispelled.

Magical Dirigible

Aura transmutation (Enhancement); **CL** 10th Effects

The vehicle gains a magic dirigible.

Construction

Craft Rod, *levitate* (or Enhancement Sphere), 125 gp per Hardpoint, 1,125 gp per Deck.

Extras for All Templates

Arms

<i>Equipment</i>	<i>Cost for Large</i>	<i>Craft DC</i>
Arms, mechanical	4,000 gp	DC 30 (Craft. (mechanical))

Mechanical Arms: A vehicle equipped with mechanical arms allows its pilot (or another creature) to manipulate objects outside of the vehicle. Like most equipment, the price is multiplied by 2 for a Huge vehicle, 4 for a Gargantuan vehicle, and 8 for a Colossal vehicle. Mechanical arms have the same Hardness and half the hit points as the Location they are attached to.

The controls for mechanical arms must be contained in a single Hardpoint, just like the control mechanism for the pilot. A creature (often also the pilot) may control a single pair of mechanical arms as a standard action. A pair of mechanical arms has as much reach as a creature of similar size to the vehicle (maximum Colossal) and must be attached to a single Location and facing. Mechanical arms start with a Strength score of 10.

When controlling a pair of arms, a creature may make one of the following actions, or another deemed appropriate by the GM. Only one creature may manipulate a pair of mechanical arms in any given round.

Climb/Swim: A vehicle equipped with arms can attempt to climb or swim, using the usual skill rules. A vehicle has no ranks in either skill (although see arm upgrades below), but may still add the arm's Strength bonus to the required checks.

Manipulate: The arms can be used to lift, place, or otherwise manipulate an object, as a creature can.

Attack: The arms can be used to attack a target, either by punching it, or by wielding an giant weapon.

Arms deal slam damage as appropriate for the vehicle's size (1d6 Large, 1d8 Huge, 2d6 Gargantuan, 2d8 Colossal), and weapons deal damage appropriate to the weapon being wielded. In both cases, the arm's Strength modifier is added to damage rolls as usual. The one controlling the arms uses their BAB + the arm's Strength modifier - the vehicle's size modifier (-1 for Large, -2 for Huge, -4 for Gargantuan, -8 for Colossal) as their



attack bonus, and suffers a penalty if not proficient with the weapon being used (they are always considered proficient with the slam attack). They may apply any appropriate melee combat feats that they possess to the attack, and may treat the slam attack as an unarmed strike when applying these feats.

Combat Maneuver: It is possible for a vehicle with arms to perform any combat maneuver, using the arm's Strength modifier + the BAB of the creature controlling the arm's + the vehicle's size modifier for CMB (to a maximum of +8 for Colossal).

Arm Upgrades: Mechanical arms can be upgraded in the following ways:

Skill Upgrade: A pair of mechanical arms may be upgraded to better facilitate the Swim or Climb skill. Each skill must be purchased separately. The cost of a skill upgrade is 100 gp x the bonus squared. Upgrading arms in this fashion is the same as building an independent item, and requires a Craft.(mechanical) check equal to 25 + the number of ranks.

Strength Upgrade: A pair of mechanical arms has a default Strength skill of 10. You may upgrade the Strength of the arms at a cost of 1,000 gp x the amount of Strength increase squared. Upgrading arms in this fashion is the same as building an independent item, and requires a Craft.(mechanical) check equal to 25 + 2 per point of Strength added.

Automation

Automation	Cost per Crewman	Craft.DC
Automation, mechanical	1,000 gp	Craft.(mechanical) DC 35
Automation, magical	2,000 gp	special

Automation: When a vehicle is automated, the number of crew required to facilitate it is cut down in number, allowing the pilot to control weapons, engines, and other aspect he otherwise would not be able to.

An automation can take over two possible roles:

1. It can replace a crewman required to operate an engine. If this replaces all the engine's required crewmen, this allows the pilot to make engineering checks as if he were the head engineer (except for emergency repairs, which must be made at the engine itself). These engineering checks still require a standard action to make.

2. It can replace a crewman required to effectively reload and operate a siege engine. If this replaces every crewman required to operate the siege engine, the pilot becomes the siege engine's team leader, and can aim and fire the siege engine as a standard action. If multiple siege engines are fully automated in this way, the pilot may fire any number of these automated siege engine he desires as part of the same standard action. The siege engines

must all target the same enemy, and that target must be in front of the vehicle. Automated weapons can still be controlled by a crewman, when then is in charge of aiming and firing.

When a ship has both its engines and weapons automated, it can become difficult for the pilot to make as many actions in a round as he has available to him (as both engineering checks and firing weapons require a standard action). At these times, the co-pilot (the creature granting an aid another bonus to the pilot as a move action) or another creature present can also control automated vehicle components as a standard action, such as making engineering checks or firing automated siege engines.

Automation, magical: Easier to build but certainly more expensive, magical automation is the same as mechanical automation, except it is considered a magic item.

Magical Automation

Aura transmutation (Enhancement); **CL** 10th

EFFECTS

The vehicle engine or siege engine becomes automated, replacing one of the vehicle's required crew, or the siege engine's team leader.

Construction

Craft.Rod, *animate object* or Enhancement Spheres, 1,000 gp

Energy Resistance

Energy Resistance	Cost for Large	Cost per Location	Craft.DC
Resilience	500 gp	4,000 gp	Craft.(alchemy) DC 20
Resistance	2,000 gp	16,000 gp	Spellcraft.DC 15
Immunity	5,000 gp	40,000 gp	Spellcraft.DC 15

Resilience: Through alchemical treatment, a vehicle can be rendered resistant to harsh elements, such as the cold of high altitudes or the deep ocean. Chose one type of elemental energy (fire, acid, cold, electricity); the vehicle gains resistance 10 to that energy type. Greater resistance can be granted, but every +1 in the granted resistance increases the cost by +100 gp for a Large vehicle (+800 gp per Location), and the Craft.DC by +1. Resilience can be granted multiple times against a different element each time.

Resistance: Similar to the alchemical treatment that provides resilience, a vehicle can be treated with magic to produce a similar end.

RESISTANCE

School Abjuration (Protection Sphere); **CL** 10

EFFECT

You grant the vehicle Resistance 30 against one of the following: Fire, electricity, acid, or cold.

Construction

Craft.Rod, *resist energy* or Protection sphere, Cost 1,000 gp for a Large vehicle, or 8,000 gp per location.

Immunity: The most powerful form of resistance, it is possible to grant a vehicle immunity to an element, allowing it to swim through lava, sail the vacuum of space, or reach the heart of an elemental plane without fear. As with resistance and resilience above, immunity only applies to a single element (fire, acid, cold, or electricity), and must be applied multiple times to grant immunity to multiple elements.

IMMUNITY

School Abjuration (Protection Sphere); **CL** 10

EFFECT

You grant the vehicle immunity to one of the following: Fire, electricity, acid, or cold.

Construction

Craft.Rod, *protection from energy* or Protection sphere, Cost 2,500 gp for a Large vehicle, or 20,000 gp per location.

Piloting Devices

Most vehicles rely on simple methods for the pilot to exercise control; reins, a helm and rudder, or something equally simple. It is possible, however, for experienced mechanists and magic users to upgrade the method a pilot uses to control their vehicle.

Piloting Devices	Cost	Craft.DC
Full-Body Cockpit, mechanical	5,000 gp	Craft.(mechanical) DC 40
Full-Body Cockpit, magical	10,000 gp	Spellcraft DC 15

Full-Body Cockpit, Mechanical: Usually reserved for vehicles with legs and arms, a full-body cockpit allows a pilot to control a vehicle through his own bodily movements, rather than through manipulating levers and switches. The pilot is held suspended in the air with metal tubes surrounding his arms and legs, each of which is attached to a dozen mechanical devices that relate his movement to the vehicle.

A creature suspended inside a full-body cockpit does not need to spend a move action every round to control his vehicle; so long as the pilot is inside the mechanism, the vehicle is considered controlled. Also, the pilot may use his BAB + his Dexterity modifier for piloting checks if he chooses, and can make full attacks with mechanical arms, as if they were his own.

Full-Body Cockpit, Magical: A magical full-body cockpit is essentially the same as a mechanical full-body cockpit, except rather than suspending the pilot in a device, the magical full-body cockpit is a special helmet the pilot wears, transferring his soul throughout the vehicle and allowing him to control the vehicle as if it were his own body. A magical full-body cockpit does not need to be attached to the vehicle itself; it can be taken and worn anywhere, transferring the wearer's consciousness to the vehicle when worn. The wearer is rendered comatose and helpless during this time, by he may deactivate the connection

as a free action, instantly transferring his soul back to his body. If the vehicle is destroyed, the soul is likewise transferred back.

Magical Full-Body Cockpit

Aura Necromancy (Death); **CL** 10th; **Slot** helmet

Effect

This creates a magical full-body cockpit for a vehicle. This helm is only connected to a single vehicle; if the vehicle is destroyed, the helmet becomes useless.

Construction

Craft.Rod, *magic jar* or Death sphere, Cost 5,000 gp.

Lights and Senses

There are some places (such as underground or deep underwater), where navigation becomes incredibly difficult, as a vehicle's passengers and pilot are unable to see out of the vehicle by normal means. While an individual might possess Darkvision or some other sense, on the whole a vehicle's crew risks being unable to navigate or detect threats when traveling through these locations. For these times, it is possible to equip a vehicle with special senses, allowing the pilot and gunners to work with much greater ease.

Ship Quality	Cost	Craft.DC
Light, mechanical	50 gp	Craft.(mechanical) DC 15
Light, magical	500 gp	Spellcraft.DC 15
Tremorsense	5,000 gp	Spellcraft.DC 15
Blindsense	20,000 gp	Spellcraft.DC 15

Lights, Mechanical: Mechanical lights function as bullseye lanterns attached to the vehicle. They produce a cone of light off of the vehicle that provides normal light in a 60-foot cone (2 spaces) and increases the light level by one step for 60 ft.beyond that (2 more spaces), out to a 120-foot cone (darkness becomes dim light and dim light becomes normal light). However, unlike a basic bullseye lantern (which requires oil to burn and cannot function in water), mechanical lights take their energy directly from the vehicle's engine, and can function in any medium the vehicle is designed to travel through. Mechanical lights have a facing, and must be purchased for every location or facing they are attached to.

Lights, Magical: Similar to mechanical lights, magical lights also provide illumination, but are twice as effective; they provide normal light in a cone out to 120 ft.(4 spaces), and increase the light level by one step for 120 ft.(4 spaces) beyond that.

Tremorsense: When a vehicle is equipped with this enchantment, it provides all creatures inside of it with tremorsense 60 ft.(2 spaces) for the area immediately around (but not inside) the enchanted vehicle Location. While it can be useful to purchase this enchantment separately for each Location, simply having it on the location where the piloting device is enables the pilot to navigate easily.

Tremorsense

Aura Alteration; **CL** 10th

Effect

This grants the vehicle location the Tremorsense enchantment.

Construction

Craft.Rod, *monstrous physique* or Alteration sphere, 2,500 gp.

Blindsense: Perhaps the most powerful of on-board senses, a vehicle equipped with blindsense can detect the present of creatures and vehicles out to 120 ft.(4 spaces) from the enchanted location. This in all other ways functions as the tremorsense enchantment.

Blindsense

Aura Alteration; **CL** 10th

Effect

This grants the vehicle location the Blindsense enchantment.

Construction

Craft.Rod, *monstrous physique* or Alteration sphere, 10,000 gp.

Pumps

Pump	Cost per Large	Cost per Location	Craft.DC
Fire Pump	50 gp	400 gp	Craft.(mechanical) DC 15
Water Pump	50 gp	400 gp	Craft.(mechanical) DC 15

Fire Pump: This equips a vehicle or location with a fire pump, which allows a crew or individual to quickly pump collected water in order to put out any on-board fire.

Water Pump: This equips a vehicle or location with a water pump, which allows a crew or individual to quickly pump out water that has collected inside of a vehicle, such as when a vehicle is sinking.

Goods and Supplies

Many things, such as fuel, food, and trade goods are measured in tons. While a pint of oil or a pack of trail rations may supply a single creature for a day, a vehicle and its crew often travels for weeks or months at a time, and most pack enough supplies to make the trip, and often enough trade goods to make the trip worth the expense. The exact number of items is generally unimportant; for the most part, no one needs to know how many beams creates a ton of wood or how many apples creates a ton of food, only how many crewman those apples will feed and how much money the wood is worth.

Since a vehicle's load is measured in tons, all items discussed here have their weight given in tons as well. While some prices scale directly through, others do not; when buying food for a crew, for example, the price becomes more efficient the larger the quantity.

Table: Supplies

Name	Cost per Individual	Weight	Cost per Small Crew	Weight	Cost per Medium Crew	Weight	Cost per Large Crew	Weight
Month's Rations, Poor	1 gp	.08 t	10 gp	1 t	20 gp	2 t	40 gp	4 t
Month's Rations, Average	3 gp	.08 t	30 gp	1 t	60 gp	2 t	120 gp	4 t
Month's Rations, Excellent	5 gp	.08 t	50 gp	1 t	100 gp	2 t	200 gp	4 t
Month's Alcohol, Grog	3 sp	.02 t	3 gp	.25 t	6 gp	.5 t	12 gp	1 t
Month's Alcohol, Ale	1 gp	.02 t	10 gp	.25 t	20 gp	.5 t	40 gp	1 t

Month's Rations: A crew must pack enough food to make their trip or face fatigue, starvation, or worse. While an individual may purchase their food for the day at a tavern or inn, vehicles and crews usually purchase their food in large quantities. A month's rations includes both the food and drink a person needs to survive.

Poor: Hardtack and gruel will keep a crew alive, if not particularly happy or healthy. A crew fed on poor rations suffers a -1 penalty to morale, and a chef working with poor rations suffers a -2 penalty on their Profession (chef) checks. In addition, after a solid month of eating poor rations, a crew or individual gains the sickened condition, which cannot be removed until more nutritious food is consumed.

Average: A step up from poor, average rations include hard bread, with bits of dried meat and fruit. A crew consuming average rations gains no bonuses or penalties. A crew living off of food scavenged with the Survival skill counts as using average rations.

Excellent: Excellent rations are of the utmost quality, including salted meats, preserved vegetables, jams, wines and other fine goods. Cooking with excellent rations grants a +2 circumstance bonus to Profession (cooking) checks. After a full month of eating excellent rations, a crew or individual gains a +2 bonus to all Fortitude saving throws.

Month's Alcohol: In addition to a crew's regular allotment of rations, it is possible to supply ale or grog to better keep a crew docile and happy.

Grog: Grog is a vile drink comprised of bits and pieces of other forms of alcohol and whatever else is on hand, usually mixed with water and some spices. A crew gaining a ration of

grog gains a +1 bonus to morale, but also suffers a -2 penalty to all saving throws.

Ale: Much better than grog, ale provides a crew with a +1 bonus to morale

Fuel: Steam and alchemical engines both requires fuel to function, which must be found, found, or created.

Steam, Improvised: A steam engine can burn branches, leaves, seeds, and other things easily obtainable from the Forest. These items have no cost, but must be collected via successful Survival checks. A DC 15 Survival check allows a single character to collect 1 ton of fuel in an 8-hour period. A small crew collects 12 tons.

Steam: Oil, coal, and other burning fuels are much more efficient than wood gathered from the Forest, but must be purchased.

Alchemical: Alchemical fuel is efficient, but expensive. It is not uncommon for an airship crew to use their own alchemists to create fuel for them, rather than pay for new fuel at each port.

Trade Goods

Trade goods are useful items, raw materials, and other things bought and sold in bulk. When a character buys the raw materials they need to craft a vehicle or another large project, they are buying trade goods.

Unlike normal items, trade goods are not sold for half price, but are instead both bought and sold at the listed price. While normal items change price depending on whether they are being bought or sold by a storefront, bulk trade goods and raw materials are bought or sold in such large quantities and are so integral to both craftsman and the storefronts that will eventually sell

Table: Fuel

Name	Fuel per Hardpoint (8-hours)	Weight	Fuel per Deck (8-hours)	Weight	Fuel per Hardpoint (month)	Weight	Fuel per Deck (month)	Weight
Steam, Improvised	-	2/3 t	-	6 t	-	60 t	-	540 t
Steam	3.3 gp	1/3 t	30 gp	3 t	300 gp	30 t	2,700 gp	270 t
Alchemical	5 gp	1/6 t	45 gp	1 1/2 t	450 gp	15 t	4,050 gp	135 t

the good piece by piece, that their value does not fluctuate depending on who's doing the selling.

Note that while in real life density influences how much of a material is needed to create a 'ton', for the purposes of this book, ton is both a measure of size and of weight; while a ton of adamantine is smaller than a ton of wood, this size difference is not important, and both take up the same amount of space.

Table: Trade Goods

<i>Name</i>	<i>Price per Ton</i>
Wood	10 gp
Wheat/grains	20 gp
Salted fish	50 gp
Masonry stone	100 gp
Canvas	200 gp
Iron	200 gp
Spices, common	1,000 gp
Tobacco	1,000 gp
Copper	1,000 gp
Glass	2,000 gp
Leather	2,000 gp
Tools	5,000 gp
Armor/armaments	5,000 gp
Furs	6,000 gp
Cloth	8,000 gp
Darkwood	10,000 gp
Pottery	10,000 gp
Salt	10,000 gp
Silver	10,000 gp
Dye	20,000 gp
Silk	20,000 gp
Ivory	25,000 gp
Spices, exotic	30,000 gp
Greenwood	50,000 gp
Books, rare	60,000 gp
Gold	100,000 gp
Cuazite	200,000 gp
Living Steel	250,000 gp
Mithril	500,000 gp
Sidhair	500,000 gp

<i>Name</i>	<i>Price per Ton</i>
Platinum	1,000,000 gp
Adamantine	1,000,000 gp
Diamond	5,000,000 gp

Trading

Goods Modifiers

Sometimes, a settlement buys and sells a trade good at a very reduced price, often because the settlement produces that good, or simply has no need for it. Other times, a particular good is rare or in demand, and so the settlement buys and sells that good for much more than its base price.

For every category listed below, a settlement could have a modifier of -2, -1, 0, 1, or 2 (at the GM's discretion, times of extreme surplus could result in lower modifiers, and times of extreme need could result in higher modifiers). Any good that belongs to the affected category has its price increased or decreased by 10% per point. (Thus, a modifier of -2 indicates the good buys and sells at 20% less than normal, while a modifier of 1 means the good buys or sells at 10% higher than normal).

<i>Category</i>	<i>Sample Goods</i>
Creature parts	Ivory, furs, sidhair
Food	Salt, salted fish, wheat/grains
Gems, rare	Diamond
Manufactured goods	Tools, armor/armaments, pottery, glass, dye
Metals, common	Iron, copper
Metal, precious	Gold, silver, platinum
Metals, rare	Cold iron, cuizite, mithral, adamantine, living steel
Recreational products	Tobacco, rare books
Spices	Common spices, exotic spices
Stone	Masonry stone
Textiles, common	Leather, canvas
Textiles, rare	Silk
Wood, basic	Wood
Wood, rare	Darkwood, greenwood

The exact economic modifiers affecting each individual good is determined by the GM, as determined by the settlement's needs, government, and location, as well as any relevant plot points.

Discovering Modifiers

By spending 1 hour gathering information, a PC may attempt a Diplomacy check to accomplish any of the following:

Local Settlement: With a DC 15 Diplomacy check, a creature can learn the modifier of the settlement he is in with regard to a single category. If they succeed at this check by 5 or more, they learn every modifier of the settlement they are in.

Neighboring Settlements: With a DC 20 Diplomacy check, the creature learns the modifier of all connected settlements in regard to a single category. If they succeed at this check by 5 or more, they learn about the modifier affecting that category of all settlements up to 2 steps away. If they succeed at this check by 10 or more, they learn the modifier of all settlements 3 steps away. Use the reputation rules presented in the Player's Guide to Skybourne when determining if two settlements are 'connected'.

Spending Limits

Depending on the size of the market in question, some markets may not have the goods the PCs are looking for, or not have enough money to buy things from the PCs at market value. Every market possesses a community size, which determines how much money it has onhand.

<i>Community Size</i>	<i>Purchase Limit</i>
Thorpe	500 gp
Hamlet	1000 gp
Village	2,500 gp
Small town	5,000 gp
Large town	10,000 gp
Small city	25,000 gp
Large city	50,000 gp
Metropolis	100,000 gp

While selling a single item or loot to a single store is generally an uncomplicated affair, unloading and hauling goods, contacting merchants, and other aspects of mass trade are time-consuming. Selling goods in a market requires at least 4 hours per day of work (an overland move action).

A market's purchase limit is the amount of gold the PCs can expect the market to have on-hand to buy things from them in a given week, which represents not only how much gold the merchants have, but also how many merchants a PC can expect to even be interested in their given artifacts, equipment, or trade goods. To sell more than this amount in a given settlement, the PCs must stay additional weeks in the settlement contacting additional merchants, with at least one character spending the overland move action each day to unload, negotiate, and deliver goods.

Like all aspects of trade, there are always exceptions. For example, the market district of Andrus has double the metropolis spending limit. For more information on markets and settlements, see the Pathfinder Gamemastery Guide.

What Cannot Be Sold

Markets are entirely driven by whether or not someone has the inclination, and the funds, to buy something, and adventurers often learn that priceless old-world relics are nothing more than dead weight when the engine's broken and the larder is empty. Even in the heart of Andrus, the largest market in the world, it would be nearly impossible to find anyone selling a ton of adamantine, let alone someone willing or capable of buying it off the PCs. Likewise, adventurers who have stumbled upon a mithral ship have secured a priceless fortune, but if those adventurers wanted to turn that ship into money, they'd be better served by melting the ship down and selling the mithral piece by piece to the weapon makers; among the few people in the world who even have that much money, fewer still would be willing to spend an amount on a single ship that would be better spent building and outfitting an entire armada.

Powerful magical items, expensive ships, rare works of art, and exotic trade goods are worth a fortune, but finding someone willing to buy or sell such a fortune is often an adventure of its own, and many an adventurer carrying a king's ransom in goods and equipment has still been forced to trade his things away or sell them for a tenth their true value when his debts came due.

In the end, such details are left up to the GM, as PCs wishing to buy or sell such goods must often seek out dragons, planar kings, or work dangerous favors for archmages in order to get what they want.

<i>Name</i>	<i>Price</i>
<i>Small Vehicles</i>	
Canoe	22,5 gp
Carriage, Small	775 gp
Cart	15 gp
Chariot	55 gp
Dog Sled	15 gp
Hang Glider	25 gp
Hang Glider, Silk	300 gp
Hot Air Balloon	40 gp
Sand Skiff	40 gp
<i>Land Vehicles</i>	
Carriage	155 gp
Carriage, Royal	300,125 gp
Dwarven Warmachine	38,650 gp
Dwarven Digger	8,225 gp
Exoskeleton	14,650 gp
Steam Giant	30,180 gp
Steam Sled	595 gp
Steam Tank	3,950 gp
Wagon, light	30 gp
Wagon, heavy	60 gp
War wagon, light	880 gp
War wagon, heavy	2,620 gp
Kitai	128,250 gp
<i>Unique Land Vehicles</i>	
Desert Behemoth	153,525 gp
Gray Ghost	204,110,190 gp
Great Drill	358,125 gp
Sand Ship	1,472,800 gp
Shatter	1,387,500 gp
<i>Water Vehicles</i>	
Cutter	7,750 gp
Frigate	40,475 gp
Galleon	12,625 gp
Ironclad	261,765 gp
Longship	680 gp

<i>Name</i>	<i>Price</i>
Merfolk Tradewagon	120 gp
Pinnace	1,450 gp
Rowboat	45 gp
Sailboat, small	80 gp
Sailboat, racing	830 gp
Ship of the Line	169,075 gp
Sloop	4,425 gp
Sloop, war	19,035 gp
Steamboat, Large	16,800 gp
Steamboat, Small	840 gp
Submarine, Dwarven	183,800 gp
Submarine, Goblin	28,100 gp
<i>Unique Water Vehicles</i>	
The Boneyard	853,000 gp
Dreamtreader	408,178,220 gp
The Emperor	784,700 gp
Lava Submarine	671,950 gp
The Royal War Chariot of Great King Tirioc	5,080 gp
<i>Air Vehicles Small Craft</i>	
Air Dancer	3,810 gp
Air Dancer, Arcane	17,150 gp
Air Dancer, Heavy	6,970 gp
Bone Shard	760 gp
Cherufe Fang	2,510 gp
Cherufe War Balloon	220 gp
Coaster	130 gp
Dragon Chariot	1,040 gp
Dwarven Defender	20,900 gp
Elder Tree	294,850 gp
Longunman	2,080 gp
Longunman, Dwarven	10,200 gp
Skidder	1,185 gp
Spear	2,810 gp
Spear, Arcane	16,150 gp

<i>Name</i>	<i>Price</i>
Spear, Heavy	5,320 gp
Spectre	23,325 gp
Sprite	14,900 gp
Stingfly	1,330 gp
Stingfly, Heavy	3,460 gp
Tripper	27,300 gp
Warrior	2,760 gp
Warrior, Dwarven	18,150 gp
<i>Marchantmen</i>	
Arcania	227,720 gp
Falcon	1,620 gp
Elemental	19,800 gp
Fey Stepper	94,250 gp
Lantern Fly	20,000 gp
Steamclad	12,975 gp
Valkyrie	5,860 gp
<i>Warships</i>	
Carrier	149,550 gp
Destroyer	78,175 gp
Goliath	187,225 gp
Titaneater	1,851,600 gp
Queen	199,475 gp
War Angel	157,825 gp
<i>Land Masses</i>	
Air Station	369,00 gp
Densva	–
Elfwood	–
Floating Tower	108,000 gp
Great Mountain	–
<i>Unique Air Vehicles</i>	
Mael Treader	3,484,100 gp
Lord Oberon	1,380,433,430 gp
Diamond Fury	2,029,722,820 gp
Shrieker	45,500 gp
Fenaldi Glider	348,775 gp

Sample Vehicles

For vehicles smaller than Colossal, their associated picture (if they have one) shows their size on a 5' x 5' grid. For vehicles Colossal sized or larger, this grid shows 30' x 30' vehicle spaces.

SMALL VEHICLES

CANOE

Large Wood Water Vehicle

Space 1 vehicle space; **Cost** 22.5 gp

Size 1/2 Hardpoint; **Hull** 1/2 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 22 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed 2

Acceleration 1

Maneuverability Average

DRIVE

Propulsion Oars (1/2 Hardpoint, 10 hp); **Power** 1

Mass 1/2 Hardpoint

Controlling Device oars

Driving Space Any space in vehicle

Required Crew 2 (2 oarsmen)

LOAD

Equipment Weight 0.05 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

ROOMS

Oars (1/2 Hardpoint, uncovered)

EQUIPMENT

None

The canoe is one of the smallest and simplest of water vehicles, used by those traveling down rivers, using oars and the current to travel over short distances.

CARRIAGE, SMALL

Large Wood Land Vehicle (covered)

Space 1 vehicle space; **Cost** 77.5 gp

Size 1/2 Hardpoint; **Hull** 1/2 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 22 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed twice that of the pulling creature

Acceleration the speed of the pulling creature

Maneuverability Average

DRIVE

Propulsion muscle (1 Medium creature)

Mass 1/2 Hardpoint

Tread wheels

Controlling Device reins

Driving Space 1 space directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

ROOMS

Bunk (1/2 Hardpoint, seats)

EQUIPMENT

None

The small carriage is used exclusively for the transportation of passengers comfortably over land, and can seat at most 3 people: 2 passengers and 1 driver. Because the carriage is designed to fit as many people into as small a space as possible, the 2 riders in the small carriage do not have room to fight or even stand, trusting in speed to escape any conflict that might arise.

A small carriage can only hold up to 200 lbs. of equipment beyond the passengers and their carried equipment.

CART

Large Wood Land Vehicle

Space 1 vehicle space; **Cost** 15 gp

Size 1/2 Hardpoint; **Hull** 1/2 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 22 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed twice that of the pulling creature

Acceleration the speed of the pulling creature

Maneuverability Average

DRIVE

Propulsion muscle (1 Medium creature)

Mass 1/2 Hardpoint

Tread wheels

Controlling Device reins

Driving Space 1 space directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

ROOMS

Cargo Bay (1/2 Hardpoint, uncovered, 5 tons)

EQUIPMENT

None

A staple of small farmers and simple workers for millenia, the cart still sees extensive use despite the loss of land through the intervention of the Forest, especially for the transporting of small families and goods throughout Andrus or within one of the floating isles.

CHARIOT

Medium Wood Land Vehicle (aerodynamic)

Space 1 vehicle space; **Cost** 55 gp

Size 1/4 Hardpoint; **Hull** 1/4th Hardpoint

DEFENSE

Hull 14 (+7 Dodge); 10 hp, Hardness 5

OFFENSE

Attack ram (1d6)

CMB +0; **CMD** 10

Speed twice that of the pulling creature

Acceleration the speed of the pulling creature

Maneuverability Good

DRIVE

Propulsion muscle (1 Small creature)

Mass 1/4 Hardpoint

Tread wheels

Controlling Device reins

Driving Space 1 space directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 0.25 tons

Medium Load 0.25 to 0.624 tons

Heavy Load 0.625 - 1.25 tons

ROOMS

Cargo Bay (1/4 Hardpoint, uncovered, 2.5 tons)

EQUIPMENT

None

The chariot is the smallest vehicle of war, but is still a useful vehicle for transporting archers and warriors wherever they are needed. Because of the chariot's small size, only 2 people at maximum can ride inside, often one pilot and one archer.

DOG SLED

Large Wood Land Vehicle

Space 1 vehicle space; **Cost** 15 gp

Size 1/2 Hardpoint; **Hull** 1/2 Hardpoint

DEFENSE

Hull 9 (+5 Dodge, -1 Size); 22 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed twice that of the pulling creature

Acceleration the speed of the pulling creature

Maneuverability Average

DRIVE

Propulsion muscle (2 Small creature)

Mass 1/2 Hardpoint

Tread snow runners

Controlling Device reins

Driving Space 1 space directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

ROOMS

Cargo Bay (1/2 Hardpoint, uncovered, 5 tons)

EQUIPMENT

None

The dog sled is a staple vehicle for travel through arctic terrains, as its small size allows it to be pulled by nothing more than a couple dogs, letting them to pull food and equipment for the arctic traveler. While an unconscious passenger can easily be strapped to the load, the dog sled is only build for a single passenger, the pilot, to ride.

HANG GLIDER

Large Cloth Air Vehicle

Space 1 vehicle space; **Cost** 25 gp

Size 1 Hardpoint; **Hull** 0 Hardpoint

DEFENSE

Sails 9 (+5 Dodge, -1 Size); 20 hp, Hardness 0

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed 2 (w/ wind, +1 per severity level)

Acceleration 1

Maneuverability Average

DRIVE

Propulsion Sails (1 Hardpoint, 20 hp); **Power** 1 (w/ wind: +1/2 per severity level)

Mass 0 Hardpoint; **Weight** 0

Controlling Device None

Driving Space Any

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 0.2 tons

Medium Load 0.2 to .4 tons

Heavy Load .5 - 1 tons

ROOMS

None

EQUIPMENT

None

A hang glider is a sheet of fabric stretched out with a harness that allows a creature to fly slightly by riding air currents. A hang glider falls 1 altitude band every round, so long as it is moving at a speed lower than 6, and cannot climb at a speed less than 8.

HANG GLIDER, SILK

Large Cloth Air Vehicle

Space 1 vehicle space; **Cost** 300 gp

Size 1 Hardpoint; **Hull** 0 Hardpoint

DEFENSE

Sails 9 AC (+5 Dodge, -1 Size); 30 hp, Hardness 0

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed 4 (w/ wind, +1 per severity level)

Acceleration 2

Maneuverability Average

DRIVE

Propulsion Silk Sails (1 Hardpoint, 30 hp); **Power** 2 (w/ wind: +1/2 per severity level)

Mass 0 Hardpoint; **Weight** 0

Controlling Device None

Driving Space Any

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 0.2 tons

Medium Load 0.2 to .4 tons

Heavy Load .5 - 1 tons

ROOMS

None

EQUIPMENT

None

A silk hang glider functions the same as its more basic cousin, but it is faster and of a much higher quality.

HOT AIR BALOON

Large Wood Air Vehicle

Space 1 vehicle space; **Cost** 40 gp

Size 1 1/2 Hardpoint; **Hull** 1/2 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 22 hp, Hardness 5

Dirigible 9 AC (+5 Dodge, -1 Size); 15 hp, Hardness 0

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed wind only

Acceleration 0

Maneuverability Average

DRIVE

Propulsion None; **Power** 0

Mass 1/2 Hardpoint; **Weight** 0

Controlling Device None

Driving Space Any

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

ROOMS

Cargo Bay (1/2 Hardpoint, uncovered, 5 tons)

EQUIPMENT

Cloth Dirigible (1 Hardpoint)

The hot air balloon is the simplest of all air vehicles. Rather than supplying any propulsion itself, the balloon can only catch the wind; even changing direction can only be accomplished by raising or dropping to another wind current going in another direction.

SAND SKIFF

Large Wood Land Vehicle

Space 1 vehicle space; **Cost** 40 gp

Size 1 1/2 Hardpoint; **Hull** 1/2 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 22 hp, Hardness 5

Sails 9 AC (+5 Dodge, -1 Size); 20 hp, Hardness 0

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed 1 (w/ wind, +1/2 per severity level)

Acceleration 0

Maneuverability Average

DRIVE

Propulsion Sails (1 Hardpoint, 20 hp); **Power** 1/2 (w/ wind: +1/4 per severity level)

Mass 1/2 Hardpoint

Tread sand runners

Controlling Device rudder

Driving Space 1 space at the front of the vehicle

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

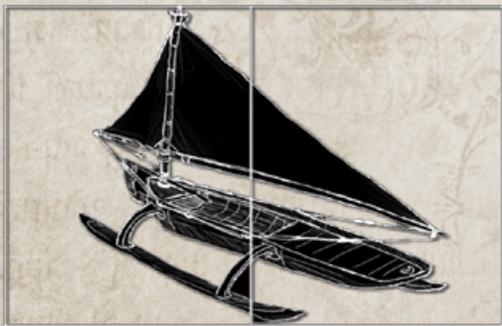
ROOMS

Cargo Bay (1/2 Hardpoint, uncovered, 5 tons)

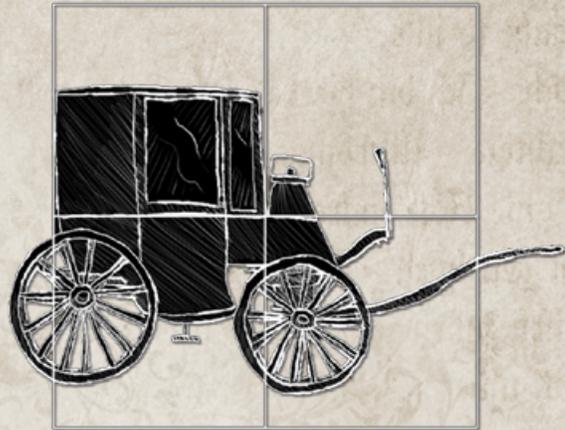
EQUIPMENT

None

The sand runner is a vehicle sometimes used to catch winds in the wide, sandy deserts, allowing a traveler to travel much quicker through that harshest of terrains.



Land Vehicles



CARRIAGE

Large Wood Land Vehicle (covered)

Space 1 vehicle space; **Cost** 155 gp

Size 1 Hardpoint; **Hull** 1 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 30 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed twice that of the pulling creature

Acceleration the speed of the pulling creature

Maneuverability Average

DRIVE

Propulsion muscle (1 Large creature)

Mass 1 Hardpoint

Tread wheels

Controlling Device reins

Driving Space 2 spaces directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

ROOMS

Bunks (1 Hardpoint, seats)

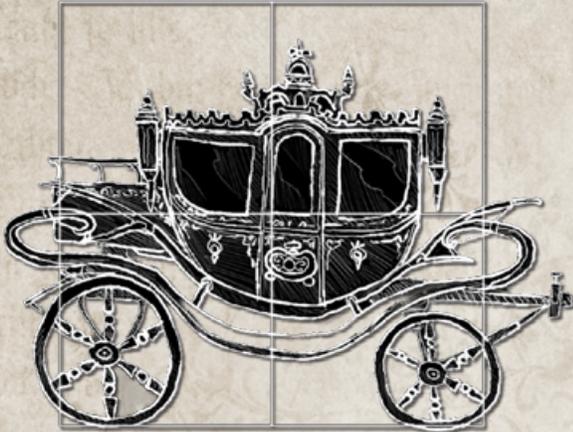
EQUIPMENT

None

The carriage is the vehicle of the wealthy, and is used exclusively for the transportation of passengers. A carriage can carry up to 6 people: 4 passengers, 1 driver, and one other, usually a footman or armed guard. Because the carriage is designed to fit as many people into as small a space as possible, the 4 passen-

gers in the carriage do not have room to fight or even stand, trusting in speed to escape any conflict that might arise.

A carriage can only hold up to 400 lbs. of equipment beyond the passengers and their worn equipment.



CARRIAGE, ROYAL

Large Gold Land Vehicle (covered)

Space 1 vehicle space; **Cost** 300,125 gp

Size 1 Hardpoint; **Hull** 1 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 30 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed twice that of the pulling creatures

Acceleration the speed of the pulling creatures

Maneuverability Average

DRIVE

Propulsion muscle (2 Large creatures)

Mass 2 Hardpoints

Tread wheels

Controlling Device reins

Driving Space 2 spaces directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

ROOMS

Bunks (1 Hardpoint, seats)

EQUIPMENT

None

The royal carriage is the height of decadent travel, used by royalty and the super-wealthy to show off their money and power.

This golden carriage can carry up to 6 people: 4 passengers, 1 driver, and one other, usually a footman or armed guard. Be-

cause the carriage is designed to fit as many people into as small a space as possible, the 4 passengers in the carriage do not have room to fight or even stand, trusting in speed to escape any conflict that might arise.

A carriage can only hold up to 400 lbs. of equipment beyond the passengers and their worn equipment.



DWARVEN WARMACHINE

Gargantuan Iron Land Vehicle (covered)

Space 1 vehicle space; **Cost** 38,650 gp

Size 8 Hardpoints; **Hull** 8 Hardpoints

DEFENSE

Hull 12 AC (+3 Dodge, +8 Armor, -4 Size); 720 hp, Hardness 10

OFFENSE

Attack ram (4d8); 24. lbs. cannon (swivel, 2 round reload; 10d8/x3; range 330 ft.)

CMB +4; **CMD** 14

Speed 2 (4 pushed, 6 overload)

Acceleration 2

Maneuverability Poor

DRIVE

Propulsion superior alchemical engine (4 Hardpoints, 400 hp); **Power** 80 (120 push, 160 overload)

Mass 16 Hardpoints

Tread caterpillar tread

Controlling Device steering wheel

Driving Space 8 spaces surrounding the steering wheel

Required Crew 2 (1 pilot, 1 engineer), 5 gunmen

LOAD

Equipment Weight 36 tons

Light Load less than 16 tons

Medium Load 16 to 39.9 tons

Heavy Load 40 - 80 tons

ROOMS

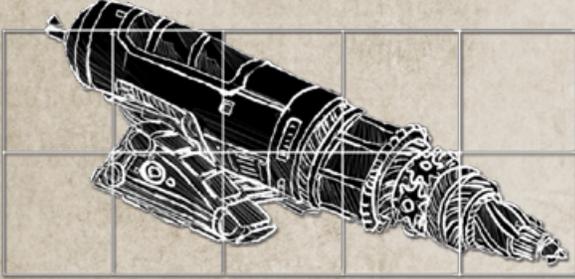
Cargo Bay (1 Hardpoint, 10 tons); **Gun Port** (3 Hardpoints); **Superior Alchemical Engine** (4 Hardpoints)

EQUIPMENT

24. lbs. cannon (w/ swivel), plate armor

The dwarven warmachine has a long tradition of striking terror into the hearts of their enemies, aiding dwarven armies

by using their enormous cannon to destroy enemies at great distances. Today these machines are almost unseen though, as they are simply too expensive to be produced in large numbers, but some ancient examples are still found by adventurers every now and then and, amazingly, still work.



DWARVEN DIGGER

Huge Stone Land Vehicle (covered)

Space 1 vehicle space; **Cost** 8,225 gp

Size 4 Hardpoints; **Hull** 4 Hardpoints

DEFENSE

Hull 6 AC (+3 Dodge, -2 Size); 180 hp, Hardness 8

OFFENSE

Attack ram (2d8)

CMB +2; **CMD** 12

Speed 4 (7 pushed, 9 overload); **Underground** 2 (3 pushed, 4 overload)

Acceleration 2

Maneuverability Poor

DRIVE

Propulsion alchemical engine (2 Hardpoints, 160 hp); **Power** 30 (45 push, 60 overload)

Mass 6 Hardpoints

Tread wheel

Controlling Device steering wheel

Driving Space 2 spaces behind the steering wheel

Required Crew 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 8 tons

Light Load less than 8 tons

Medium Load 8 to 19.9 tons

Heavy Load 20 - 40 tons

ROOMS

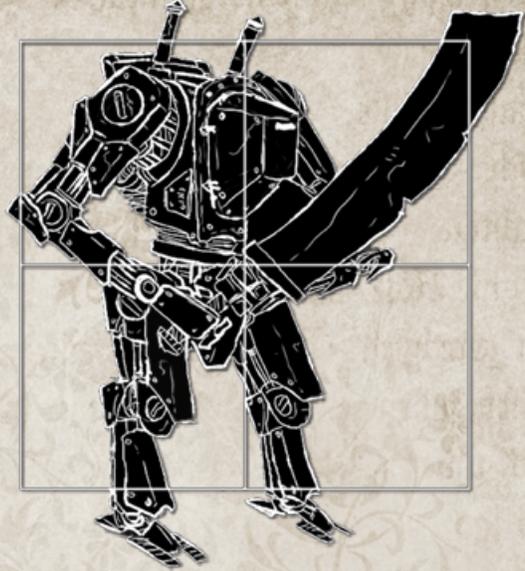
Alchemical Engine (2 Hardpoint); **Bunk** (1 Hardpoint); **Cargo Bay** (1 Hardpoint, 10 tons)

EQUIPMENT

Burrower, mechanical

The dwarven digger is a mechanical creation that is used to dig tunnels. While it does not possess enough finesse to extract valuable ore from mines, it nonetheless significantly speeds up the expanding of underground cities and roadways. While many of those old tunnels have since collapsed through the interven-

tion of the Forest, dwarven diggers still see use every now and then as transport vehicles to and from the deep earth.



EXOSKELETON

Large Iron Land/Air Vehicle (covered)

Space 1 vehicle space; **Cost** 14,650 gp

Size 2 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 7 AC (+3 Dodge, -1 Size); 180 hp, Hardness 10

OFFENSE

Attack ram (1d8); slam (forward facing, 1d6) or greatsword (3d6, 19-20/x2)

CMB +1; **CMD** 11

Speed 4 (6 pushed, 9 overload); **Air** 2 (5 pushed, 8 overload)

Acceleration 0

Maneuverability Poor

DRIVE

Propulsion superior alchemical engine (1 Hardpoint, 100 hp); **Power** 20 (30 push, 40 overload)

Mass 4 Hardpoints; **Weight** 8

Tread mechanical legs

Controlling Device full-body cockpit

Driving Space 1 space within full-body cockpit

Required Crew 1 (1 pilot & engineer)

LOAD

Equipment Weight 5 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

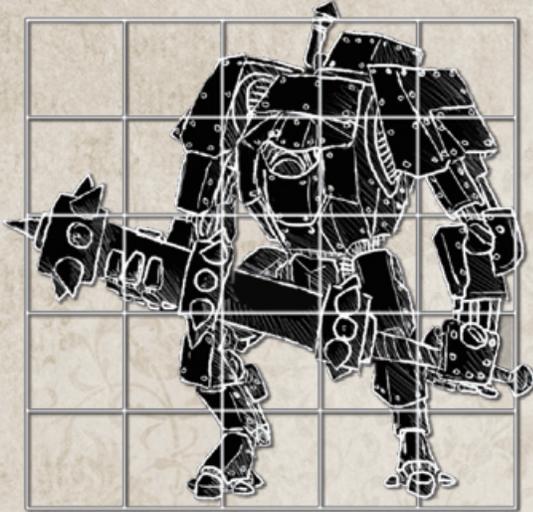
ROOMS

Cargo Bay (1 Hardpoint, 10 tons); **Superior Alchemical Engine** (1 Hardpoint)

EQUIPMENT

Mechanical arms (front-facing), mechanical full-body cockpit, large greatsword, automation (1)

The exoskeleton was invented by an alchemist of great renown in order to allow his few soldiers to do battle with enemies that would normally be too powerful for them. The automation allows the pilot to simultaneously serve as pilot, engineer, and be able to make full-attacks with the included greatsword. The exoskeleton is equipped for both ground and air combat.



STEAM GIANT

Gargantuan Wood Land Vehicle (covered)

Space 1 vehicle space; **Cost** 30,180 gp

Size 8 Hardpoints; **Hull** 8 Hardpoints

DEFENSE

Hull 4 AC (+3 Dodge, -4 Size); 240 hp, Hardness 5

OFFENSE

Attack ram (4d8); slam (forward facing, 2d6) or greatclub (4d6, 19-20/x2)

CMB +4; **CMD** 14

Speed 3 (5 pushed, 8 overload)

Acceleration 1

Maneuverability Poor

DRIVE

Propulsion superior steam engine (3 Hardpoints, 180 hp); **Power** 36 (54 push, 72 overload)

Mass 8 Hardpoints

Tread mechanical legs

Controlling Device full-body cockpit

Driving Space 1 space within full-body cockpit

Required Crew 4 (1 pilot, 3 engineers)

LOAD

Equipment Weight 18 tons

Light Load less than 16 tons

Medium Load 16 to 39.9 tons

Heavy Load 40 - 80 tons

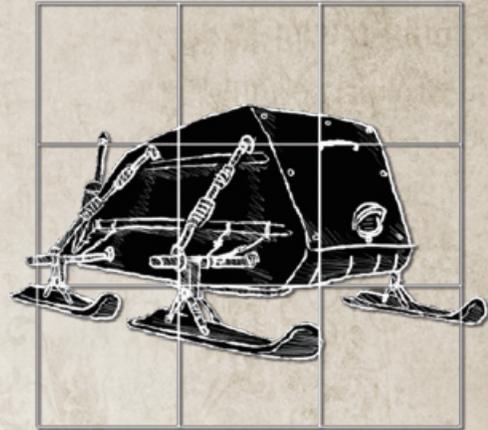
ROOMS

Bunks (2 Hardpoints, 8 crewmen); **Cargo Bay** (3 Hardpoints, 30 tons); **Superior Steam Engine** (3 Hardpoints)

EQUIPMENT

Mechanical arms (front-facing), mechanical full-body cockpit, gargantuan greatclub

The steam giant is a modern invention, based on the exoskeleton design but built larger for fighting even greater foes. The steam giant is also cruder than the exoskeleton, requiring at least 4 crewmen to pilot effectively. The steam giant is built exclusively from wood, allowing it to be created in any location with access to the Forest.



STEAM SLED

Huge Wood Land Vehicle (covered)

Space 1 vehicle space; **Cost** 595 gp

Size 4 Hardpoints; **Hull** 4 Hardpoints

DEFENSE

Hull 8 AC (+5 Dodge, -2 Size); 120 hp, Hardness 5

OFFENSE

Attack ram (2d8)

CMB +2; **CMD** 12

Speed 3 (4 pushed, 6 overload)

Acceleration 1

Maneuverability Average

DRIVE

Propulsion superior steam engine (1 Hardpoint, 60 hp), **Power** 12 (18 pushed, 24 overload)

Mass 4 Hardpoints

Tread snow runners

Controlling Device steering wheel

Driving Space All spaces directly around the steering wheel.

Required Crew 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 6 tons

Light Load less than 8 tons

Medium Load 8 to 19.9 tons

Heavy Load 20 - 40 tons

ROOMS

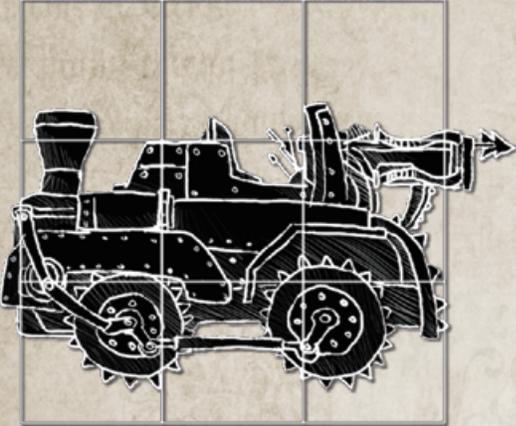
Bunks (1 Hardpoint, 4 crewmen); **Cargo Bay** (2 Hardpoints, 20 tons);

Superior Steam Engine (1 Hardpoint)

EQUIPMENT

None

The steam sled is a favorite of arctic merchants, designed to transport goods and people safely across frozen terrain. Many adventurers in frozen locations will invest in and personalize their own steam sled, from putting in extra bunks, to installing a weapon, to adding insulation against cold for truly deep-arctic exploring.



STEAM TANK

Huge Iron Land Vehicle (covered)

Space 1 vehicle space; **Cost** 3,950 gp

Size 4 Hardpoints; **Hull** 4 Hardpoints

DEFENSE

Hull 6 AC (+3 Dodge, -2 Size); 360 hp, Hardness 10

OFFENSE

Attack ram (2d8); 1 medium ballistas (swivel, 1 round reload; 3d8/19-20; range 120 ft.)

CMB +2; **CMD** 12

Speed 1 (2 pushed, 3 overload)

Acceleration 0

Maneuverability Poor

DRIVE

Propulsion superior steam engine (2 Hardpoints, 120 hp); **Power** 24 (36 push, 48 overload)

Mass 8 Hardpoints

Tread caterpillar tread

Controlling Device steering wheel

Driving Space 2 spaces at the front of the vehicle

Required Crew 2 (1 pilot, 2 engineers), 2 gunmen

LOAD

Equipment Weight 12.4 tons

Light Load less than 8 tons

Medium Load 8 to 19.9 tons

Heavy Load 20 - 40 tons

ROOMS

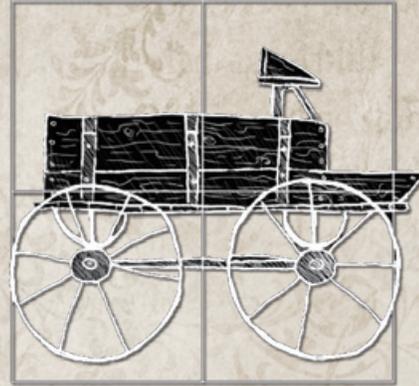
Cargo Bay (1 Hardpoint, 10 tons); **Gun Port** (1 Hardpoints);

Superior Steam Engine (2 Hardpoints)

EQUIPMENT

1 Medium Ballista (w/ swivel)

The steam tank is a dwarven invention, and while it is not nearly as powerful as the greater 'dwarven warmachines' of their past empire, the steam tank still sees use as a guardian vehicle for the various outposts, refugee camps, and other harsh locations populated by modern dwarves.



WAGON, LIGHT

Large Wood Land Vehicle

Space 1 vehicle space; **Cost** 30 gp

Size 1 Hardpoint; **Hull** 1 Hardpoint

DEFENSE

Hull 9 (+5 Dodge, -1 Size); 30 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed twice that of the pulling creature

Acceleration the speed of the pulling creature

Maneuverability Average

DRIVE

Propulsion muscle (1 Large creature)

Mass 1 Hardpoint

Tread wheels

Controlling Device reins

Driving Space 2 spaces directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

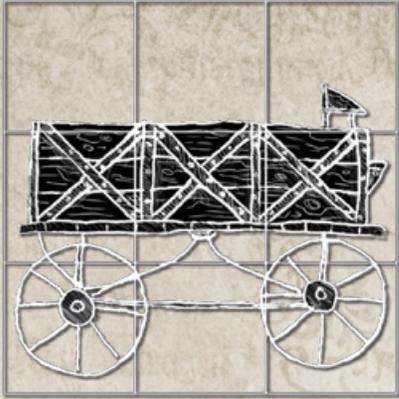
ROOMS

Cargo Bay (1 Hardpoint, uncovered, 10 tons)

EQUIPMENT

None

The light wagon has been the vehicle of choice of family farmers and simple tradesmen the world over for millenia, as it allows for the transporting of a great amount of cargo while also remaining small enough to maneuver city streets.



WAGON, HEAVY

Large Wood Land Vehicle

Space 1 vehicle space; **Cost** 60 gp

Size 2 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 60 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed twice that of the pulling creatures

Acceleration the speed of the pulling creatures

Maneuverability Average

DRIVE

Propulsion muscle (2 Large creatures)

Mass 2 Hardpoints

Tread wheels

Controlling Device reins

Driving Space 2 spaces directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

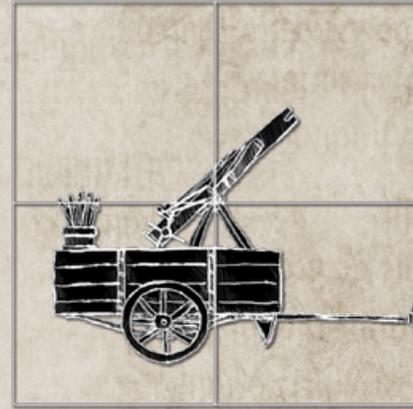
ROOMS

Cargo Bay (2 Hardpoints, uncovered, 20 tons)

EQUIPMENT

None

The medium wagon is similar to the small wagon, but twice as long and capable of carrying twice as much.



WAR WAGON, LIGHT

Large Wood Land Vehicle (aerodynamic)

Space 1 vehicle space; **Cost** 880 gp

Size 1 Hardpoint; **Hull** 1 Hardpoint

DEFENSE

Hull 9 AC (+7 Dodge, -1 Size); 30 hp, Hardness 5

OFFENSE

Attack ram (1d8); 1 medium ballista (swivel; 1 round reload; 3d8/19-20; range 120 ft.)

CMB +1; **CMD** 11

Speed twice that of the pulling creature

Acceleration the speed of the pulling creature

Maneuverability Good

DRIVE

Propulsion muscle (1 Medium creature)

Mass 1 Hardpoints

Tread wheels

Controlling Device reins

Driving Space 2 spaces directly behind the pulling creature

Required Crew 1 (pilot) 2 gunmen

LOAD

Equipment Weight 0.4 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

ROOMS

Gun Port (1 Hardpoint, uncovered)

EQUIPMENT

1 medium ballista (w/ swivel)

The light war wagon is a mobile ballista, designed to allow the crew to load and fire on the move while the driver transports them around the battlefield. It can carry up to 4 people and 400 lbs. of additional equipment.



WAR WAGON, HEAVY

Huge Wood Land Vehicle (covered, aerodynamic)

Space 1 vehicle space; **Cost** 2,620 gp

Size 4 Hardpoints; **Hull** 4 Hardpoints

DEFENSE

Hull 10 AC (+7 Dodge, -2 Size); 240 hp, Hardness 5

OFFENSE

Attack ram (2d8); 4 medium ballistas (1 left-facing, 1 right-facing; 1 forward-facing, 1 back-facing, 1 round reload; 3d8/19-20; range 120 ft.)

CMB +2; **CMD** 12

Speed twice that of the pulling creatures

Acceleration the speed of the pulling creatures

Maneuverability Good

DRIVE

Propulsion muscle (2 Large creatures)

Mass 4 Hardpoints

Tread wheels

Controlling Device reins

Driving Space 2 spaces directly behind the pulling creature

Required Crew 1 (pilot) 8 gunmen

LOAD

Equipment Weight 1.6 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

ROOMS

Gun Port (4 Hardpoints)

EQUIPMENT

4 Medium Ballista (1 fore, 1 aft, 1 port, 1 starboard)

The heavy war wagon was used extensively by the orcs, who first put it to use in their wars against the dwarves. Armored and covered to protect the gunmen, the heavy war wagon houses 4 ballista for firing in all directions and is usually pulled by large animals such as elephants, rhinoceros, or more recently dinosaurs. This allows the wagon to ride right into the middle of combat, trample its enemies, and attack them no matter where they approach. It can carry up to 10 people and up to 800 lbs. of additional equipment.



KITAI

Colossal Iron Land/Air Vehicle (covered, aerodynamic)

Space 1 vehicle space; **Cost** 128,250 gp

Size 5 Decks; **Hull** 5 Decks

DEFENSE

Hull 2 AC (+5 Dodge, -8 Size); 4,050 hp, Hardness 10

OFFENSE

Attack ram (8d8); slam (forward-facing, 2d8) or Greatsword (8d6, 19-20/x2)

CMB +8; **CMD** 18

Speed 11 (14 pushed, 17 overload); **Air** 10 (13 pushed, 16 overload)

Acceleration 5

Maneuverability Average

DRIVE

Propulsion Fire elemental engine (5 Decks, 3,600 hp); **Power** 125 (187 push, 250 overload)

Mass 10 Decks; **Weight** 20

Tread mechanical legs

Controlling Device mechanical full-body cockpit

Driving Space 1 space in the center of the location.

Required Crew 1 (pilot)

LOAD

Equipment Weight 90 tons

Light Load less than 45 tons

Medium Load 45 to 112.4 tons

Heavy Load 112.5 - 225 tons

ROOMS

Fire Elemental Engine (5 Decks)

EQUIPMENT

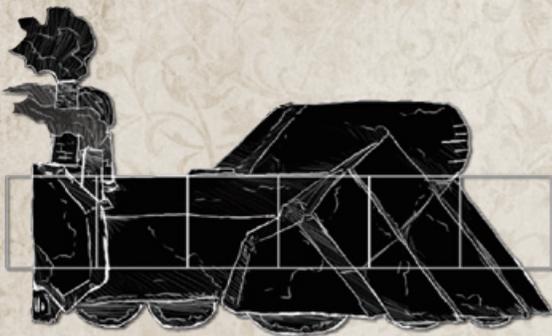
Mechanical arms (10 Strength, forward-facing), mechanical lights (forward-facing), mechanical automation (engine, 1), colossal greatsword

The kitai is the template for the exoskeleton and the steam giant, and is an ancient invention of unknown origin; while most assume it to be a creation of the dwarven god-forgers, even some dwarven records suggest the god-forgers may have actually first discovered them in archeological digs.

There are very few kitai in the world, and most of the ones that do exist are modern inventions only loosely based on ancient kitai designs, but the breadth and range of kitai both ancient and modern means no two kitai are ever exactly the same. Some are built larger, some smaller, some with automated cannons, some with armor, and some with extra engines, as the designer and pilot desires.

Because kitai are so rare, so expensive, and yet so powerful, the peership of kitai pilots forms a strange brotherhood. Rare is the individual who owns or is entrusted with a kitai who is not either a noble trained from birth or his nation's greatest warrior, and even pilots from enemy nations will show each other great respect both on and off the battlefield, as the only other warriors they truly consider equals.

UNIQUE LAND VEHICLES



DESERT BEHEMOTH

Colossal+ Stone Land Vehicle (covered)

Space 6 vehicle spaces; **Cost** 153,525 gp

Size 30 Decks; **Hull** 30 Decks

DEFENSE

Hull 6 Locations, -2 AC (+3 Dodge, -8 Size); 2,025 hp, Hardness 8

OFFENSE

Attack ram (8d8)

CMB +13; **CMD** 23

Speed 4 (6 pushed, 8 overload)

Acceleration 2

Maneuverability Clumsy

DRIVE

Propulsion Superior alchemical engine (9 Decks, 8,100 hp); **Power** 180 (270 push, 360 overload)

Mass 45 Decks

Tread sand runners

Controlling Device steering wheel

Driving Space 9 spaces around steering wheel in Location 1

Required Crew 10 (1 pilot, 9 engineers)

LOAD

Equipment Weight 405 tons

Light Load less than 540 tons

Medium Load 540 to 1,349.9 tons

Heavy Load 1,350 - 2,700 tons

ROOMS

Alchemist Lab (1 Deck); **Brig** (1 Deck); **Bunks** (7 Decks, 378 crewmen); **Captain's Quarters** (1 Deck); **Cargo Bay** (7 Decks, 630 tons); **Kitchen** (1 Deck); **Personal Rooms** (3 Decks, 27 rooms); **Superior Alchemical Engine** (9 Decks)

Location 1-3:

Bunks (2 Decks, 108 crewmen), Cargo Bay (2 Decks, 180 tons), Personal Rooms (9 rooms, 1 Deck)

Location 4:

Bunks (1 Deck, 54 crewmen), Cargo Bay (1 Deck, 90 tons), Superior Alchemical Engine (3 Decks)

Location 5:

Superior Alchemical Engine (3 Decks), Alchemist Lab (1 Deck), Brig (1 Deck)

Location 6:

Superior Alchemical Engine (3 Decks), Captain's Quarters (1 Deck), Kitchen (1 Deck)

EQUIPMENT

None

The Desert Behemoth is an ancient dwarven creation that, true to dwarven craftsmanship, still functions even after being abandoned in the desert and rediscovered millenia later. Whatever its original purpose, the giant vehicle has now been refitted to ferry goods and passengers through the wastelands that are too inhospitable for the Forest to grow, yet nonetheless must house countless refugees, who live there for that very reason.

The Desert Behemoth creates its own fuel in its lab, and charges 3 sp per day for a bunk, or 3 gp per day for use of a private room. Cargo costs 1 gp per day per ton.



GRAY GHOST

Colossal+ Mithral Land/Air/Water vehicle (covered, aerodynamic)

Space 3 vehicle spaces; **Cost** 204,110,190 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 24 AC (+7 dodge, +13 armor, +7 shield, -8 size); 4,050 hp, Hardness 15

OFFENSE

Attack ram (8d8); slam (forward facing, 2d8) or +5 *holy speed longsword* (6d6+5 19-20/x2)

CMB +10; **CMD** 20

Speed II **Air** II **Water** II

Acceleration 6

Maneuverability Good

DRIVE

Propulsion Enchantment engine (15 Decks hidden); **Power** 150

Mass 15 Decks; **Weight** 0

Tread mechanical legs

Controlling Device magical full-body cockpit

Driving Space anywhere

Required Crew 1 (pilot)

LOAD

Equipment Weight 50 tons

Light Load less than 135 tons

Medium Load 135 to 337.4 tons

Heavy Load 337.5 - 675 tons

ROOMS

Cargo Bay (15 Decks, 675 tons)

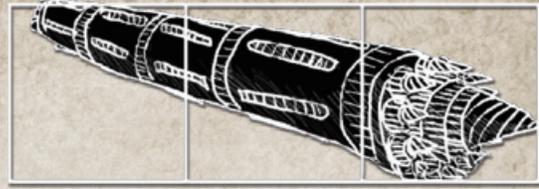
Location 1-3:

Cargo Bay (5 Decks, 225 tons)

EQUIPMENT

Blindsenes enchantment (Location 1), swimming enchantment, magical dirigible (15 Decks), mechanical arms (24 Strength), +5 *holy speed longsword*, +5 *heavy fortification plate armor*, +5 *reflecting heavy steel shield*

The Gray Ghost is a legend handed down by kitai pilots that, if accurate, would make the Gray Ghost a kitai that has been active for thousands of years, if not since pre-history. Very few non-pilots take the legend seriously, but experienced pilots know better, and simply saying 'gray ghost' is enough to quiet a room. No one knows who pilots the Gray Ghost, what their agenda is, nor whether or not it has always been piloted by the same entity or if the kitai has been handed down from pilot to pilot; all that is known for certain is the Gray Ghost appears at random, sometimes defending a target, sometimes attacking a target, but always it destroys anything that stands before it.



GREAT DRILL

Colossal+ Iron Land Vehicle (covered)

Space 3 vehicle spaces; **Cost** 358,125 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 4,050 hp, Hardness 10

OFFENSE

Attack ram (11d8)

CMB +10; **CMD** 20

Speed 8 (11 pushed, 13 overload) **Underground** 4 (6 pushed, 8 overload)

Acceleration 3

Maneuverability Poor

DRIVE

Propulsion vampiric engine (2 Decks, 1800 hp), necrotic engine (2 Decks, 1800 hp); **Power** 250 (375 push, 500 overload)

Mass 30 Decks

Tread wheels

Controlling Device steering wheel

Driving Space 9 spaces around steering wheel in Location 1

Required Crew 3 (1 pilot, 2 engineers)

LOAD

Equipment Weight 72 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1,350 tons

ROOMS

Atmosphere Control (Living Crystal, 1 Deck, 540 people); **Bunks** (5 Decks, 270 crewmen); **Cargo Bay** (5 Decks, 450 tons); **Necrotic Engine** (2 Decks); **Vampiric Engine** (2 Decks)

Location 1:

Atmosphere Control (living crystal, 1 Deck, 540 people), Bunks (4 Decks, 216 crewmen)

Location 2:

Bunks (1 Deck, 54 crewmen), Vampiric Engine (2 Decks), Cargo Bay (2 Decks, 180 tons)

Location 3:

Cargo Bay (3 Decks, 270 tons), Necrotic Engine (2 Decks)

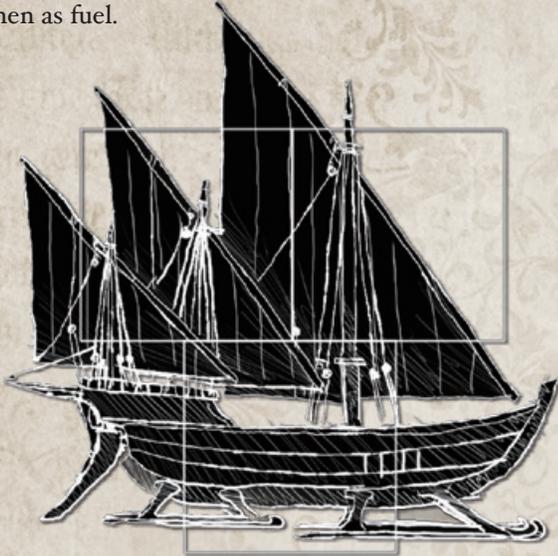
EQUIPMENT

Tremorsense (Location 1), ram, magical burrower

The Great Drill is nothing less than the personal slaving vessel of the drow matriarch Brortana. At any given time, she would send this vessel to the surface brimming with soldiers, where they would raid a village, taking as many slaves back with them as possible. While the coming of the Forest has ended those

raids (as there are no longer easily-accessible surface cities), the Great Drill still serves as the matriarch's personal transport as her soldiers raid the surface world to scour ruins for treasure.

The vessel uses slaves as fuel, draining them through the vampiric engine until they died, then throwing their bodies into the necrotic engine to burn. Often this was more than enough incentive for her soldiers to never come back without new slaves, as without new bodies, they would need to drain their own men as fuel.



SANDSHIP

Colossal+ Darkwood Water/Land Vehicle

Space 3 vehicle spaces; **Cost** 1,472,800 gp

Size 15 Decks; **Hull** 5 Decks

DEFENSE

Hull 0 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 5

Sails 0 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 0

OFFENSE

Attack ram (8d8), 22 6-lbs. cannons (swivel, 1 round reload; 4d6+1 x3; range 150 ft.)

CMB +10; **CMD** 20

Speed 4 (w/ wind: +1 per severity level) **Water** 8 (w/ wind: +2 per severity level)

Acceleration 4

Maneuverability Average

DRIVE

Propulsion silk sails (10 Decks, 1,350 hp per Location); **Power** 20 (w/ wind: +5 per severity level)

Mass 2.5 Decks

Tread sand runners

Controlling Device steering wheel

Driving Space 9 spaces around steering wheel

Required Crew 11 (1 pilot, 10 sailors), 44 gunmen

LOAD

Equipment Weight 31 tons

Light Load less than 90 tons

Medium Load 90 to 224.9 tons

Heavy Load 225 - 450 tons

ROOMS

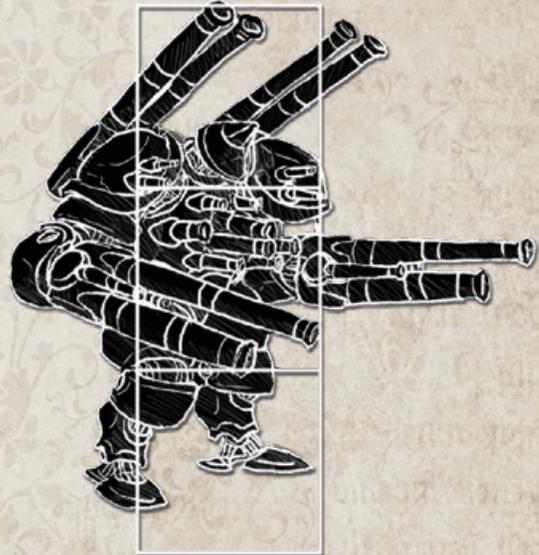
Brig (1 Hardpoint); **Bunks** (12 Hardpoints, 72 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (12 Hardpoints, 120 tons); **Gunport** (11 Hardpoints, uncovered); **Kitchen** (2 Hardpoints); **Personal Rooms** (4 Hardpoints); **Powder Room** (1 Hardpoint)

EQUIPMENT

22 6-lbs. cannons (swivel)

The Sandship was once the vessel of the dreaded pirate Gaptooth the Terrible, terror of the high seas. Although small by some standards, the vessel was one of the fastest on the seas with a darkwood hull and its silken sails, easily catching any prey. One fateful day, the captain unknowingly attacked a vessel transporting an arch-druid, who summoned a hurricane that swept the ship away and, amazingly, deposited it in a desert with most of its parts and crew still intact. Not one to be daunted, the captain ordered the ship be repaired and refitted for desert travel, and thus the sandship was born.

Many years have passed since the days of Gaptooth, but the ship still sails the desert sands, passing down from pirate to pirate as one captain dies or retires and another takes his place.



SHATTER

Colossal+ Iron Land/Air Vehicle (covered)

Space 3 vehicle spaces; **Cost** 1,387,500 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 4,050 hp, Hardness 10

OFFENSE

Attack ram (8d8); 40 +1 12 lbs. cannons (front-facing, 1 round reload; 6d6+1 x3; range 210 ft.), 8 +3 32-lbs. cannons (front-facing, 3 round reload; 12d6+3 x3; range 390 ft.)

CMB +10; **CMD** 20

Speed 5 (7 pushed, 10 overload) **Air** 3 (5 pushed, 8 overload)

Acceleration 2

Maneuverability Poor

DRIVE

Propulsion Spell engine (2 Decks, 1800 hp, hidden); **Power** Spell 150 (225 push, 300 overload)

Mass 30 Decks; **Weight** 60

Tread mechanical legs

Controlling Device cockpit

Driving Space 1 space in center of Location 1

Required Crew 1 (pilot)

LOAD

Equipment Weight 194 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1,350 tons

ROOMS

Cargo Bay (5 Decks, 450 tons); **Gunport** (8 Decks); **Spell Engine** (2 Decks)

Location 1:

Gunport (3 Decks, 6 +3 32-lbs. cannons, 3 +1 12 lbs. cannons), Spell Engine (1 Deck), Cargo Bay (1 Deck, 90 tons)

Location 2:

Gunport (2 Decks, 2 +3 32-lbs. cannons, 10 +1 12 lbs. cannons), Spell Engine (1 Deck), Cargo Bay (2 Decks, 180 tons)

Location 3:

Cargo Bay (2 Decks, 180 tons), Gunport (3 Decks, 27 6 +3 32-lbs. cannons)

EQUIPMENT

Magical lights (forward facing), mechanical engine automation, mechanical siege engine automation (all), mechanical siege engine auto reload (all), 40 +1 12 lbs. cannons (front), 8 +3 32-lbs. cannons (front)

'Shatter' is the personal Kitai of the wizard/mechanist Geroth the Unkind. Built himself over a lifetime of magical and mechanical experimentation, Shatter is nothing short of a firestorm on legs, designed to destroy the strongest of enemies at a great distance. While the kitai has no hands or other equipment. for fighting in melee against other kitai, Geroth shores up that weakness by using his own magic when combat gets close-range. While Geroth does not go looking for fights, he is never hesitant to defend his island from invaders. As far as is currently known, Shatter has never once been defeated.

Water Vehicles



CUTTER

Colossal Wood Water Vehicle (aerodynamic)

Space 1 vehicle space; **Cost** 7,750 gp

Size 45 Hardpoints; **Hull** 15 Hardpoints

DEFENSE

Hull 2 AC (+5 Dodge, -8 Size); 450 hp, Hardness 5

OFFENSE

Attack ram (8d8); 10 light ballista (swivel, 1 round reload, 2d8 19-20/x2 range 120 ft)

CMB +8; **CMD** 18

Speed 3 (w/ wind: +1 per severity level)

Acceleration 2

Maneuverability Average

DRIVE

Propulsion Sails (30 Hardpoints, 600 hp); **Power** 30 (w/ wind: +15 per severity level)

Mass 15 Hardpoints

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 5 (1 pilot, 4 sailors) 20 gunmen

LOAD

Equipment Weight 8 tons

Light Load less than 15 tons

Medium Load 15 to 37.4 tons

Heavy Load 37.5 - 75 tons

ROOMS

Bunks (6 Hardpoints, 36 crewmen); **Cargo Bay** (3 Hardpoints, 30 tons); **Gunport** (5 Hardpoints, uncovered); **Personal Room** (1 Hardpoint)

EQUIPMENT

10 light ballista (w/ swivel)

The cutter is a small vessel built for maneuverability, often employed as a basic coastguard vessel.



FRIGATE

Colossal+ Wood Water Vehicle (aerodynamic)

Space 9 vehicle space; **Cost** 40,475 gp

Size 45 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

Sails 6 Locations, 0 AC (+3 Dodge, -8 Size); 900 hp, Hardness 0

OFFENSE

Attack ram (8d8), 38 medium ballista (19 left facing, 19 right facing, 1 round reload, 3d8 19-20/x2, range 120 ft), 1 great ballista (forward facing, 2 round reload, 6d8 19-20/x2, range 180 ft), 2 trebuchets (swivel, 2 round reload, 6d6 x2, range 300 ft, 150 ft minimum)

CMB +16; **CMD** 26

Speed 3 (w/ wind: +1 per severity level)

Acceleration 2

Maneuverability Poor

DRIVE

Propulsion Sails (30 Decks, 900 hp per Location); **Power** 30 (w/ wind: +15 per severity level)

Mass 15 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 31 (1 pilot, 30 sailors), 88 gunmen

LOAD

Equipment Weight 83.2 tons

Light Load less than 135 tons

Medium Load 135 to 337.4 tons

Heavy Load 337.5 - 675 tons

ROOMS

Brig (4 Hardpoints); **Bunks** (5 Decks, 350 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (3 Decks, 270 tons); **Gunport** (5 Decks); **Kitchen** (3 Hardpoints); **Personal Room** (9 rooms, 1 Deck)

Location 1:

Gunport (2 Decks, 1 uncovered, 18 medium ballista), Bunks (3 Decks, 270 crewmen)

Location 2:

Gunport (1 Deck, uncovered, 18 medium ballista), Personal Room (9 rooms, 1 Deck), Kitchen (3 Hardpoints), Brig (4 Hardpoints), Captain's Quarters (2 Hardpoints), Bunks (2 Decks, 180 crewmen)

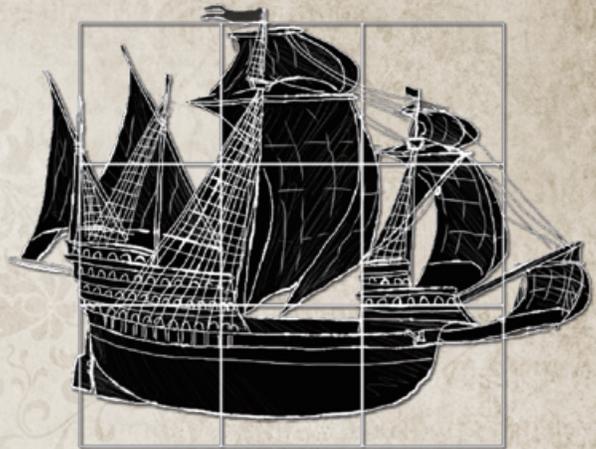
Location 3:

Gunport (2 Decks, 1 uncovered, 2 trebuchets, 2 medium ballista, 1 great ballista), Cargo Bay (3 Decks, 270 tons)

EQUIPMENT

38 medium ballista (19 port, 19 starboard), 1 great ballista (forward), 2 trebuchets (w/ swivel)

The frigate is the gunship of the seas, built for speed and maneuverability, and equipped with enough weapons to make quick work of most smaller vessels. All of the frigate's weapons are contained within the lower decks to better protect them, except for the trebuchets, which rest on the top deck.



GALLEON

Colossal+ Wood Water Vehicle

Space 9 vehicle space; **Cost** 12,625 gp

Size 45 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, -2 AC (+1 Dodge, -8 Size); 1,350 hp, Hardness 5

Sails 6 Locations, -2 AC (+1 Dodge, -8 Size); 900 hp, Hardness 0

OFFENSE

Attack ram (8d8)

CMB +16; **CMD** 26

Speed 2 (w/ wind: +1 per severity level)

Acceleration 1

Maneuverability Clumsy

DRIVE

Propulsion Sails (30 Decks, 6 Locations, 900 hp per Location); **Power** 30 (w/ wind: +15 per severity level)

Mass 15 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 31 (1 pilot, 30 sailors)

LOAD

Equipment Weight 54 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1,350 tons

ROOMS

Brig (4 Hardpoints); **Bunks** (3 Decks, 162 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (10 Decks, 900 tons); **Kitchen** (3 Hardpoints); **Personal Room** (9 rooms, 1 Deck)

Location 1:

Brig (4 Hardpoints), Kitchen (3 Hardpoints), Captain's Quarters (2 Hardpoints), Cargo Bay (3 Decks, 1 uncovered, 270 tons), Bunks (1 Deck, 54 crewmen)

Location 2:

Cargo Bay (3 Decks, 1 uncovered, 270 tons), Personal Room (9 rooms, 1 Deck), Bunks (1 Deck, 54 crewmen)

Location 3:

Bunks (1 Deck, 54 crewmen), Cargo Bay (4 Decks, 1 uncovered, 360 tons)

EQUIPMENT

None

The galleon is one of the largest of merchant vessels, used by trading companies and others who must transport exceptionally large amounts of goods. The galleon listed here comes with no weapons, but as galleons are often tempting targets for pirates, all galleons do well to equip themselves with some means of defending themselves.



IRONCLAD

Colossal+ Iron Water Vehicle (covered)

Space 3 vehicle spaces; **Cost** 261,765 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, -2 AC (+1 Dodge, -8 Size); 4,050 hp, Hardness 10

OFFENSE

Attack ram (8d8), 1 24-lbs. cannon (swivel, 2 round reload, 10d6 x3, range 330 ft), 24 12-lbs. cannons (12 right facing, 12 left facing, 1 round reload, 6d6 x3, range 210 ft)

CMB +10; **CMD** 20

Speed 2 (3 pushed, 4 overload)

Acceleration 2

Maneuverability Clumsy

DRIVE

Propulsion Superior steam engine (5 Decks, 2700 hp); **Power** 60 (90 pushed, 120 overload)

Mass 30 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 46 (1 pilot, 45 engineers), 77 gunmen

LOAD

Equipment Weight 326 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1,350 tons

ROOMS

Brig (2 Hardpoints); **Bunks** (3 Decks, 162 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (2 Decks, 180 tons); **Gunport** (3 Decks); **Kitchen** (2 Hardpoints); **Powder Room** (2 Hardpoint); **Private Rooms** (10 Hardpoints); **Superior Steam Engine** (5 Decks)

Location 1:

Gunport (1 Deck, 24-lbs. cannon, 6 12-lbs. cannons), Superior Steam Engine (2 Decks), Bunks (1 Deck, 54 crewmen), Cargo Bay (1 Deck, 90 tons)

Location 2:

Gunport (1 Deck, 9 12-lbs. cannons), Superior Steam Engine (1 Deck), Bunks (1 Deck, 54 crewmen), Cargo Bay (1 Deck, 90 tons), Brig (2 Hardpoints), Captain's Quarters (2 Hardpoints), Kitchen (2 Hardpoints), Powder Room (2 Hardpoints), Private Room (1 room, 1 Hardpoint)

Location 3:

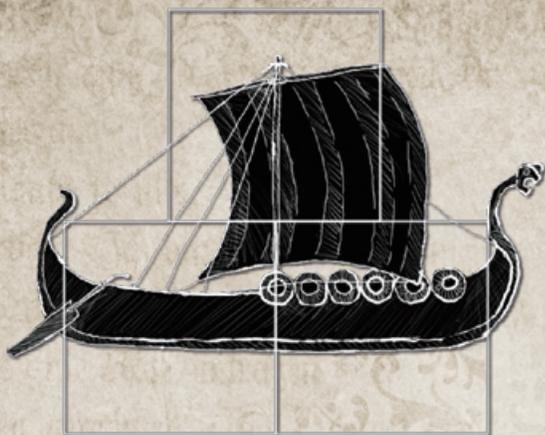
Gunport (1 Deck, 9 12-lbs. cannons), Private Rooms (9 Hardpoints), Superior Steam Engine (2 Decks), Bunks (1 Deck, 54 crewmen)

EQUIPMENT

24-lbs. cannon (w/ swivel), 24 12-lbs. cannons (12 port, 12 starboard)

The ironclad was invented by the ancient dwarves to expand their empire over the seas, and whether it is because of the power of the design or their own lack of affinity with sea travel, no better dwarven ship design has yet to come forth.

The ironclad is slow and lacks maneuverability, but the sheer thickness of its iron hull more than makes up for this, and most ships facing an ironclad will run rather than risk a direct confrontation.



LONGSHIP

Gargantuan Wood Water Vehicle (aerodynamic)

Space 2 vehicle spaces; **Cost** 680 gp

Size 8 Hardpoints; **Hull** 4 Hardpoints

DEFENSE

Hull 10 AC (+7 Dodge, -2 Size); 120 hp, Hardness 5

Sails 10 AC (+7 Dodge, -2 Size); 80 hp, Hardness 0

OFFENSE

Attack ram (4d8)

CMB +4; **CMD** 14

Speed 4 (w/wind, +1/2 per severity level)

Acceleration 2

Maneuverability Good

DRIVE

Propulsion Oars (4 Hardpoints, 80 hp); Sails (4 Hardpoints, 80 hp)

Power 12 (w/ wind, +2 per severity level)

Mass 4 Hardpoints

Controlling Device Oars

Driving Space Any

Required Crew 17 (1 pilot/sailor, 16 oarsman)

LOAD

Equipment Weight 2.4 tons

Light Load less than 8 tons

Medium Load 8 to 19.9 tons

Heavy Load 20 - 40 tons

ROOMS

Oars (4 Hardpoints, uncovered)

EQUIPMENT

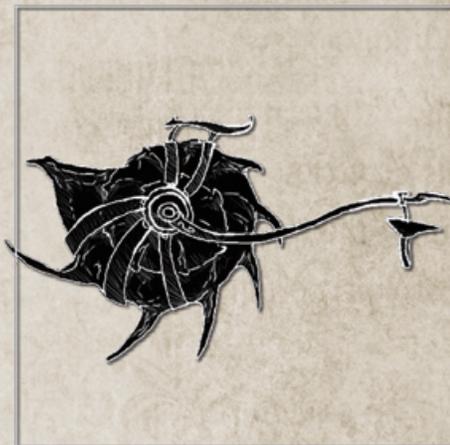
None

The longship is a surprisingly fast and maneuverable ship used for trading, traveling, and war. While it has fallen out of favor with most modern navies, the longship still sees use as the water vessel of choice for many Forest tribes.

The longship itself is long and thin; only 5 ft wide, but 80 ft long. The longship occupies 2 vehicle spaces despite its small size, and up to 4 longships can occupy the same space at once.

The ship is uncomfortable to sleep in (with no bunks, creatures are fatigued after a night's rest unless the land and camp

for the night). It can carry either up to 5 tons of cargo, or additional troops to bring the total carried up to 50-55 (a large crew and one or a handful of officers).



MERFOLK TRADEWAGON

Large Bone Water Vehicle (covered)

Space 1 vehicle space; **Cost** 120 gp

Size 2 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 60 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed twice that of the pulling creatures

Acceleration the speed of the pulling creatures

Maneuverability Average

DRIVE

Propulsion muscle (2 Large creatures)

Mass 2 Hardpoints

Controlling Device reins

Driving Space 2 spaces directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

ROOMS

Cargo Bay (2 Hardpoints, 20 tons)

EQUIPMENT

None

The merfolk tradewagon is actually built from shell instead of bone, but statistically these are identical. This simple vessel is pulled by trained animals (usually dolphins) to help merfolk traders transport goods to and from the surface markets. While merfolk rarely buy or sell anything that cannot get wet, most merfolk tradewagons are covered, allowing the trader to better control how much exposure to both air and water their goods receive.



PINNACE

Colossal Wood Water Vehicle

Space 1 vehicle space; **Cost** 1,450 gp

Size 45 Hardpoints; **Hull** 15 Hardpoints

DEFENSE

Hull 0 AC (+3 Dodge, -8 Size); 450 hp, Hardness 5

Sails 0 AC (+3 Dodge, -8 Size); 600 hp, Hardness 0

OFFENSE

Attack ram (8d8)

CMB +8; **CMD** 18

Speed 2 (w/ wind: +1 per severity level)

Acceleration 1

Maneuverability Poor

DRIVE

Propulsion Sails (30 Hardpoints, 600 hp); **Power** 30 (w/ wind: +15 per severity level)

Mass 15 Hardpoints

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 5 (1 pilot, 4 sailors)

LOAD

Equipment Weight 6 tons

Light Load less than 30 tons

Medium Load 30 to 74.9 tons

Heavy Load 75 - 150 tons

ROOMS

Bunks (4 Hardpoints, 24 crewmen); **Cargo Bay** (9 Hardpoints, uncovered, 90 tons); **Personal Room** (2 Hardpoints)

EQUIPMENT

None

The pinnace is a small vessel, and while not as powerful as a larger gunship, still sees constant use for its compact size and maneuverability.



ROWBOAT

Large Wood Water Vehicle

Space 1 vehicle space; **Cost** 45 gp

Size 1 Hardpoint; **Hull** 1 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 30 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed 2

Acceleration 1

Maneuverability Average

DRIVE

Propulsion oars (1 Hardpoint, 20 hp); **Power** 2

Mass 1 Hardpoint

Controlling Device oars

Driving Space any space in the vehicle

Required Crew 4 (1 pilot + 3 other oarsmen)

LOAD

Equipment Weight 0.1 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

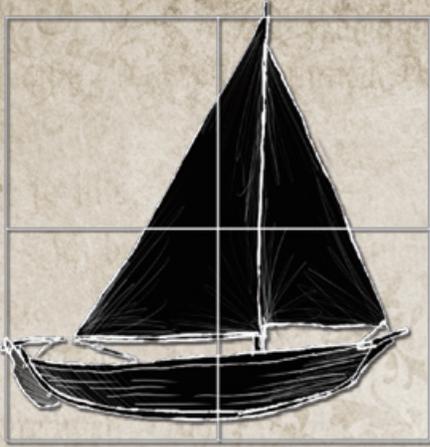
ROOMS

Oars (1 Hardpoint, uncovered)

EQUIPMENT

None

The rowboat is a simple vessel, usually used for short trips or for traveling to and from larger sea vessels. It can hold a maximum of 6 crewmen and up to 200 lbs. of additional cargo.



SAILBOAT, SMALL

Huge Wood Water Vehicle

Space 1 vehicle space; **Cost** 80 gp

Size 3 Hardpoints; **Hull** 1 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 30 hp, Hardness 5

Sails 9 AC (+5 Dodge, -1 Size); 40 hp, Hardness 0

OFFENSE

Attack ram (2d8)

CMB +2; **CMD** 12

Speed 2 (w/ wind: +1 per severity level)

Acceleration 0

Maneuverability Average

DRIVE

Propulsion sails

(2 Hardpoint, 40 hp); **Power** 2 (w/ wind: +1 per severity level)

Mass 1 Hardpoint

Controlling Device rudder

Driving Space 2 spaces at back of vehicle

Required Crew 1 (pilot/sailor)

LOAD

Equipment Weight 0.2 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

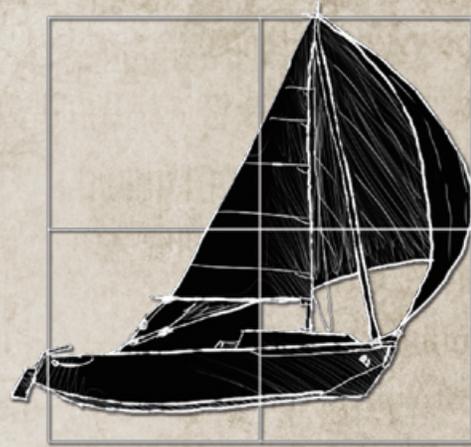
ROOMS

Cargo Bay (1 Hardpoint, uncovered, 10 tons)

EQUIPMENT

None

The small sailboat is a slow vessel, more often employed for short trips or fishing than anything else. While not particularly grandious, it nevertheless is as integral to sea life as the light wagon is to land life. It can hold a maximum of 6 medium-sized creatures and up to 200 lbs. of additional cargo.



SAILBOAT, RACING

Huge Wood Water Vehicle (aerodynamic)

Space 1 vehicle space; **Cost** 830 gp

Size 3 Hardpoints; **Hull** 1 Hardpoint

DEFENSE

Hull 11 AC (+7 Dodge, -1 Size); 30 hp, Hardness 5

Sails 11 AC (+7 Dodge, -1 Size); 60 hp, Hardness 0

OFFENSE

Attack ram (2d8)

CMB +2; **CMD** 12

Speed 5 (w/ wind: +1 per severity level)

Acceleration 3

Maneuverability Good

DRIVE

Propulsion silk sails (2 Hardpoint, 60 hp); **Power** 4 (w/ wind: +1 per severity level)

Mass 1 Hardpoint

Controlling Device rudder

Driving Space 2 spaces at back of vehicle

Required Crew 1 (pilot/sailor)

LOAD

Equipment Weight 0.4 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

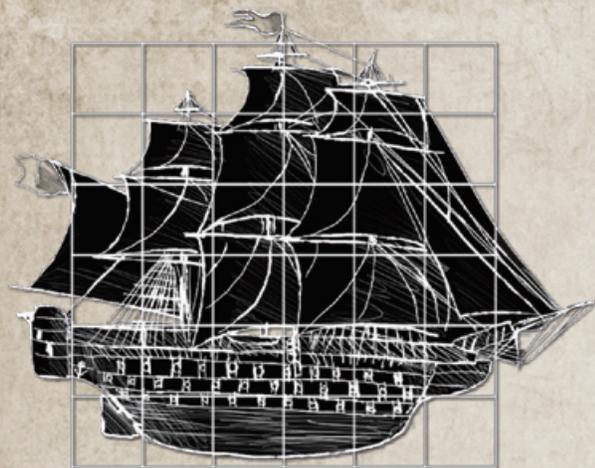
ROOMS

Cargo Bay (1 Hardpoint, uncovered, 10 tons)

EQUIPMENT

None

The racing sailboat is a small but fast vessel, more often employed by the wealthy for recreation than for actual business.



SHIP OF THE LINE

Colossal+ Wood Water Vehicle (aerodynamic)

Space 9 vehicle spaces; **Cost** 169,075 gp

Size 180 Decks; **Hull** 60 Decks

DEFENSE

Hull 12 Locations, 0 AC (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

Sails 24 Locations, 0 AC (+3 Dodge, -8 Size); 900 hp, Hardness 0

OFFENSE

Attack ram (8d8), 10 heavy catapults (swivel, 3 round reload, 8d6 x2, range 300 ft, 100 ft minimum), 10 gate breaker ballista (swivel, 3 round reload, 8d8 19-20 x2, range 210 ft), 100 medium ballista (50 right facing, 50 left facing, 1 round reload, 3d8 19-20 x2, range 120 ft)

CMB +43; **CMD** 53

Speed 3 (w/ wind: +1 per severity level)

Acceleration 2

Maneuverability Poor

DRIVE

Propulsion Sails (120 Decks, 24 Locations, 900 hp per Location);

Power 120 (w/ wind: +60 per severity level)

Mass 60 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 121 (1 pilot, 120 sailors), 300 gunmen

LOAD

Equipment Weight 296 tons

Light Load less than 540 tons

Medium Load 540 to 1,349.9 tons

Heavy Load 1,350 - 2,700 tons

ROOMS

Brig (1 Deck); **Bunks** (15 Decks, 810 crewmen); **Captain's Quarters** (1 Deck); **Cargo Bay** (20 Decks, 1,800 tons); **Gunport** (20 Decks); **Kitchen** (1 Deck); **Personal Room** (18 rooms, 2 Decks)

Location 1-8:

Bunks (1 Deck, 54 crewmen), Cargo Bay (2 Decks, 180 tons), Gunport (2 Decks, 1 uncovered, 1 heavy catapult, 1 gatebreaker ballista, 10 medium ballista)

Location 9:

Bunks (1 Deck, 54 crewmen), Cargo Bay (2 Decks, 180 tons), Gunport (1 Deck, uncovered, 1 uncovered, 1 heavy catapult, 1 gatebreaker ballista, 1 medium ballista), Personal Rooms (9 rooms, 1 Deck)

Location 10:

Bunks (1 Deck, 54 crewmen), Cargo Bay (2 Decks, 180 tons), Gunport (1 Deck, uncovered, 1 uncovered, 1 heavy catapult, 1 gatebreaker ballista, 1 medium ballista), Kitchen (1 Deck)

Location 11:

Bunks (2 Decks, 108 crewmen), Captain's Quarters (1 Deck), Personal Rooms (9 rooms, 1 Deck), Gunport (1 Deck, uncovered, 9 medium ballista)

Location 12:

Brig (1 Deck), Bunks (3 Decks, 162 crewmen), Gunport (1 Deck, uncovered, 9 medium ballista)

EQUIPMENT

10 heavy catapults (w/ swivel), 10 gatebreaker ballista (w/ swivel), 100 medium ballista (50 port, 50 starboard)

The 'line' from which a ship of the line gets its name is the defense line, through which no enemy is to advance. The ship of the line is the largest ship regularly employed by most navies; while some individual ships may be larger, they are rare.

The ship of the line is designed to be able to sink most other ships in a single barrage. Most of its weapons are in the lower decks to avoid damage, but the catapults and gate breaker ballista rest on the top deck, allowing it to attack targets at a great distance from any direction, often with specialty ammunition such as chain shots or alchemical fire.



SLOOP

Colossal Wood Water Vehicle

Space 3 vehicle spaces; **Cost** 4,425 gp

Size 15 Decks; **Hull** 5 Decks

DEFENSE

Hull 2 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 5

Sails 2 Locations, 2 AC (+5 Dodge, -8 Size); 900 hp, Hardness 0

OFFENSE

Attack ram (8d8)

CMB +10; **CMD** 20

Speed 2 (w/ wind: +1 per severity level)

Acceleration 1

Maneuverability Poor

DRIVE

Propulsion Sails (10 Decks, 900 hp per Location); **Power** 10 (w/ wind: +5 per severity level)

Mass 5 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 11 (1 pilot, 10 sailors)

LOAD

Equipment Weight 18 tons

Light Load less than 90 tons

Medium Load 90 to 224.9 tons

Heavy Load 225 - 450 tons

ROOMS

Brig (1 Hardpoint); **Bunks** (1 Deck, 54 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (3 Decks, 1 uncovered, 270 tons); **Kitchen** (1 Hardpoint); **Personal Room** (5 Hardpoints)

EQUIPMENT

none

The sloop is the vessel of choice for many navies looking for small, maneuverable combat ships. For this reason, it is also used extensively by pirates looking for the perfect marriage of maneuverability, cargo space, and weapons.

The basic model contains no weapons, but is easily customizable for anyone looking to create their own unique ship.



SLOOP, WAR

Colossal Wood Water Vehicle (aerodynamic)

Space 3 vehicle spaces; **Cost** 19,035 gp

Size 15 Decks; **Hull** 5 Decks

DEFENSE

Hull 2 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 5

Sails 2 Locations, 2 AC (+5 Dodge, -8 Size); 900 hp, Hardness 0

OFFENSE

Attack ram (8d8); 9 medium ballista (swivel, 1 round reload, 3d8 19-20/x2, range 120 ft), 18 light ballista (9 left-facing, 9 right-facing, 1 round reload, 2d8 19-20/x2, range 120 ft).

CMB +10; **CMD** 20

Speed 3 (w/ wind: +1 per severity level)

Acceleration 2

Maneuverability Average

DRIVE

Propulsion Sails (10 Decks, 900 hp per Location); **Power** 10 (w/ wind: +5 per severity level)

Mass 5 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 11 (1 pilot, 10 sailors), 36 gunmen

LOAD

Equipment Weight 21.6 tons

Light Load less than 45 tons

Medium Load 45 to 112.4 tons

Heavy Load 112.5 - 225 tons

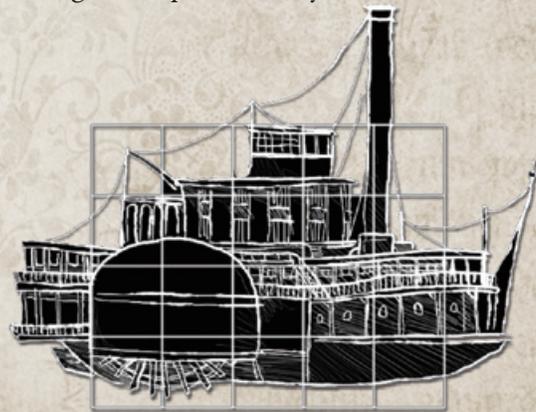
ROOMS

Brig (1 Hardpoint); **Bunks** (1 Deck); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (1 Deck, 90 tons); **Gunport** (2 Decks, 1 uncovered); **Kitchen** (1 Hardpoint); **Personal Room** (5 Hardpoints)

EQUIPMENT

9 medium ballista (w/ swivel), 18 light ballista (9 port, 9 starboard)

The war sloop is similar to the basic sloop, but much slimmer, faster, and outfitted with a significant number of weapons. The war sloop keeps all of its guns on the top deck of the ship, allowing them to swivel and point at whichever enemy is closest, but also leaving them open to enemy attack.



STEAMBOAT, LARGE

Colossal+ Wood Water Vehicle

Space 3 vehicle spaces; **Cost** 16,800 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, -2 AC (+1 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8)

CMB +10; **CMD** 20

Speed 4 (6 pushed, 8 overload)

Acceleration 2

Maneuverability Clumsy

DRIVE

Propulsion Superior steam engine (5 Decks, 2700 hp); **Power** 60 (90 pushed, 120 overload)

Mass 15 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 46 (1 pilot, 45 engineers)

LOAD

Equipment Weight 270 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1350 tons

ROOMS

Brig (1 Hardpoint); **Bunks** (4 Decks, 216 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (5 Decks, 450 tons); **Kitchen** (1 Hardpoint); **Private Rooms** (5 Hardpoints); **Superior Steam Engine** (5 Decks)

Location 1:

Brig (1 Hardpoint), Bunks (4 Decks, 216 crewmen), Captain's Quarters (2 Hardpoints), Kitchen (1 Hardpoint), Private Rooms (5 Hardpoints)

Location 2:

Cargo Bay (5 Decks, 450 tons)

Location 3:

Superior Steam Engine (5 Decks)

EQUIPMENT

None

While not as well-equipped for speed as other boats, the large steamship often carries a reputation for being reliable, and in some cases even luxurious, as its slow, steady path through the waters is seen as ideal for throwing parties. In such cases, the ship will be outfitted with an entire Deck of kitchen and many more private rooms, allowing its passengers to better enjoy themselves.



STEAMBOAT, SMALL

Gargantuan Wood Water Vehicle

Space 1 vehicle space; **Cost** 840 gp

Size 8 Hardpoints; **Hull** 8 Hardpoints

DEFENSE

Hull 6 AC (+5 Dodge, -4 Size); 240 hp, Hardness 5

OFFENSE

Attack ram (4d8)

CMB +4; **CMD** 14

Speed 3 (5 pushed, 6 overload)

Acceleration 1

Maneuverability Average

DRIVE

Propulsion Steam engine (3 Hardpoints, 150 hp); **Power** 27 (40 pushed, 54 overload)

Mass 8 Hardpoints

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 5 (1 pilot, 3 engineers)

LOAD

Equipment Weight 15 tons

Light Load less than 16 tons

Medium Load 16 to 39.9 tons

Heavy Load 40 - 80 tons

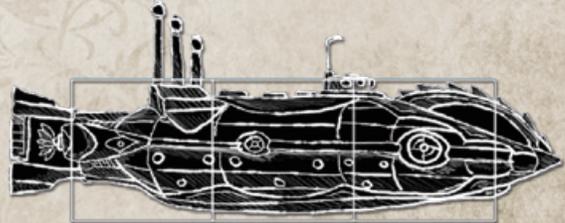
ROOMS

Bunks (1 Hardpoint, 6 crewmen); **Cargo Bay** (3 Hardpoints, 30 tons); **Private Rooms** (1 room, 1 Hardpoint), **Steam Engine** (3 Hardpoints)

EQUIPMENT

None

The small steamboat is mostly used for towing other ships in dock, or pulling moderate loads of cargo upstream or in other places where winds and currents are not to be trusted. While nothing special in its own right, many traders have made their entire living with these vehicles, making difficult voyages larger ships couldn't hope to navigate.



SUBMARINE, DWARVEN

Colossal+ Iron Water Vehicle (covered)

Space 3 vehicle spaces; **Cost** 183,800 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 4,050 hp, Hardness 10

OFFENSE

Attack ram (8d8), 9 gate breaker ballista (1 swivel, 1 bottom mount swivel, 4 forward facing, 1 left facing, 1 right facing, 1 back facing, 1 top facing, 3 round reload, 8d8 19-20/x2, range 330 ft)

CMB +10; **CMD** 20

Speed 2 (3 pushed, 4 overload)

Acceleration 2

Maneuverability Poor

SUBMARINE, GOBLIN

Colossal Wood Water Vehicle

Space 1 vehicle space; **Cost** 28,100 gp

Size 45 Hardpoints; **Hull** 45 Hardpoints

DEFENSE

Hull 4 AC (+7 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8), 1 gate breaker ballista (swivel, 3 round reload, 8d8 19-20/x2, range 330 ft)

CMB +8; **CMD** 18

Speed 2 (3 pushed, 4 overload)

Acceleration 1

Maneuverability Good

DRIVE

Propulsion Water elemental engine (6 Hardpoints, 480 hp); **Power** 90 (135 pushed, 180 overload)

Mass 45 Hardpoints

Controlling Device helm

Driving Space 8 spaces around helm in front of ship.

Required Crew 2 (1 pilot, 1 engineer), 8 gunmen

LOAD

Equipment Weight 16.4 tons

Light Load less than 90 tons

Medium Load 90 to 224.9 tons

Heavy Load 225 - 450 tons

ROOMS

Atmosphere Control (air garden, 9 Hardpoints, 72 creatures max);

Bunks (12 Hardpoints, 72 crewmen); **Cargo Bay** (9 Hardpoints, 90 tons); **Gunport** (9 Hardpoints); **Water Elemental Engine** (6 Hardpoints)

EQUIPMENT

1 gate breaker ballista (w/ swivel), 1 medium ballista (w/ swivel, bottom mounted), buoyancy control, pressure resistance (500 ft max), resiliency (Cold Resistance 10)

While goblin engineering is not as sophisticated as dwarven invention, it is often both simpler and cheaper. The goblin submarine was an old goblin answer to infiltrating enemy harbors, that has seen constant use since then in the new world order, both for its cheapness compared to the dwarven alternative, and for its simplicity; where dwarves invented complicated machines to push their vehicle underwater and supply air for the crew, the goblin answer was simply to lash a water elemental to the ship and transplant trees.

Remember that numbers given in a vehicle's description indicate Medium creatures; when goblins sail a goblin submarine, they can fit, and require, twice as many crewmen.

DRIVE

Propulsion Alchemical engine (4 Decks, 2,880 hp); **Power** 60 (90 pushed, 120 overload)

Mass 30 Decks

Controlling Device helm

Driving Space 8 spaces around helm in front of ship.

Required Crew 5 (1 pilot, 4 engineers), 54 gunmen

LOAD

Equipment Weight 180 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1,350 tons

ROOMS

Air Tanks (2 Decks, 540 days); **Alchemical Engine** (4 Decks); **Brig** (1 Hardpoint); **Bunks** (2 Decks, 108 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (2 Decks, 180 tons); **Gunport** (4 Decks); **Kitchen** (1 Hardpoint); **Private Rooms** (5 Hardpoints)

Location 1-2:

Air Tanks (1 Deck, 270 days), Alchemical Engine (2 Decks), Bunks (1 Deck 54 crewmen), Gunport (1 Deck)

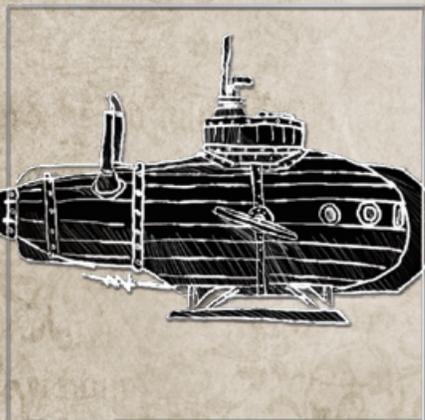
Location 3:

Brig (1 Hardpoint), Captain's Quarters (2 Hardpoints), Private Rooms (5 Hardpoints), Kitchen (1 Hardpoint), Cargo Bay (2 Decks, 180 tons), Gunport (2 Decks)

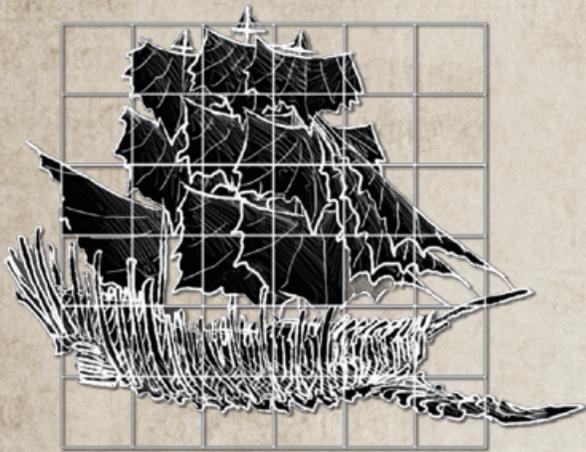
EQUIPMENT

9 gate breaker ballista (2 w/ swivel, 1 bottom mount, 4 fore, 1 aft, 1 port, 1 starboard), buoyancy control, pressure resistance (1000 ft max), resiliency (Cold Resistance 10)

The dwarven submarine, like the ironclad, is a dwarven invention of great power and expense. Although it is slow (and does not use gunpowder, out of fear of weapons getting wet and being unable to fire), the dwarven submarine has proven itself to be a powerful asset to any navy lucky enough to possess one.



UNIQUE WATER VEHICLES



THE BONEYARD

Colossal+ Bone Water Vehicle

Space 9 vehicle spaces; **Cost** 853,000 gp

Size 180 Decks; **Hull** 60 Decks

DEFENSE

Hull 12 Locations, 6 AC (+1 Dodge, 8 armor, -8 Size); 675 hp, Hardness 5

Sails 24 Locations, -2 AC (+1 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8), 10 heavy catapults (swivel, 3 round reload, 8d6 x2, range 300 ft, 100 ft minimum), 10 gate breaker ballista (swivel, 3 round reload, 8d8 19-20 x2, range 210 ft), 100 medium ballista (50 right facing, 50 left facing, 1 round reload, 3d8 19-20 x2, range 120 ft)

CMB +43; **CMD** 53

Speed 7 (10 pushed, 12 overload, w/ wind: +1 per severity level)

Acceleration 3

Maneuverability Clumsy

DRIVE

Propulsion Silk Sails (120 Decks, 24 Locations, 1,350 hp per Location), Necrotic Engine (4 Decks, 3,600 hp); **Power** 440 (660 pushed, 880 overload, w/ wind: +60 per severity level)

Mass 60 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 121 (1 pilot, 120 sailors), 300 gunmen

LOAD

Equipment Weight 452 tons

Light Load less than 1080 tons

Medium Load 1080 to 2,699.9 tons

Heavy Load 2,700 - 5,400 tons

ROOMS

Alchemy Lab (1 Deck); **Animal Pen** (5 Decks); **Brig** (1 Deck); **Bunks** (10 Decks, 756 crewmen); **Captain's Quarters** (1 Deck); **Cargo Bay** (15 Decks, 1,350 tons); **Gunport** (20 Decks); **Kitchen** (1 Deck); **Library** (1 Deck); **Necrotic Engine** (4 Decks); **Personal Room** (9 rooms, 1 Deck)

Location 1-5:

Gunport (2 Decks), Bunks (1 Deck, 54 crewmen), Cargo Bay (2 Deck, 180 tons),

Location 6-10:

Gunport (2 Decks), Bunks (1 Deck, 54 crewmen), Cargo Bay (1 Deck, 90 tons), Animal Pen (1 Deck)

Location 11:

Kitchen (1 Deck), Necrotic Engine (4 Decks)

Location 12:

Alchemy Lab (1 Deck), Brig (1 Deck), Captain's Quarters (1 Deck), Library (1 Deck), Personal Rooms (9 rooms, 1 Deck)

EQUIPMENT

10 heavy catapults (w/ swivel), 10 gate breaker ballista (w/ swivel), 100 medium ballista (50 port, 50 starboard)

The Boneyard is the flagship of an unnamed necromancer, who suffers no boarders to leave alive, meaning no one is quite sure who or what he is. Crafted from whale bones and fueled by a necrotic engine, the Boneyard is a powerful and extremely fast ship, and not only makes use of siege engines, but also skeletal dragons and wyvern riders, descending upon the ship's prey from above.



DREAMTREADER

Colossal+ Adamantine Water Vehicle (covered)

Space 3 vehicle spaces; **Cost** 408,178,220 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 2 AC (+5 Dodge, -8 Size); 5,400 hp, Hardness 20

OFFENSE

Attack ram (8d8), 1 24-lbs. cannon (swivel, 2 round reload, 10d6 x3, range 330 ft), 24 12-lbs. cannons (12 right facing, 12 left facing, 1 round reload, 6d6 x3, range 210 ft)

CMB +10; **CMD** 20

Speed 10 (13 pushed, 16 overload)

Acceleration 5

Maneuverability Average

DRIVE

Propulsion Shadow engine (5 Decks, 5,760 hp); **Power** 500 (750 pushed, 1,000 overload)

Mass 45 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 101 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1,350 tons

ROOMS

Brig (1 Hardpoint); **Bunks** (2 Decks, 108 crewmen); **Captain's Quarters** (1 Deck); **Cargo Bay** (3 Decks, 180 tons); **Gunport** (3 Decks); **Kitchen** (2 Hardpoints); **Powder Room** (1 Hardpoint); **Private Rooms** (5 rooms, 5 Hardpoints); **Shadow Engine** (5 Decks, all lucid)

Location 1:

Gunport (1 Deck, +5 24-lbs. cannon, 6 +5 12-lbs. cannons), Bunks (2 Decks, 108 crewmen), Captain's Quarters (1 Deck), Cargo Bay (1 Deck, 90 tons)

Location 2:

Gunport (1 Deck, 9 +5 12-lbs. cannons), Shadow Engine (3 Decks), Brig (1 Hardpoint), Kitchen (2 Hardpoints), Powder Room (1 Hardpoint), Private Rooms (5 rooms, 5 Hardpoints)

Location 3:

Gunport (1 Deck, 9 +5 12-lbs. cannons), Shadow Engine (2 Decks), Cargo Bay (2 Decks, 180 tons)

EQUIPMENT

+5 24-lbs. cannon (w/ swivel), 24 +5 12-lbs. cannons (12 port, 12 starboard)

The Dreamtreader was originally the ancient royal ironclad of the dwarven emperor from thousands of years ago. The vessel was believed lost to the ages, but reappeared recently with a new crew and no explanation of where it was or how they obtained it.

The vessel currently rests in the employ of the crew of the "Twelve Dreamlords", a group of twelve individuals who power the ship through their own dreams. Their true agenda is unknown, but their most reliable action is piracy; when the Dreamtreader appears, it usually means its hunting another ship as prey.



THE EMPEROR

Colossal+ Wood Water Vehicle

Space 192 vehicle spaces; **Cost** 784,700 gp

Size 960 Decks; **Hull** 320 Decks

DEFENSE

Hull 64 Locations, -2 AC (+1 Dodge, -8 Size); 1,350 hp, Hardness 5

Sails 128 Locations, -2 AC (+1 Dodge, -8 Size); 900 hp, Hardness 0

OFFENSE

Attack ram (8d8), 20 heavy catapults (swivel, 3 round reload, 8d6 x2, range 300 ft, 100 ft minimum), 100 gate breaker ballista (50 left-facing, 50 right-facing, 3 round reload, 8d8 19-20 x2, range 210 ft), 80 heavy trebuchets (swivel, 3 round reload, 8d6 x2, range 400 ft, 200 ft minimum), 100 medium ballista (50 left-facing, 50 right-facing, 1 round reload, 3d8 19-20 x2, range 120 ft)

CMB +71; **CMD** 81

Speed 2 (w/ wind: +1 per severity level)

Acceleration 1

Maneuverability Clumsy

DRIVE

Propulsion Sails (640 Decks, 24 Locations, 900 hp per Location);

Power 120 (w/ wind: +60 per severity level)

Mass 320 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 641 (1 pilot, 640 sailors), 1,360 gunmen

LOAD

Equipment Weight 2,152 tons

Light Load less than 5,760 tons

Medium Load 540 to 14,399.9 tons

Heavy Load 14,400 - 28,800 tons

ROOMS

Alchemy Lab (1 Deck); **Animal Pen** (5 Decks); **Brig** (1 Deck);

Bunks (60 Decks, 3,240 crewmen); **Captain's Quarters** (1 Deck);

Cargo Bay (136 Decks, 12,240 tons); **Gunport** (100 Decks); **Kitchen**

(4 Decks); **Library** (1 Deck); **Personal Rooms** (10 Decks, 90 rooms);

Workshop (1 Deck)

Location 1-10:

Personal Rooms (1 Deck, 9 rooms), Gunport (2 Decks, 1 uncovered, 2 heavy catapults, 2 gatebreaker ballista, 2 medium ballista), Cargo Bay (1 Deck, 90 tons), Bunks (1 Deck, 54 crewmen)

Location 11-50:

Gunport (2 Decks, 1 uncovered, 2 heavy trebuchets, 2 gatebreaker ballista, 2 medium ballista), Cargo Bay (3 Decks, 270 tons)

Location 51-60:

Bunks (5 Decks, 270 crewmen)

Location 61:

Cargo Bay (5 Decks, 450 tons)

Location 62:

Cargo Bay (1 Deck, 90 tons), Kitchen (4 Decks)

Location 63:

Animal Pen (5 Decks)

Location 64:

Alchemy Lab (1 Deck), Brig (1 Deck), Captain's Quarters (1 Deck),

Library (1 Deck), Workshop (1 Deck)

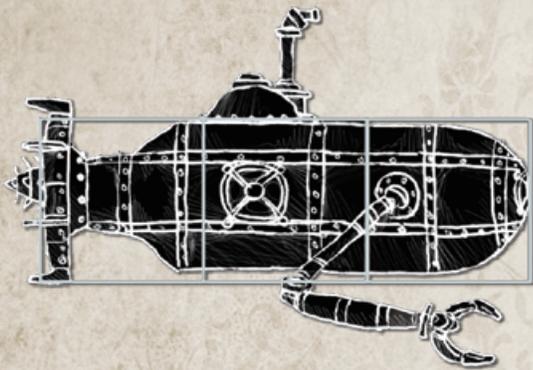
EQUIPMENT

20 heavy catapults (w/ swivel), 80 heavy trebuchets (w/ swivel), 100 gatebreaker ballista (50 port, 50 starboard), 100 medium ballista (50 port, 50 starboard)

The Emperor is the largest wooden sailing vessel still found on the seas, and considered the golden standard for giant vessels. While larger vessels have been built in the past, most of them buckled under their own weight and were easily sunk, or are legends most shipwrights believe to be too large to have actually sailed, having probably 'grown' in the retelling. The Emperor, on the other hand, is not legend, but documented fact, and still sails the seas today under the command of Lord Ket Chu, lord of a nation that set sail during the growth of the Forest who still sail to this day.

The emperor is 8 vehicle spaces long, 4 vehicle spaces wide, and 2 vehicle spaces tall, not including its sails which stretch 4 vehicle spaces even higher. While it doesn't boast any cannons or magic, its sheer size means it can destroy virtually any enemy who would dare to oppose it before that enemy can even draw close enough to attempt an attack.

The vessel sports 20 gate breaker ballista, 20 heavy catapults, and 25 heavy trebuchets on its top deck, with the rest of its weapons on lower decks to better protect them from harm.



LAVA SUBMARINE

Colossal+ Iron Water Vehicle (covered)

Space 3 vehicle spaces; **Cost** 671,950 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 2 AC (+5 Dodge, -8 Size); 4,050 hp, Hardness 10

OFFENSE

Attack ram (8d8), slam (forward facing, 2d8)

CMB +10; **CMD** 20

Speed 11 (14 pushed, 17 overload)

Acceleration 5

Maneuverability Average

DRIVE

Propulsion Spell engine (5 Decks, 4,500 hp); **Power** 375 (562 pushed, 750 overload)

Mass 30 Decks

Controlling Device helm

Driving Space 8 spaces around helm in aft of ship.

Required Crew 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 45 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1,350 tons

ROOMS

Alchemy Lab (1 Deck); **Atmosphere Control** (Crystal of Living, 2 Hardpoints); **Bunks** (2 Deck, 108 crewmen); **Captain's Quarters** (1 Deck); **Cargo Bay** (2 Decks, 180 tons); **Kitchen** (2 Hardpoints); **Library** (1 Deck); **Private Rooms** (14 rooms, 14 Hardpoints); **Spell Engine** (5 Decks); **Workshop** (1 Deck)

Location 1:

Alchemy Lab (1 Deck), Atmosphere Control (crystal of living, 2 Hardpoints), Captain's Quarters (1 Deck), Kitchen (2 Hardpoints), Library (1 Deck), Personal Rooms (14 rooms, 14 Hardpoints)

Location 2:

Bunks (2 Decks, 108 crewmen), Spell Engine (3 Decks)

Location 3:

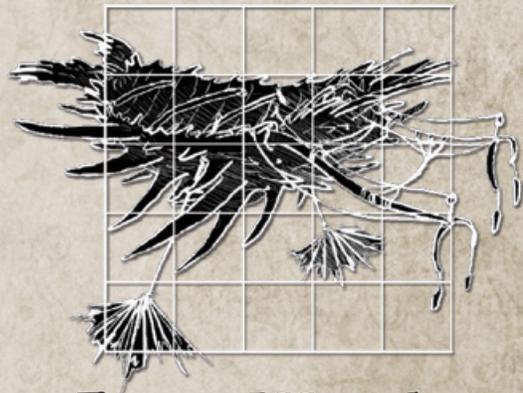
Cargo Bay (2 Decks, 180 tons), Spell Engine (2 Decks), Workshop (1 Deck)

EQUIPMENT

Swimming enchantment, immunity (Fire), mechanical arms (Location 1, forward facing)

The lava submarine is the unimaginative name of the personal vessel of archmage Dremien, who constructed the device to serve as a personal mobile laboratory for himself and his army of assistants during his exploration of the elemental plane of Fire, reached by descending through magma fissures, using mechanical arms to manipulate objects without requiring anyone to exit the vehicle in the depths of the lava.

It was Dremien's research that proved that some planar connections still existed despite the maelstrom, and while he rarely surfaces these days, many scholars consider a conversation with him to be among their greatest memories.



THE ROYAL WAR CHARIOT OF GREAT KING TIRIOC, MAY HIS SOUL REST FOREVER

Gargantuan Bone Water Vehicle (aerodynamic)

Space 1 vehicle space; **Cost** 5,080 gp

Size 8 Hardpoints; **Hull** 8 Hardpoint

DEFENSE

Hull 14 AC (+7 Dodge, 6 armor, -4 Size); 120 hp, Hardness 5

OFFENSE

Attack ram (8d8)

CMB +4; **CMD** 14

Speed twice that of the pulling creatures

Acceleration the speed of the pulling creatures

Maneuverability Good

DRIVE

Propulsion muscle (2 Huge creatures)

Mass 8 Hardpoints

Controlling Device reins

Driving Space 2 spaces directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 4 tons

Light Load less than 8 tons

Medium Load 8 to 19.9 tons

Heavy Load 20 - 40 tons

ROOMS

Cargo Bay (8 Hardpoints, 40 tons)

EQUIPMENT

Scale armor, ram

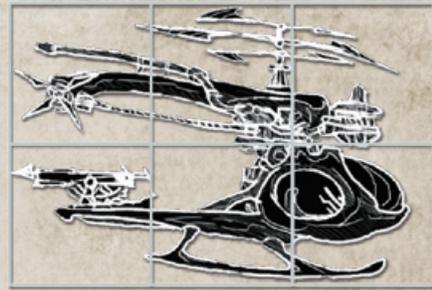
Traditionally pulled by 4 or more orcas (killer whales), the war chariot of Great King Tirioc, may his soul rest forever, is a true thing of beauty, built as much for display as actual battle.

The chariot is an enormous vessel crafted from the shell of a giant sea monster, and is designed to allow up to 32 soldiers to ride inside, attacking at enemies as they pass. The chariot is also decorated with spines, making it a particularly deadly weapon when simply rammed into an enemy. The shell may rest on top of the water, or may be pulled under by its assortment of orcas, as the driver desires.

Air Vehicles

SMALL CRAFT

Small aircraft are all vehicles of Gargantuan size or smaller; vehicles designed to be flown alone or with a small number of crewmen. On larger vehicles, these vehicles are often kept in hangers for when smaller jobs are required, or to aid in combat against enemy ships.



AIR DANCER

Large Wood Air Vehicle (covered, maneuverable)

Space 1 vehicle space; **Cost** 3,810 gp

Size 2 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 19 AC (+9 Dodge, +6 armor, -1 Size); 60 hp, Hardness 5

OFFENSE

Attack ram (1d8); medium ballista (swivel, 1 round reload, 3d8 19-20 x2, range 120 ft)

CMB +1; **CMD** 11

Speed 5 (7 pushed, 10 overload)

Acceleration 2

Maneuverability Perfect

DRIVE

Propulsion Air elemental engine (1 Hardpoint, 30 hp); **Power** 20 (30 pushed, 40 overload)

Mass 2 Hardpoints; **Weight** 0

Controlling Device cockpit

Driving Space 1 space at front of ship.

Required Crew 2 (1 pilot, 1 engineer) 2 gunmen

LOAD

Equipment Weight 3.4 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

ROOMS

Air Elemental Engine (1 Hardpoint); **Gun Port** (1 Hardpoint)

EQUIPMENT

magic dirigible (2 Hardpoints), medium ballista (w/swivel), scale armor

The air dancer is a mid-range fighter designed to be impossible to hit. Its elemental engine and rotor design makes it more maneuverable than virtually any other vehicle in the skies, which combine with its thick armor plating to make it almost impossible to hit in vehicle-to-vehicle combat.

The air dancer can carry up to 6 crewmen and 500 lbs. of additional equipment.



AIR DANCER, ARCANES

Large Iron Air Vehicle (covered, maneuverable)

Space 1 vehicle space; **Cost** 17,150 gp

Size 2 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 11 AC (+7 Dodge, -1 Size); 180 hp, Hardness 10

OFFENSE

Attack ram (1d8); 12-lbs. cannon (swivel, 1 round reload, 6d6 x3, range 120 ft)

CMB +1; **CMD** 11

Speed 9 (12 pushed, 14 overload)

Acceleration 4

Maneuverability Good

DRIVE

Propulsion Spell engine (1 Hardpoint, 100 hp); **Power** 75 (112 pushed, 150 overload)

Mass 4 Hardpoints; **Weight** 8

Controlling Device cockpit

Driving Space 1 space at front of ship.

Required Crew 2 (1 pilot, 1 engineer) 3 gunmen

LOAD

Equipment Weight 3 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

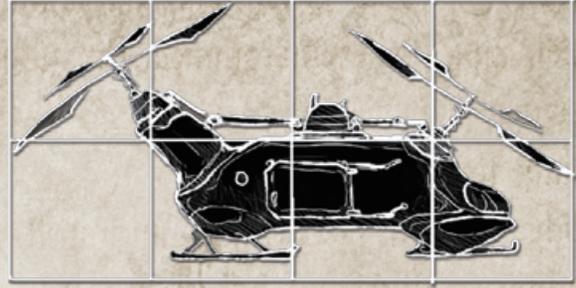
ROOMS

Gun Port (1 Hardpoint); **Spell Elemental Engine** (1 Hardpoint)

EQUIPMENT

12-lbs. cannon (w/ swivel)

The arcane air dancer is a more powerful version of the air dancer; lacking the air dancer's extreme maneuverability, but more than making up for that with an iron body, a faster engine, and a more powerful weapon. The arcane air dancer's only true weakness is that it must have a magic user on board, or else have a magic user 'fuel' the ship before each flight.



AIR DANCER, HEAVY

Huge Wood Air Vehicle (covered, maneuverable)

Space 1 vehicle space; **Cost** 6,970 gp

Size 4 Hardpoints; **Hull** 4 Hardpoints

DEFENSE

Hull 18 AC (+9 Dodge, +6 armor, -2 Size); 120 hp, Hardness 5

OFFENSE

Attack ram (1d8); medium ballista (swivel, 1 round reload, 3d8 19-20 x2, range 120 ft)

CMB +2; **CMD** 12

Speed 5 (7 pushed, 10 overload)

Acceleration 2

Maneuverability Perfect

DRIVE

Propulsion Air elemental engine (2 Hardpoints, 60 hp); **Power** 20 (30 pushed, 40 overload)

Mass 4 Hardpoints; **Weight** 0

Controlling Device cockpit

Driving Space 1 space at front of ship.

Required Crew 2 (1 pilot, 1 engineer) 2 gunmen

LOAD

Equipment Weight 6.4 tons

Light Load less than 8 tons

Medium Load 8 to 19.9 tons

Heavy Load 20 - 40 tons

ROOMS

Air Elemental Engine (1 Hardpoint); **Cargo Bay** (2 Hardpoints, 20 tons); **Gun Port** (1 Hardpoint)

EQUIPMENT

magic dirigible (4 Hardpoints), medium ballista (w/swivel), scale armor

The heavy air dancer is a larger, more powerful version of the air dancer. Rather than carry additional weapons, the heavy air dancer is designed to be the the last word in moving soldiers, as its great maneuverability allows it to drop off or pick up its passengers anywhere. While not equipped for multiple-day journeys, the heavy air dancer can carry up to 10 tons of cargo or up to 15 people at once.



BONE SHARD

Gargantuan Bone Air Vehicle

Space 1 vehicle space; **Cost** 760 gp

Size 5 Hardpoints; **Hull** 1 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 15 hp, Hardness 5

Sails 9 AC (+5 Dodge, -1 Size); 40 hp, Hardness 0

Dirigible 9 AC (+5 Dodge, -1 Size); 30 hp, Hardness 0

OFFENSE

Attack ram (4d8); medium ballista (swivel, 1 round reload, 3d8 19-20/x2, range 120 ft.)

CMB +4; **CMD** 14

Speed 2

Acceleration 1

Maneuverability Average

DRIVE

Propulsion sails (2 Hardpoints, 40 hp); **Power** 1 (w/ wind: +1/2 per severity level).

Mass 1 Hardpoint; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 1 (1 pilot/sailor), 2 gunman

LOAD

Equipment Weight .3 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

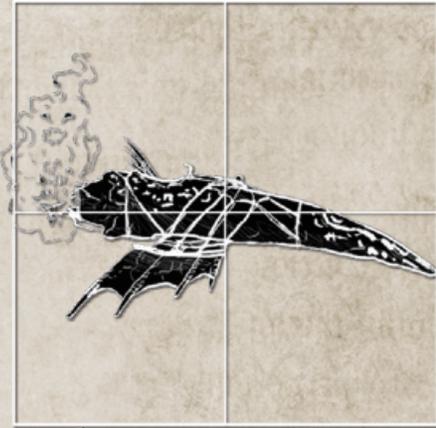
ROOMS

Gun Port (1 Hardpoint)

EQUIPMENT

Cloth dirigible (2 Hardpoints), medium ballista

The bone shard is the necrotic answer to the short-range light warship. Little more than a platform made of bone strapped to sails and a cloth bag, the bone shard is an invention of the midnight district of Andrus, where undead labor is cheap and undead minions expendible. The bone shard can hold up to 4 Medium creatures at one time, and up to 200 lbs. of other gear.



CHERUFE FANG

Colossal Bone Air Vehicle (glider, covered, aerodynamic)

Space 1 vehicle space; **Cost** 2,510 gp

Size 1 Hardpoint; **Hull** 1 Hardpoint

DEFENSE

Hull 7 AC (+3 Dodge, -1 Size); 15 hp, Hardness 5

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed 25 (32 pushed, 39 overload)

Acceleration 24

Maneuverability Poor

DRIVE

Propulsion fire elemental engine (1 Hardpoint, hp 80); **Power** 25 (37 push, 50 overload)

Mass 0.5 (1) Hardpoint; **Weight** 1 (2)

Controlling Device cockpit

Driving Space 1 space in the front of the airship

Required Crew 1 (1 pilot/engineer)

LOAD

Equipment Weight 2 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

ROOMS

Fire Elemental Engine (1 Hardpoint)

EQUIPMENT

Ram

The cherufe fang is carved from bones and is one of the most feared vessels in the world, not just because of its destructive power, but also because of those who choose to pilot it. The cherufe fang is a suicide vessel, designed to be flown at top speed into another airship, often destroying the fang and its pilot in the attack. While most other airship pilots and military commanders cannot fathom intentionally destroying such an expensive vehicle and killing its pilot, the cherufe have no such conundrum. Sometimes, such as when convicted of a crime, a cherufe will even volunteer to be a fang pilot, seeking through death the honor that eluded them in life.



CHERUFE WAR BALLOON

Gargantuan Bone Air Vehicle

Space 1 vehicle space; **Cost** 220 gp

Size 8 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 7 AC (+3 Dodge, -1 Size); 30 hp, Hardness 5

Sails 7 AC (+3 Dodge, -1 Size); 40 hp, Hardness 0

Dirigible 6 AC (+3 Dodge, -2 Size); 60 hp, Hardness 0

OFFENSE

Attack ram (4d8)

CMB +4; **CMD** 14

Speed 4 (5 pushed, 7 overload, w/wind: +1/2 per severity level)

Acceleration 2

Maneuverability Poor

DRIVE

Propulsion sails (2 Hardpoints, 40 hp), inferior steam engine (1 Hardpoint, hp 80); **Power** 8 (11 pushed, 14 overload, w/wind: +1 per severity level)

Mass 2 Hardpoint; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 2 (1 pilot/sailor, 1 engineer)

LOAD

Equipment Weight 4.4 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

ROOMS

Cargo Bay (1 Hardpoint, uncovered); **Inferior Steam Engine** (1 Hardpoint)

EQUIPMENT

Cloth dirigible (4 Hardpoints)

The cherufe war balloon is a simple vessel, built out of harsh leather and bones lashed together with ligament. Rather than use siege engines, cherufe prefer to board their enemies and destroy them in person, and a cherufe war balloon is equipped to carry up to 12 soldiers (a small crew) at one time in addition to the pilot and engineer.

For especially fast prey, a cherufe war balloon can be built with a fire elemental engine instead of an inferior alchemical engine, increasing the cost by 900 gp, increasing acceleration to 6, and increasing the speed to 11 (14 pushed, 18 overload, w/wind: +1/2 per severity level).



COASTER

Gargantuan Wood Air Vehicle

Space 1 vehicle space; **Cost** 130 gp

Size 5 Hardpoints; **Hull** 1 Hardpoint

DEFENSE

Hull 9 AC (+5 Dodge, -1 size); 30 hp, Hardness 5

Sails 9 AC (+5 Dodge, -1 size); 40 hp, Hardness 0

Dirigible 9 ac (+5 Dodge, -1 size); 30 hp, Hardness 0

OFFENSE

Attack ram (4d8)

CMB +4; **CMD** 14

Speed 2 (w/wind: +1 per severity level)

Acceleration 1

Maneuverability Average

DRIVE

Propulsion sails (2 Hardpoints, 40 hp); **Power** 2 (w/wind: +1 per severity level).

Mass 1 Hardpoint; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 1 (1 pilot/sailor)

LOAD

Equipment Weight 0.4 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

ROOMS

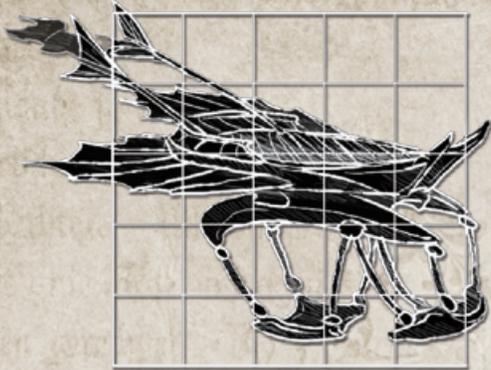
Cargo Bay (1 Hardpoint, uncovered, 10 tons)

EQUIPMENT

Cloth dirigible (2 Hardpoints)

The coaster is possibly the cheapest airship in existence, and as such still sees extensive use despite its rather humble design. The coaster is primarily used for making short-distance runs, such as delivering small cargo or a few passengers from one end of a city to another. Among the wealthy, many youth purchase a coaster when they first begin learning the art of airship sailing,

as its small size means it only requires a single crewman to simultaneously steer the ship and work the sails.



DRAGON CHARIOT

Gargantuan Wood Air Vehicle (aerodynamic, covered)

Space 1 vehicle space; **Cost** 1,040 gp

Size 8 Hardpoints; **Hull** 8 Hardpoints

DEFENSE

Hull 11 AC (+7 Dodge, -1 Size); 240 hp, Hardness 5

OFFENSE

Attack ram (4d8)

CMB +4; **CMD** 14

Speed twice that of the pulling creatures

Acceleration the speed of the pulling creatures

Maneuverability Good

DRIVE

Propulsion muscle (1 Colossal creature)

Mass 8 Hardpoints; **Weight** 16

Controlling Device reins

Driving Space 2 spaces directly behind the pulling creature

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 8 tons

Medium Load 8 to 19.9 tons

Heavy Load 20 - 40 tons

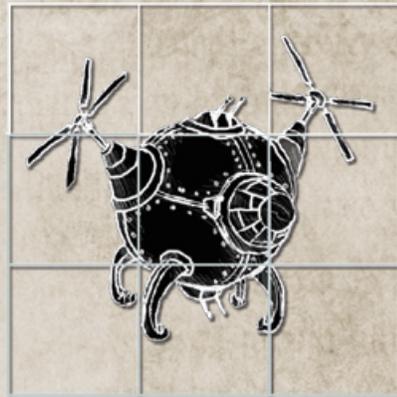
ROOMS

Cargo Bay (8 Hardpoints, 80 tons)

EQUIPMENT

None

A halfling invention to better aid them in fighting alongside their dragons, the dragon chariot is a vehicle designed to allow a dragon to carry soldiers, either to attack enemies or to deposit them where they are needed. While some dragon chariots are equipped with siege engines, most simply carry troops; a dragon chariot can facilitate up to 50 Medium creatures (a large crew) plus a handful of officers, carrying them where needed or allowing them to fire arrows or other weapons from within.



DWARVEN DEFENDER

Huge Iron Air Vehicle (covered, maneuverable)

Space 1 vehicle space; **Cost** 20,900 gp

Size 4 Hardpoints; **Hull** 4 Hardpoints

DEFENSE

Hull 10 AC (+7 Dodge, -2 Size); 360 hp, Hardness 10

OFFENSE

Attack ram (2d8); 12-lbs. cannon (swivel, 1 round reload, 6d6 x3, range 210 ft)

CMB +2; **CMD** 12

Speed 4 (6 pushed, 9 overload)

Acceleration 1

Maneuverability Good

DRIVE

Propulsion superior alchemical engine (2 Hardpoints, 200 hp); **Power** 40 (60 pushed, 80 overload).

Mass 8 Hardpoints; **Weight** 0

Controlling Device cockpit

Driving Space 1 space near front of ship.

Required Crew 2 (1 pilot, 1 engineer) 6 gunmen

LOAD

Equipment Weight 14 tons

Light Load less than 8 tons

Medium Load 8 to 19.9 tons

Heavy Load 20 - 40 tons

ROOMS

Gun Port (2 Hardpoints); **Superior Alchemical Engine** (2 Hardpoints)

EQUIPMENT

Magic dirigible (16 Hardpoints), 2 12-lbs. cannon (1 w/swivel, 1 bottom mounted w/swivel)

The dwarven Defender is a short-range gunboat designed to attack enemies no matter where they are. With one top-mounted cannon and one bottom-mounted cannon, the dwarven defender is not designed to deal tremendous damage to its enemies, but rather to engage other smaller vessels that would otherwise attempt to ride the shadow of its carrier-vessel, or otherwise exploit a movement or positioning advantage.

The dwarven defender can carry up to 12 passengers at any given time, and can carry up to 2 tons of cargo and 4 tons of fuel.



ELDER TREE

Gargantuan Darkwood Air Vehicle (maneuverable)

Space 1 vehicle space; **Cost** 294,850 gp

Size 8 Hardpoints; **Hull** 8 Hardpoints

DEFENSE

AC 10 AC (+9 Dodge, -4 Size); 240 hp, Hardness 5

OFFENSE

Attack ram (4d8) gate breaker ballista (swivel, 3 round reload, 8d8 19-20/x2, range 210 ft.), 6 light ballista (forward facing, 1 round reload, 2d8 19-20/x2, range 120 ft)

CMB +4; **CMD** 14

Speed 9

Acceleration 4

Maneuverability Perfect

DRIVE

Propulsion enchantment engine (8 Hardpoints); **Power** 80

Mass 4 Hardpoints; **Weight** 8

Controlling Device roots

Driving Space 4 spaces in roots

Required Crew 1 (1 pilot) 12 gunmen

LOAD

Equipment Weight 5.2 tons

Light Load less than 16 tons

Medium Load 16 to 39.9 tons

Heavy Load 40 - 80 tons

ROOMS

Cargo Bay (1 Hardpoint, 10 tons); **Gunport** (7 Hardpoints, uncovered)

EQUIPMENT

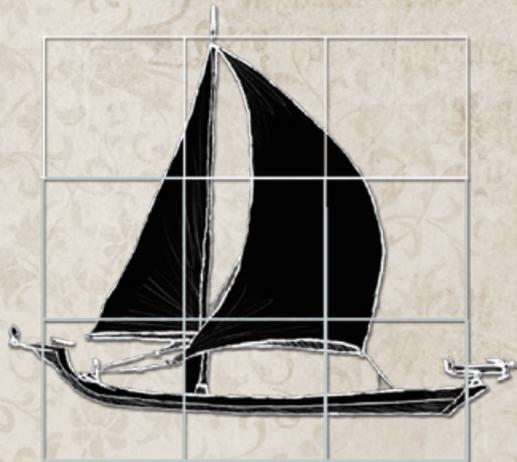
Gate breaker ballista (w/ swivel), 6 light ballista (fore), full body cockpit (magical)

The druids of the 7th Sphere have little use for airships (having no fear of the Forest below), but nonetheless have adapted

their own flying vessels to better communicate with, or defend themselves against, those who dwell in the skies.

Elder trees are seen by the 7th Sphere as gifts of the Forest; while it would be incredibly expensive for a sky dweller to recreate them, the 7th Sphere is able to harvest them from Darkwood trees not only cheaply, but much more safely than any other group.

Rather than using a helmet, an elder tree's full body cockpit is a space at the bottom of the tree, where the pilot sits among the roots and assumes control of the tree. An elder tree can carry up to 21 creatures total at a time.



LONGUN MAN

Huge Wood Air Vehicle (covered, aerodynamic)

Space 1 vehicle space; **Cost** 2,080 gp

Size 3 Hardpoints; **Hull** 1 Hardpoint

DEFENSE

Hull 11 AC (+7 Dodge, -1 Size); 30 hp, Hardness 5

Sails 11 AC (+7 Dodge, -1 Size); 60 hp, Hardness 0

OFFENSE

Attack ram (2d8); medium ballista (swivel, 1 round reload, 3d8 19-20/x2, range 120 ft.)

CMB +2; **CMD** 12

Speed 5 (w/ wind: +1 per severity level)

Acceleration 3

Maneuverability Good

DRIVE

Propulsion Silk Sails (2 Hardpoints, 60 hp); **Power** 4 (w/ wind: +1 per severity level).

Mass 1 Hardpoint; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 1-2 (1 pilot, 1 sailor), 1 gunman

LOAD

Equipment Weight 0.4 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

ROOMS

Gun Port (1 Hardpoint)

EQUIPMENT

Magic dirigible (2 Hardpoints), medium ballista

The longunman is a mid-range warship, serving the same function as the stingfly but with much greater speed, allowing it to cut enemies off or engage them before they reach their carrying vessel.

While it would be possible to build a longunman with cloth sails rather than silk sails (making the vessel 550 gold pieces cheaper), the longunman is traditionally made with silk sails, and most longunman pilots balk at the thought of sailing with anything less effective.

It can hold at maximum 4 people with about 200 lbs. of additional equipment.



LONGUNMAN, DWARVEN

Large Iron Air Vehicle (covered)

Space 1 vehicle space; **Cost** 10,200 gp

Size 2 Hardpoints; **Hull**

DEFENSE

Hull 7 AC (+3 Dodge, -1 Size); 180 hp, Hardness 10

OFFENSE

Attack ram (1d8); 12-lbs. cannon (swivel, 1 round reload, 6d6 x3, range 210 ft)

CMB +1; **CMD** 11

Speed 4 (6 pushed, 9 overload)

Acceleration 2

Maneuverability Poor

DRIVE

Propulsion superior alchemical engine (1 Hardpoint, 100 hp); **Power** 20 (20 pushed, 40 overload).

Mass 4 Hardpoints; **Weight** 0

Controlling Device cockpit

Driving Space 1 space near front of ship.

Required Crew 2 (1 pilot, 1 engineer) 3 gunmen

LOAD

Equipment Weight 7 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

ROOMS

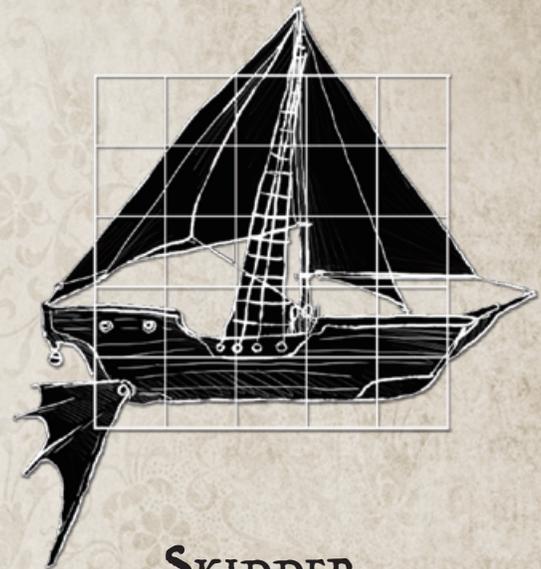
Gun Port (1 Hardpoint); **Superior Alchemical Engine** (1 Hardpoint)

EQUIPMENT

Magic dirigible (8 Hardpoints), 12-lbs. cannon (w/swivel)

The dwarven longunman, true to dwarven engineering, is much more expensive than the standard version, but also much more powerful. This vessel serves as a mid-range fighter, and when fully equipped can even make voyages lasting several days.

The dwarven longunman can carry up to 6 crewmen, up to 1 ton of cargo, and up to 2 tons of fuel.



SKIDDER

Gargantuan Wood Air Vehicle

Space 1 vehicle space; **Cost** 1,185 gp

Size 6 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 60 hp, Hardness 5

Sails 8 AC (+5 Dodge, -2 Size); 80 hp, Hardness 0

OFFENSE

Attack ram (4d8)

CMB +4; **CMD** 14

Speed 2 (w/wind: +1 per severity level)

Acceleration 1

Maneuverability Average

DRIVE

Propulsion sails (4 Hardpoints, 80 hp); **Power** 4 (w/ wind: +2 per severity level).

Mass 2 Hardpoints; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 1-2 (1 pilot, 1 sailor)

LOAD

Equipment Weight 0.8 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

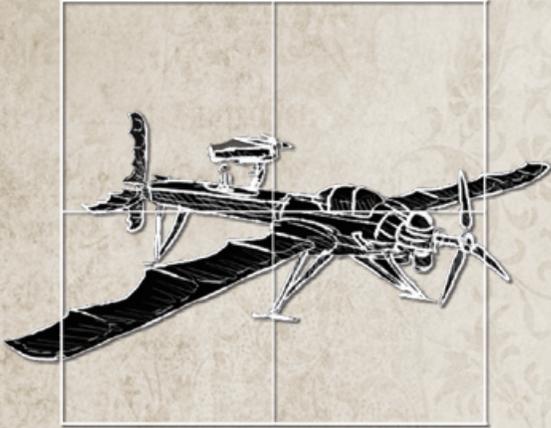
ROOMS

Bunks (1 Hardpoint, 6 crewmen); **Cargo Bay** (1 Hardpoint, uncovered, 10 tons)

EQUIPMENT

Magic dirigible (4 Hardpoints)

The skidder is a larger and faster version of the coaster, and while it is still primarily used for short trips, a skidder comes equipped with living quarters, allowing its crew to make extended journeys. While the use of a magical dirigible makes it more expensive than other sailing ships, it also allows it to stay small and maneuverable, making it well worth the cost in most eyes.



SPEAR

Large Wood Air Vehicle (covered, glider)

Space 1 vehicle space; **Cost** 2,810 gp

Size 2 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 13 AC (+3 Dodge, +6 armor -1 Size); 60 hp, Hardness 5

OFFENSE

Attack ram (1d8); medium ballista (swivel, 1 round reload, 3d8 19-20 x2, range 120 ft)

CMB +1; **CMD** 11

Speed 16 (21 pushed, 29 overload)

Acceleration 11

Maneuverability Poor

DRIVE

Propulsion Fire elemental engine (1 Hardpoint, 80 hp); **Power** 25 (37 pushed, 50 overload)

Mass 1 (2) Hardpoints; **Weight** 2 (4)

Controlling Device cockpit

Driving Space 1 space at front of ship.

Required Crew 2 (1 pilot, 1 engineer) 2 gunmen

LOAD

Equipment Weight 3.4 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

ROOMS

Fire Elemental Engine (1 Hardpoint); **Gun Port** (1 Hardpoint)

EQUIPMENT

medium ballista (w/swivel), scale armor

The spear is an ultra-long range fighter, designed to travel long distances to attack its foes. The spear is a versatile design, and can easily have its engine switched out with whatever is at hand. The spear can carry up to 6 crewmen and 500 lbs. of additional equipment.



SPEAR, ARCANÉ

Large Iron Air Vehicle (covered, glider)

Space 1 vehicle space; **Cost** 16,150 gp

Size 2 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 7 AC (+3 Dodge, -1 Size); 180 hp, Hardness 10

OFFENSE

Attack ram (1d8); 12-lbs. cannon (swivel, 1 round reload, 6d6 x3, range 120 ft)

CMB +1; **CMD** 11

Speed 22 (28 pushed, 33 overload)

Acceleration 18

Maneuverability Poor

DRIVE

Propulsion Spell engine (1 Hardpoint, 100 hp); **Power** 75 (112 pushed, 150 overload)

Mass 2 (4) Hardpoints; **Weight** 4 (8) Hardpoints

Controlling Device cockpit

Driving Space 1 space at front of ship.

Required Crew 2 (1 pilot, 1 engineer) 3 gunmen

LOAD

Equipment Weight 3 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

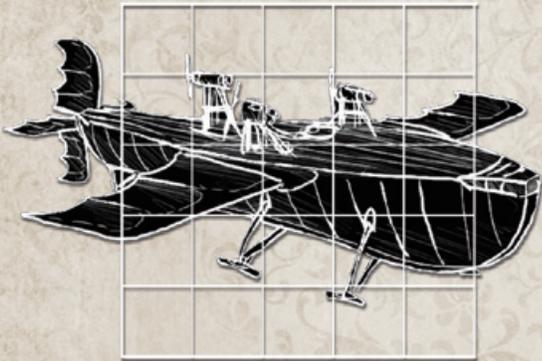
ROOMS

Gun Port (1 Hardpoint); **Spell Elemental Engine** (1 Hardpoint)

EQUIPMENT

12-lbs. cannon (w/ swivel)

The arcane spear is a more powerful version of the spear, built of iron and with a more powerful engine and weapon. For those who can afford it, the arcane spear is the height of long-range fighters, wielding power far beyond that of its lesser kin. The only weakness the arcane spear possesses is actually its limitations on use; either each arcane spear must carry a spellcaster, or must be fueled by a magic user before the vessel launches, in which case the vehicle has a set number of hours it may fly before its fuel runs out.



SPEAR, HEAVY

Gargantuan Wood Air Vehicle (covered, glider)

Space 1 vehicle space; **Cost** 5,320 gp

Size 8 Hardpoints; **Hull** 8 Hardpoints

DEFENSE

Hull 4 AC (+3 Dodge, -4 Size); 240 hp, Hardness 5

OFFENSE

Attack ram (4d8); medium ballista (swivel, 1 round reload, 3d8 19-20 x2, range 120 ft)

CMB +4; **CMD** 14

Speed 16 (21 pushed, 29 overload)

Acceleration 11

Maneuverability Poor

DRIVE

Propulsion Fire elemental engine (4 Hardpoint, 80 hp); **Power** 100 (150 pushed, 200 overload)

Mass 4 (8) Hardpoints; **Weight** 8 (16) Hardpoints

Controlling Device cockpit

Driving Space 1 space at front of ship.

Required Crew 2 (1 pilot, 1 engineer) 2 gunmen

LOAD

Equipment Weight 8 tons

Light Load less than 16 tons

Medium Load 16 to 39.9 tons

Heavy Load 40 - 80 tons

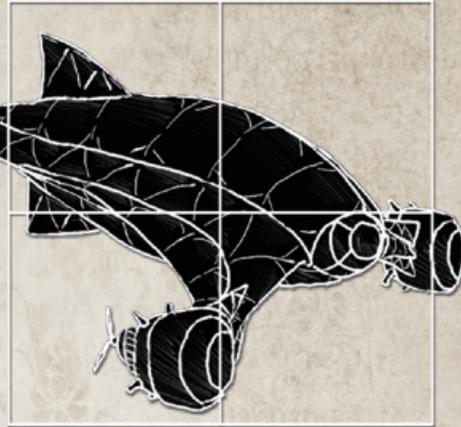
ROOMS

Cargo Bay (4 Hardpoints, 40 tons); **Fire Elemental Engine** (4 Hardpoints)

EQUIPMENT

None

The heavy spear is not a combat vehicle, but is instead a fast transport, moving people and cargo over great distances. The base heavy spear is greatly customizable, and depending on the particular need, might be outfitted with bunks for extended travel, armor for extra protection, etc.



SPECTRE

Large Glass Air Vehicle (covered, aerodynamic)

Space 1 vehicle space; **Cost** 23,325 gp

Size 2 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 13 AC (+9 Dodge, -1 Size); 24 hp, Hardness 1

OFFENSE

Attack ram (1d8); medium ballista (swivel, 1 round reload, 3d8 19-20 x2, range 120 ft)

CMB +1; **CMD** 11

Speed 11

Acceleration 6

Maneuverability Perfect

DRIVE

Propulsion Enchantment engine (2 Hardpoints); **Power** 20

Mass 2 Hardpoints; **Weight** 4

Controlling Device cockpit

Driving Space 1 space at front of ship.

Required Crew 2 (1 pilot, 1 engineer) 2 gunmen

LOAD

Equipment Weight 0 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

ROOMS

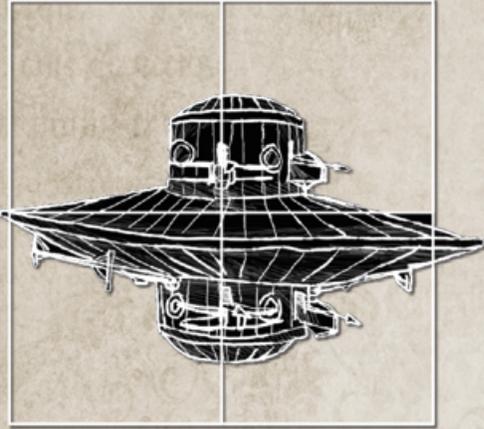
Bunks (1 Hardpoint); **Cargo Bay** (1 Hardpoint, 10 tons);

Enchantment Engine (2 Hardpoints)

EQUIPMENT

Magic dirigible (4 Hardpoints)

The spectre is an expensive spycraft that sees use when someone needs to gather information. Because of its transparent nature, all creatures suffer a -8 penalty to any Perception checks made to notice the spectre.



SPRITE

Large Iron Air Vehicle (covered, aerodynamic)

Space 1 vehicle space; **Cost** 14,900 gp

Size 2 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 13 AC (+9 Dodge, -1 Size); 180 hp, Hardness 10

OFFENSE

Attack ram (1d8); 4 light ballista (forward facing, 1 round reload, 2d8 19-20 x2, range 120 ft)

CMB +1; **CMD** 11

Speed 6

Acceleration 3

Maneuverability Perfect

DRIVE

Propulsion Enchantment engine (2 Hardpoints); **Power** 20

Mass 4 Hardpoints; **Weight** 0

Controlling Device cockpit

Driving Space 1 space at front of ship.

Required Crew 1 (1 pilot) 4 gunmen

LOAD

Equipment Weight 0.8 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 5 - 10 tons

ROOMS

Gun Port (2 Hardpoints)

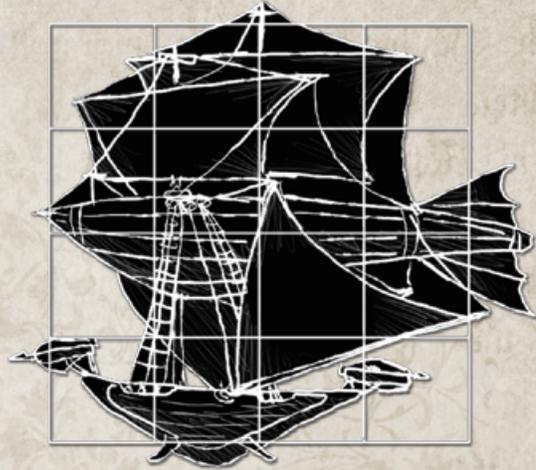
EQUIPMENT

4 light ballista (forward facing), magical dirigible (8 Hardpoints)

The sprite is a very powerful, very maneuverable vessel that, due to its enchantment engine, can fly indefinitely. This vehicle is very hard to destroy, and can easily get into whatever position

is most advantageous before attacking its enemies with its 4 ballista. To many, the only weakness of the sprite is its speed; while fast, it is incapable of pushing its engine, making it possible to outrun a sprite if winning isn't an option.

The sprite can hold up to 6 people and 400 lbs. of cargo.



STINGFLY

Gargantuan Wood Air Vehicle (covered, aerodynamic, maneuverable)

Space 1 vehicle space; **Cost** 1,330 gp

Size 5 Hardpoints; **Hull** 1 Hardpoint

DEFENSE

Hull 13 AC (+9 Dodge, -1 Size); 30 hp, Hardness 5

Sails 13 AC (+9 Dodge, -1 Size); 40 hp, Hardness 0

Dirigible 13 AC (+9 Dodge, -1 Size); 40 hp, Hardness 3

OFFENSE

Attack ram (4d8); medium ballista (swivel, 1 round reload, 3d8 19-20/x2, range 120 ft.)

CMB +4; **CMD** 14

Speed 2 (w/ wind: +1/2 per severity level)

Acceleration 1

Maneuverability Perfect

DRIVE

Propulsion Sails (2 Hardpoints, 40 hp); **Power** 1 (w/ wind: +0.5 per severity level).

Mass 1 Hardpoints; **Weight** 0

Controlling Device sails

Driving Space any space

Required Crew 1 (1 pilot/ sailor), 2 gunman

LOAD

Equipment Weight 0.4 tons

Light Load less than 1 tons

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

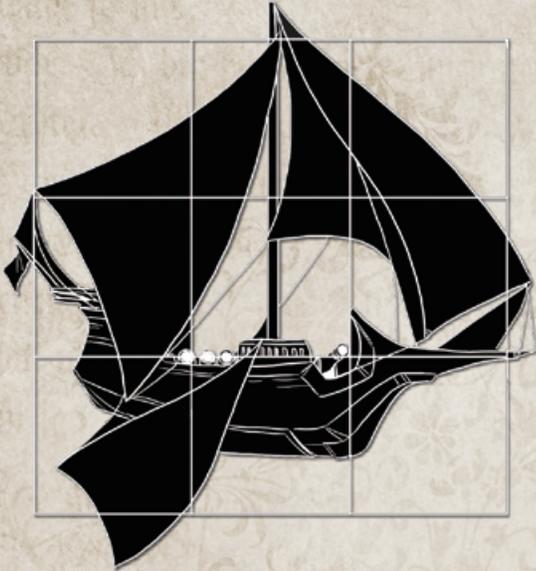
ROOMS

Gun Port (1 Hardpoint)

EQUIPMENT

Rigid dirigible (2 Hardpoints), medium ballista (w/ swivel)

The stingfly is a light, short-range warship, usually stored aboard a larger vessel and deployed when in combat. The vehicle itself is slow and fragile, but also highly maneuverable. It can hold at maximum 4 people with about 200 lbs. of additional equipment.



STINGFLY, HEAVY

Huge Wood Air Vehicle (covered, aerodynamic, maneuverable)

Space 1 vehicle space; **Cost** 3,460 gp

Size 4 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 13 AC (+9 Dodge, -1 Size); 60 hp, Hardness 5

Sails 13 AC (+9 Dodge, -1 Size); 60 hp, Hardness 0

OFFENSE

Attack ram (2d8); 2 medium ballista (swivel, 1 round reload, 3d8 19-20/x2, range 120 ft.)

CMB +2; **CMD** 12

Speed 2 (w/ wind: +1/2 per severity level)

Acceleration 1

Maneuverability Perfect

DRIVE

Propulsion Silk Sails (2 Hardpoints, 60 hp); **Power** 2 (w/ wind: +0.5 per severity level).

Mass 2 Hardpoints; **Weight** 0

Controlling Device sails

Driving Space any space

Required Crew 1 (1 pilot/ sailor), 4 gunman

LOAD

Equipment Weight 0.4 tons

Light Load less than 2 tons

Medium Load 2 to 4.9 tons

Heavy Load 2.5 - 5 tons

ROOMS

Gun Port (2 Hardpoints)

EQUIPMENT

Magic dirigible (4 Hardpoints), 2 medium ballista (w/ swivel)

The heavy stingfly is a more powerful version of the stingfly, carrying twice as many weapons and sporting superior sails and a magic dirigible. There are some pilots who swear by doubling the amount of sails, making the vessel faster at a cost of 600 hp, but the standard version is made smaller in order to fit more inside a ship's hanger.

The heavy stingfly can carry up to 6 crewmen, with about 200 lbs. of additional equipment.



TRIPPER

Huge Iron Air Vehicle (covered, glider, aerodynamic)

Space 1 vehicle space; **Cost** 27,300 gp

Size 3 Hardpoints; **Hull** 3 Hardpoints

DEFENSE

Hull 8 AC (+5 Dodge, -2 Size); 270 hp, Hardness 10

OFFENSE

Attack ram (2d8); 4 light ballista (forward facing, 1 round reload, 2d8 19-20 x2, range 120 ft)

CMB +2; **CMD** 12

Speed 21 (27 pushed, 32 overload)

Acceleration 16

Maneuverability Average

DRIVE

Propulsion shadow engine (1 Hardpoint, 120 hp); **Power** 100 (150 pushed, 200 overload).

Mass 3 (6) Hardpoints; **Weight** 6 (12)

Controlling Device cockpit

Driving Space 1 space at front of ship.

Required Crew 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 1.8 tons

Light Load less than 3 tons

Medium Load 3 to 7.4 tons

Heavy Load 7.5 - 15 tons

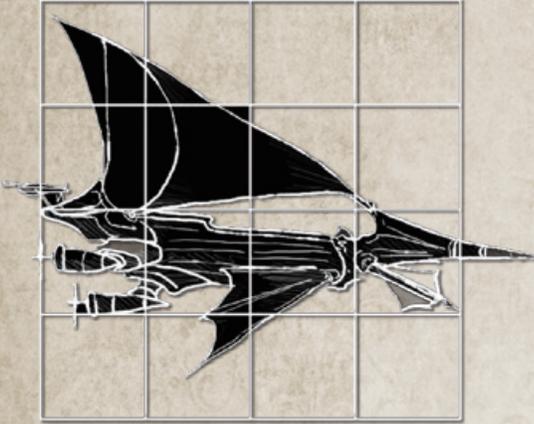
ROOMS

Gun Port (2 Hardpoint); **Shadow Engine** (1 Hardpoint)

EQUIPMENT

4 light ballista (fore), magical automation (4, siege engines), lucidity (1 Hardpoint)

The tripper is a fey fighter, known for its extreme speed. The vehicle is so streamlined that it can only seat two people; the pilot who also serves as the gunner, and the engineer who also serves as fuel. A tripper can only seat the pilot and the engineer, but can carry up to half a ton of cargo.



WARRIOR

Gargantuan Wood Air Vehicle (covered)

Space 1 vehicle space; **Cost** 2,760 gp

Size 6 Hardpoints; **Hull** 2 Hardpoints

DEFENSE

Hull 7 AC (+3 Dodge, -1 Size); 60 hp, Hardness 5

Sails 6 AC (+3 Dodge, -2 Size); 120 hp, Hardness 0

OFFENSE

Attack ram (4d8); medium ballista (swivel, 1 round reload, 3d8 19-20 x2, range 120 ft)

CMB +4; **CMD** 14

Speed 11 (13 pushed, 16 overload, w/ wind: +1 per severity level)

Acceleration 6

Maneuverability Poor

DRIVE

Propulsion superior alchemical engine (1 Hardpoint, 100 hp), silk sails (4 Hardpoints, 120 hp); **Power** 28 (38 pushed, 48 overload, w/ wind: +2 per severity level).

Mass 2 Hardpoints; **Weight** 4

Controlling Device steering wheel

Driving Space 3 spaces at front of ship.

Required Crew 3 (1 pilot, 1 sailor, 1 engineer) 2 gunmen

LOAD

Equipment Weight 5.8 tons

Light Load less than 4 tons

Medium Load 4 to 9.9 tons

Heavy Load 10 - 20 tons

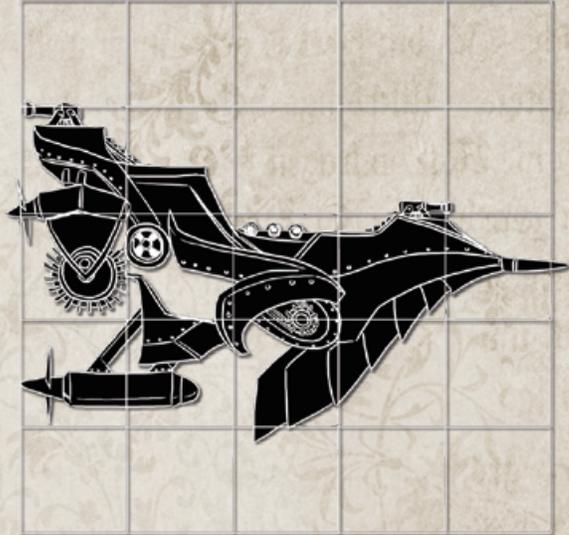
ROOMS

Gun Port (1 Hardpoint); **Superior Alchemical Engine** (1 Hardpoint)

EQUIPMENT

medium ballista (w/swivel)

The warrior is a long-range fighter, designed to battle an enemy at a great distance and return afterward. While the combination of alchemical engine and silk sails leaves the vessel with many points of failure, it nonetheless manages to accomplish the task in a relatively simple way. The warrior can carry up to 6 crewmen, up to 1 ton of cargo, and up to 2 tons of fuel.



WARRIOR, DWARVEN

Gargantuan Iron Air Vehicle (covered)

Space 1 vehicle space; **Cost** 18,150 gp

Size 8 Hardpoints; **Hull** 4 Hardpoints

DEFENSE

Hull 6 AC (+3 Dodge, -2 Size); 360 hp, Hardness 10

Sails 6 AC (+3 Dodge, -2 Size); 120 hp, Hardness 0

OFFENSE

Attack ram (4d8), 12-lbs. cannon (swivel, 1 round reload, 6d6 x3, range 210 ft)

CMB +4; **CMD** 14

Speed 7 (10 pushed, 13 overload, w/wind: +1/4 per severity level)

Acceleration 3

Maneuverability Poor

DRIVE

Propulsion Superior alchemical engine (3 Hardpoints, 300 hp), silk sails (4 Hardpoints, 120 hp); **Power** 68 (98 pushed, 128 overload, w/ wind: +2 per severity level)

Mass 8 Hardpoints; **Weight** 0

Controlling Device cockpit

Driving Space 2 spaces at front of ship.

Required Crew 1 (1 pilot) 1 gunmen

LOAD

Equipment Weight 17.4 tons

Light Load less than 8 tons

Medium Load 8 to 19.9 tons

Heavy Load 20 - 40 tons

ROOMS

Gun Port (1 Hardpoint); **Superior Alchemical Engine** (3 Hardpoints)

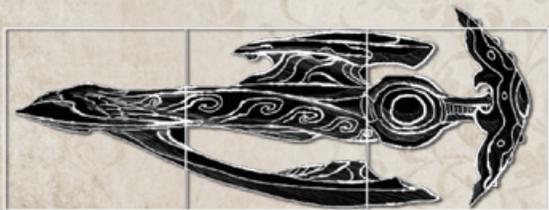
EQUIPMENT

Magic dirigible (16 Hardpoints), 12-lbs. cannon (w/swivel, 2 mechanical automations)

The dwarven warrior, like most dwarven variations, is slower and more expensive than its counterparts, but makes up for these deficiencies with greater raw power. The dwarven warrior replaces most of the gunner crew with automations to cut down on weight, requiring only two people (the pilot and co-pilot), with the co-pilot also serving as the gunman, both loading and firing the ship's single cannon. The dwarven warrior can carry up to 2 tons of cargo, fuel, or ammunition.

MERCHANTMEN

Merchantmen ships are vehicles not specifically designed for war, although they may certainly be outfitted for combat if so desired. Merchantmen are all-purpose ships, possessing the space to easily transport a good amount of cargo, carry passengers, and carry weapons all at the same time. Many adventuring crews, when beginning their voyages, prefer hiring a merchantman vessel to more easily meet whatever challenges and opportunities fortune sees fit to send them.



ARCANIA

Colossal+ Wood Air Vehicle

Space 3 vehicle spaces; **Cost** 227,720 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8), 54 light ballista (27 left facing, 27 right facing, 1 round reload, 2d8, 19-20, range 120 ft.)

CMB +10; **CMD** 20

Speed 11 (15 pushed, 19 overload)

Acceleration 5

Maneuverability Poor

DRIVE

Propulsion spell engine (3 Decks, hp 2700); **Power** 225 (337 push, 450 overload)

Mass 15 Decks; **Weight** 30

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 2 (1 pilot, 1 engineer), 108 gunmen

LOAD

Equipment Weight 37.8 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1,350 tons

ROOMS

Brig 1 Hardpoint; **Bunks** 3 Decks, 162 crewmen; **Captain's Quarters** (2 Hardpoints); **Cargo Bay** 5 Decks, 450 tons, **Gunport** 3 Decks; **Kitchen** 1 Hardpoint; **Personal Rooms** 4 Hardpoints; **Sick Bay** 1 Hardpoint; **Spell Engine** 3 Decks

Location 1:

Spell Engine (1 Deck); Cargo Bay (3 Deck, 270 tons); Gunport (1 Deck, uncovered, 18 light ballista)

Location 2:

Spell Engine (1 Deck); Bunks (3 Decks, 162 crewmen); Gunport (1 Deck, uncovered, 18 light ballista)

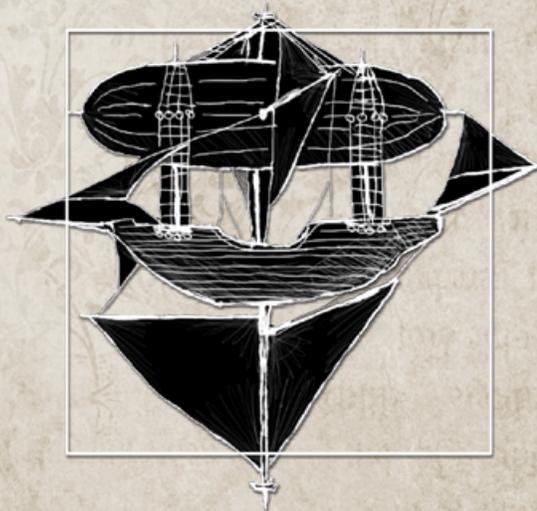
Location 3:

Gunport (1 Deck, uncovered, 18 light ballista); Spell Engine (1 Deck); Cargo Bay (2 Deck, 180 tons); Personal Rooms (4 rooms); Kitchen (1 Hardpoint); Brig (1 Hardpoint); Captain's Quarters (2 Hardpoints); Sick Bay (1 Hardpoint)

EQUIPMENT

54 light ballista (27 port, 27 starboard)

Among professional delvers, no vehicle is more sought after than the arcania. The arcania is designed to be a well-rounded ship, and can simultaneously travel at high speeds, carry a significant amount of cargo, and pack sufficient weapons to make quick work of enemies. While it is far too expensive to see regular use in most militaries, professional delvers will sometimes fly the arcania as a mark of pride and power.



FALCON

Colossal Wood Air Vehicle

Space 1 vehicle space; **Cost** 1,620 gp

Size 45 Hardpoints; **Hull** 9 Hardpoints

DEFENSE

Hull ○ AC (+3 Dodge, -8 Size); 270 hp, Hardness 5

Sails ○ AC (+3 Dodge, -8 Size); 360 hp, Hardness ○

Dirigible ○ AC (+3 Dodge, -8 Size); 360 hp, Hardness 3

OFFENSE

Attack ram (8d8)

CMB +8; **CMD** 18

Speed 2 (w/ wind, +1 per severity level)

Acceleration 1

Maneuverability Poor

DRIVE

Propulsion sails (18 Hardpoints, 360 hp); **Power** 18 (w/ wind: +9 per severity level).

Mass 9 Hardpoints; **Weight** ○

Controlling Device steering wheel

Driving Space 1 space in the aft of the airship

Required Crew 3 (1 pilot, 2 sailors)

LOAD

Equipment Weight 3.6 tons

Light Load less than 18 tons

Medium Load 18 to 44.9 tons

Heavy Load 45 - 90 tons

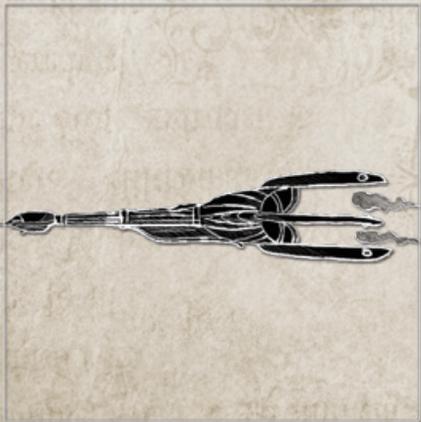
ROOMS

Cargo Bay (9 Hardpoints, 5 uncovered, 90 tons)

EQUIPMENT

Rigid Dirigible (18 Hardpoints)

The Falcon is one of the most recognizable airship designs in the world, and many variants of it have been produced over the years by different shipwrights, each one with its own style depending on the needs of the captain and the flair of the shipwright. Although the falcon is too large for the pilot to simultaneously work the sails, it can still fly with a very small crew, and also contains the facilities to house a moderate number of crewmen and cargo. Many captains, depending on their needs, will fit this ship with artillery, additional engines, and more.



ELEMENTAL

Colossal Wood Air Vehicle

Space 1 vehicle space; **Cost** 19,800 gp

Size 5 Decks; **Hull** 5 Decks

DEFENSE

Hull ○ (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8)

CMB +8; **CMD** 18

Speed 8 (11 pushed, 14 overload)

Acceleration 4

Maneuverability Poor

DRIVE

Propulsion fire elemental engine (2 Decks, 1,440 hp); **Power** 50 (75 pushed, 100 overload).

Mass 5 Decks; **Weight** 10

Controlling Device steering wheel

Driving Space 1 space in the aft of the airship

Required Crew 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 36 tons

Light Load less than 90 tons

Medium Load 90 to 224.9 tons

Heavy Load 225 - 450 tons

ROOMS

Bunks (2 Hardpoints, 12 crewmen); **Cargo Bay** (2 Decks, 1 uncovered, 180 tons); **Fire Elemental Engine** (2 Decks); **Kitchen** (1 Hardpoint); **Personal Rooms** (6 rooms, 6 Hardpoints)

EQUIPMENT

None

While any flying craft can attempt to traverse the maelstrom, the elemental is the simplest vessel expressly designed to do so. Fast enough to outrun simple threats, lacking a dirigible (which is worthless in the maelstrom), and possessing the cargo space to make the long trip worth it, the elemental is the most popular trading vessel for those who sail the planes, and even crews originating from the Inner or Outer planes will sometimes use elementals.

The elemental is extremely versatile, and along with swapping out the engine or converting a cargo bay into a gun port, the most commonly-made customization is the addition of 10 Decks of sails, increasing the cost by 2,250 gp, and increasing the speed to 10 (12 pushed, 15 overload), and acceleration to 5.



FEY STEPPER

Colossal Wood Air Vehicle (covered, glider)

Space 1 vehicle space; **Cost** 94,250 gp

Size 5 Decks; **Hull** 5 Decks

DEFENSE

Hull -2 AC (+1 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8)

CMB +8; **CMD** 18

Speed 22 (28 pushed, 34 overload)

Acceleration 18

Maneuverability Clumsy

DRIVE

Propulsion shadow engine (1 Deck, 1080 hp); **Power** 100 (150 pushed, 200 overload).

Mass 2.5 (5) Decks; **Weight** 5 (10)

Controlling Device steering wheel

Driving Space 1 space in the aft of the airship

Required Crew 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 9 tons

Light Load less than 90 tons

Medium Load 90 to 224.9 tons

Heavy Load 225 - 450 tons

ROOMS

Cargo Bay (3 Decks, 270 tons); **Kitchen** (1 Hardpoint); **Personal Rooms** (8 rooms, 8 Hardpoints); **Shadow Engine** (1 Deck)

EQUIPMENT

None

Perhaps it is the whimsical nature of the fey, but when the fey developed their own merchantman vessel, they not only invoked the power of their unique and secret shadow engine, but build their crafts almost exclusively for speed.

The fey stepper is a very fast vessel, but is also extremely difficult to pilot and maneuver, and few captains lucky enough and rich enough to afford a fey stepper will use it without extensive upgrades and modifications, which might include adding

lucidity to the engine (5,000 gp per creature), adding a magical dirigible to allow slower maneuvering (22,500 gp), as well as extensive weapons and armor.



LANTERN FLY

Colossal+ Wood Air Vehicle

Space 3 vehicle spaces; **Cost** 20,000 gp

Size 15 Decks; **Hull** 5 Decks

DEFENSE

Hull 2 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 5

Dirigible 2 Locations, 2 AC (+5 Dodge, -8 Size); 900 hp, Hardness 3

OFFENSE

Attack ram (8d8)

CMB +10; **CMD** 20

Speed 8 (11 pushed, 13 overload)

Acceleration 4

Maneuverability Average

DRIVE

Propulsion Air elemental engine (2 Decks, hp 540); **Power** 40 (60 push, 80 overload).

Mass 5 Decks; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 36 tons

Light Load less than 90 tons

Medium Load 90 to 224.9 tons

Heavy Load 225 - 450 tons

ROOMS

Air Elemental Engine (2 Decks); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (2 Decks, 1 uncovered, 180 tons); **Kitchen** (1 Hardpoint); **Personal Rooms** (5 rooms, 5 Hardpoints); **Sick Bay** (1 Hardpoint)

EQUIPMENT

Rigid Dirigible (10 Decks)

The lantern fly is a moderate cargo vessel, and is named for the large air elemental engine that sprouts from the back, which

lights up with electric power when active not unlike a lantern fly. While the standard lantern fly carries no weapons, the ship is easily customizable to fit the captain's needs. However, its powerful but fragile engine means most captains try to outrun trouble rather than fight it.



STEAMCLAD

Colossal+ Wood Air Vehicle

Space 3 vehicle spaces; **Cost** 12,975 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8),

CMB +10; **CMD** 20

Speed 1 (2 pushed, 4 overload)

Acceleration 1

Maneuverability Poor

DRIVE

Propulsion steam engine, (5 Decks, 2,250 hp); **Power** 45 (67 push, 90 overload)

Mass 15 Decks; **Weight** 30

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 46 (1 pilot, 45 engineers)

LOAD

Equipment Weight 225 tons

Light Load less than 270 tons

Medium Load 279 to 674.9 tons

Heavy Load 675 - 1,350 tons

ROOMS

Brig 1 Hardpoint; **Bunks** 2 Decks; **Captain's Quarters** 2 Hardpoints;

Cargo Bay 7 Decks, 630 tons; **Kitchen** 1 Hardpoint; **Personal**

Rooms 5 Hardpoints; **Steam Engine** 5 Decks

Location 1:

Steam Engine (3 Decks); Cargo Bay (2 Decks, 1 uncovered, 180 tons)

Location 2:

Steam Engine (2 Decks); Cargo Bay (3 Decks, 1 uncovered, 270 tons)

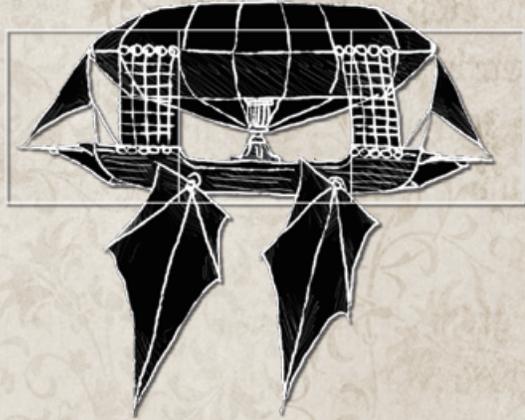
Location 3:

Cargo Bay (2 Decks, 180 tons, 1 uncovered); Bunks (2 Decks, 108 crewmen); Personal Rooms (5 Hardpoints, 5 rooms); Kitchen (1 Hardpoint); Brig (1 Hardpoint); Captain's Quarters (2 Hardpoints)

EQUIPMENT

None

The steamclad is a large ship powered by steam engine, originally developed by alchemists looking to escape the Forest but has since been repurposed for other uses. While not particularly powerful, the steamclad has remained in use as short-range airship with significant cargo space, often used by merchants and traders. While the ship does not come standard with weapons, sails, nor a dirigible, many pirates refit these ships to become more battle-worthy, sacrificing maneuverability for a dirigible and sails to increase speed, and cargo space for a great assortment of weapons.



VALKYRIE

Colossal+ Wood Air Vehicle

Space 1 vehicle space; **Cost** 5,860 gp

Size 15 Decks; **Hull** 27 Hardpoints

DEFENSE

Hull 0 AC (+3 Dodge, -8 Size); 810 hp, Hardness 5

Sails 2 Locations, 0 AC (+3 Dodge, -8 Size); 540 hp, Hardness 0

Dirigible 2 Locations, 0 AC (+3 Dodge, -8 Size); 540 hp, Hardness 3

OFFENSE

Attack ram (8d8)

CMB 20; **CMD** 20

Speed 3 (3 pushed, 4 overload, w/ wind, +1 per severity level)

Acceleration 1

Maneuverability Poor

DRIVE

Propulsion sails (54 Hardpoints, 1080 hp), alchemical engine (2 Hardpoints, 160 hp); **Power** 84 (99 pushed, 114 overload, w/ wind: +27 per severity level).

Mass 27 Hardpoints; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the aft of the airship

Required Crew 8 (1 pilot, 6 sailors, 1 engineer)

LOAD

Equipment Weight 18.8 tons

Light Load less than 54 tons

Medium Load 54 to 134.9 tons

Heavy Load 135 - 270 tons

ROOMS

Alchemical Engine (2 Hardpoints), **Bunks** (1 Deck, 54 crewmen); **Cargo Bay** (14 Hardpoints, 140 tons); **Personal Rooms** (4 Hardpoints, 4 rooms)

EQUIPMENT

Rigid Dirigible (6 Decks)

The Valkyrie, in many minds, is the largest of the basic craft; those used by merchants, sailors, and simple sellswords to transport themselves, their goods, and their men from one job to the next. It possesses ample room for customization and weapons if the captain so desires, yet still possesses the maneuverability the largest ships lack, making it ideal for any captain who can afford one.

WARSHIPS

Warships are the great combatants of the skies. These gunboats are designed to carry a great number of weapons and/or troops, and to make quick work of whatever enemy might approach them. Warships are rarely cheap, and are rarely found outside of the employ of great nations and others with the wealth and interest to use them.



CARRIER

Colossal+ Wood Air Vehicle

Space 50 vehicle spaces; **Cost** 149,550 gp

Size 150 Decks; **Hull** 50 Decks

DEFENSE

Hull 10 Locations, -2 (+1 Dodge, -8 Size); 1,350 hp, Hardness 5

Dirigible 20 Locations, -2 (+1 Dodge, -8 Size); 900 hp, Hardness 3

OFFENSE

Attack ram (8d8), 45 medium ballista (swivel, 1 round reload, 3d8, 19-20, range 120 ft.),

CMB +57; **CMD** 67

Speed 2 (3 pushed, 4 overload)

Acceleration 1

Maneuverability Clumsy

DRIVE

Propulsion Earth elemental engine (5 Decks, 6,300 hp); **Power** earth elemental engine 100 (150 pushed, 200 overload)

Mass 50 Decks; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the aft of the airship

Required Crew 2 (1 pilot, 1 engineer); 90 gunmen

LOAD

Equipment Weight 108 tons

Light Load less than 900 tons

Medium Load 900 to 2,249.9 tons

Heavy Load 2,250 - 4,500 tons

ROOMS

Bunks (5 Decks, 270 crewmen); **Captain's Quarters** (1 Deck); **Cargo Bay** (5 Decks, 450 tons); **Earth Elemental Engine** (5 Decks); **Gunport** (5 Decks); **Hanger** (27 Decks); **Kitchen** (3 Hardpoints); **Personal Rooms** (15 rooms, 15 Hardpoints)

Location 1-5:

Bunks (1 Deck, 54 crewmen), Cargo Bay (1 Deck), Earth Elemental Engine (1 Deck), Gunport (1 Deck), Hanger (1 Deck, uncovered)

Location 6:

Captain's Quarters (1 Deck), Personal Rooms (15 rooms, 15 Hardpoints), Kitchen (3 Hardpoints), Hanger (2 Decks, 1 uncovered)

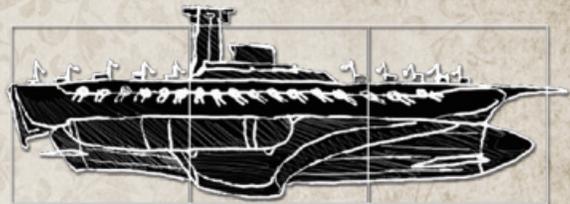
Location 7-10:

Hanger (5 Decks, 1 uncovered)

EQUIPMENT

Rigid dirigible (100 Decks), 45 medium ballista (w/ swivel)

The carrier is enormous, but lightly armed for a warship of its size. Instead, this vessel is designed to carry smaller vessels, transporting fighters to whatever location they are needed before a battle.



DESTROYER

Colossal+ Wood Air Vehicle

Space 3 vehicle spaces; **Cost** 78,175 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8), 54 light ballista (27 left facing, 27 right facing, 1 round reload, 2d8, 19-20, range 120 ft.)

CMB +10; **CMD** 20

Speed 6 (10 pushed, 12 overload)

Acceleration 3

Maneuverability Poor

DRIVE

Propulsion Fire elemental engine (5 Decks, hp 3,600); **Power** 125 (187.5 push, 250 overload)

Mass 15 Decks; **Weight** 30

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 2 (1 pilot, 1 engineer); 108 gunmen

LOAD

Equipment Weight 149.6 tons

Light Load less than 270 tons

Medium Load 270 to 674.9 tons

Heavy Load 675 - 1350 tons

ROOMS

Bunks (3 Decks, 162 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (1 Deck, 90 tons); **Fire Elemental Engine** (5 Decks); **Gunport** (5 Decks); **Kitchen** (1 Hardpoint); **Personal Rooms** (6 rooms, 6 Hardpoints)

Location 1:

Bunks (1 Deck, 54 crewmen), Fire Elemental Engine (2 Decks), Gunport (1 Deck, uncovered, 2 heavy trebuchets, 2 light ballista), Kitchen (1 Hardpoint), Personal Rooms (6 rooms, 6 Hardpoints), Captain's Quarters (2 Hardpoints)

Location 2:

Bunks (1 Deck, 54 crewmen), Fire Elemental Engine (1 Deck), Gunport (2 Decks, 1 uncovered, 2 heavy trebuchets, 20 light ballista), Cargo Bay (1 Deck, 90 tons)

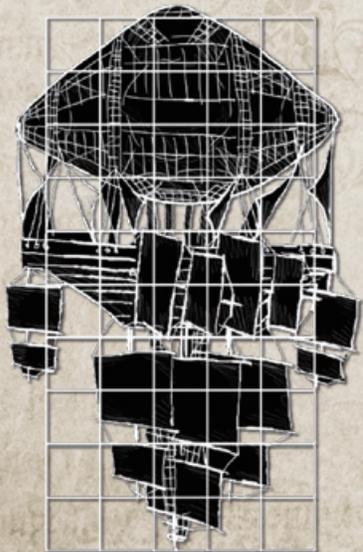
Location 3:

Bunks (1 Deck, 54 crewmen), Fire Elemental Engine (2 Decks), Gunport (2 Decks, 1 uncovered, 2 heavy trebuchets, great ballista, bottom-mounted gatebreaker ballista, 6 light ballista)

EQUIPMENT

6 heavy trebuchets (w/ swivel), great ballista (w/ swivel), gate breaker ballista (bottom-mounted, w/ swivel), 28 light ballista (14 port, 14 starboard)

The destroyer is a warship designed to battle its enemies from a distance, using its speed to make up for its bad maneuverability to keep the enemy in range of its heavy trebuchets while keeping themselves out of the reach of their enemy's shorter-ranged weapons.



GOLIATH

Colossal+ Wood Air Vehicle

Space 50 vehicle spaces; **Cost** 187,225 gp

Size 250 Decks; **Hull** 50 Decks

DEFENSE

Hull 10 Locations, -2 AC (+1 Dodge, -8 Size); 1,350 hp, Hardness 5

Sails 20 Locations, -2 AC (+1 Dodge, -8 Size); 900 hp, Hardness 0

Dirigible 20 Locations, -2 AC (+1 Dodge, -8 Size); 900 hp, Hardness 3

OFFENSE

Attack ram (8d8), 90 medium ballista (45 left facing, 45 right facing, 1 round reload, 3d8, 19-20, range 120 ft.), 4 heavy trebuchet (swivel, 3 round reload, 8d6 x2, range 400 ft, minimum 200 ft), 6 gatebreaker ballista (swivel, 3 round reload, 8d8 19-20 x2, range 210 ft.)

CMB +57; **CMD** 67

Speed 3 (4 pushed, 5 overload, w/ wind: +1 per severity level)

Acceleration 1

Maneuverability Clumsy

DRIVE

Propulsion sails (100 Decks, hp 900 per location, 20 locations), alchemical engine (5 Decks, 3600 hp); **Power** sails: 100 (w/ wind, +50 per severity level) alchemical engine: 75 (112 pushed, 150 overload)

Mass 50 Decks; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the aft of the airship

Required Crew 106 (1 pilot, 100 sailors, 5 engineers); 330 gunmen

LOAD

Equipment Weight 272 tons

Light Load less than 900 tons

Medium Load 900 to 2,249.9 tons

Heavy Load 2,250 - 4,500 tons

ROOMS

Alchemical Engine 5 Decks; **Brig** 1 Deck, **Bunks** 15 Decks, 810 crewmen **Captain's Quarters** 1 Deck, **Cargo Bay** 10 Decks, 900 tons; **Gunport** 15 Decks; **Kitchen** 1 Deck; **Personal Rooms** 1 Deck; **Sick Bay** 1 Deck

Location 1-5:

Alchemical Engine (1 Deck); Cargo Bay (2 Decks, 180 tons); Gunport (2 Decks, 1 uncovered, 18 medium ballista)

Location 6-8:

Gunport (1 Deck, uncovered, 2 gatebreaker ballista); Bunks (4 Decks, 216 crewmen)

Location 9:

Gunport (1 Deck, uncovered, 2 heavy trebuchet); Bunks (3 Decks, 162 crewmen); Personal Rooms (1 Deck, 9 rooms)

Location 10:

Gunport (1 Deck, uncovered, 2 heavy trebuchet); Sick Bay (1 Deck); Kitchen (1 Deck); Brig (1 Deck); Captain's Quarters (1 Deck)

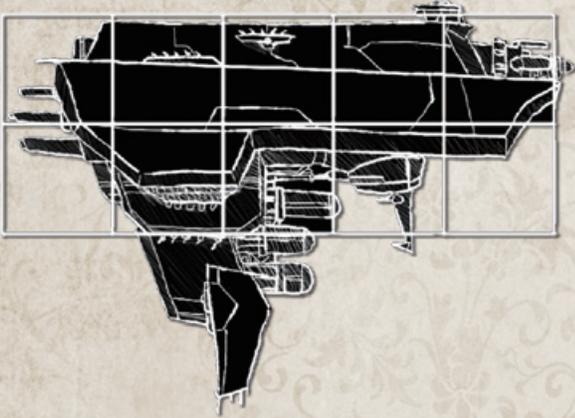
EQUIPMENT

Rigid dirigible (100 Decks), 90 medium ballista (45 port, 45 starboard) 4 heavy trebuchet (w/ swivel), 6 gatebreaker ballista (w/ swivel)

The goliath is the great all-purpose warship of the skies. Nicknamed the 'floating fortress', the goliath is a vessel de-

signed to meet any need, and contains significant cargo space and troop space, as well a significant weapons payload, either battering its enemies at a distance from any direction with the gatebreaker ballista and heavy trebuchet mounted on its top deck, or pulling in close to destroy its enemies with a barrage of its medium ballista.

Despite its size, the goliath is still considered a 'basic' vehicle, and many navies will customize each goliath to better meet its individual role, outfitting it with enchantments, hanger space, or other improvements. While incredibly expensive to create, a fully-outfitted goliath is a thing of terrible wonder, and can truly become a ship of legend.



TITANEATER

Colossal+ Iron Air Vehicle (covered)

Space 50 vehicle spaces; **Cost** 1,851,600 gp

Size 50 Decks; **Hull** 50 Decks

DEFENSE

Hull 10 Locations, -2 AC (+1 Dodge, -8 Size); 4,050 hp, Hardness 10

OFFENSE

Attack ram (8d8), 106 12-lbs. cannons (40 left facing, 40 right facing, 13 forward facing, 13 back facing, 1 round reload, 6d6 x3, range 210 ft.), 632 lbs. cannons (swivel, 3 bottom-mounted, 3 round reload, 8d8 x3, range 390 ft.)

CMB +17, **CMD** 27

Speed 2 (3 pushed, 5 overload)

Acceleration 0

Maneuverability Clumsy

DRIVE

Propulsion Superior alchemical engine (15 Decks, 13,500 hp); **Power** 300 (450 pushed, 600 overload)

Mass 100 Decks; **Weight**

Controlling Device steering wheel

Driving Space 1 space in the aft of the airship

Required Crew 16 (1 pilot, 15 engineers); 354 gunmen

LOAD

Equipment Weight 959 tons

Light Load less than 900 tons

Medium Load 900 to 2,249.9 tons

Heavy Load 2,250 - 4,500 tons

ROOMS

Brig (1 Deck); **Bunks** (10 Decks, 540 crewmen); **Captain's Quarters** (1 Deck); **Cargo Bay** (5 Decks, 450 tons); **Gunport** (15 Decks); **Kitchen** (1 Deck); **Personal Rooms** (2 Decks, 18 rooms); **Superior Alchemical Engine** (15 Decks)

Location 1-5:

Bunks (2 Decks), Cargo Bay (1 Deck), Gunport (2 Decks, 18 12-lbs. cannon)

Location 6:

Gunport (1 Deck, 9 12-lbs. cannon), Alchemical Engine (3 Decks), Brig (1 Deck)

Location 7:

Gunport (1 Deck, 9 12-lbs. cannons), Alchemical Engine (3 Decks), Captain's Quarters (1 Deck)

Location 8:

Gunport (1 Deck, 1 32-lbs. cannon, 1 bottom-mounted 32-lbs. cannon), Alchemical Engine (3 Decks), Kitchen (1 Deck)

Location 9:

Gunport (1 Deck, 1 32-lbs. cannon, 1 bottom-mounted 32-lbs. cannon), Alchemical Engine (3 Decks), Personal Rooms (9 rooms, 1 Deck)

Location 10:

Gunport (1 Deck, 1 32-lbs. cannon, 1 bottom-mounted 32-lbs. cannon), Alchemical Engine (3 Decks), Personal Rooms (9 rooms, 1 Deck)

EQUIPMENT

Magical dirigible (200 Decks), 108 12-lbs. cannons (54 port, 54 starboard), 6 32-lbs. cannons (w/ swivel, 3 bottom-mounted)

The titaneater is the ultimate warship, utilizing the very best of dwarven engineering, and packing enough power to destroy even other warships in a single barrage. It is slow, but protected at every side. There are only two titaneaters in the world due to their great expensive to create, but neither of these vessels has ever been defeated in combat.



QUEEN

Colossal Wood Air Vehicle (aerodynamic)

Space 3 vehicle space; **Cost** 199,475 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, -2 AC (+1 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8), 9 great ballista (w/ swivel, 2 round reload, 6d8 19-20/x2, range 180 ft.)

CMB +8; **CMD** 18

Speed 11 (15 pushed, 18 overload)

Acceleration 6

Maneuverability Average

DRIVE

Propulsion shadow engine (2 Deck, 2,160 hp); **Power** 200 (300 pushed, 400 overload).

Mass 15 Decks; **Weight** 30

Controlling Device steering wheel

Driving Space 9 spaces in the aft of the airship

Required Crew 2 (1 pilot, 1 engineer) 36 gunmen

LOAD

Equipment Weight 18 tons

Light Load less than 135 tons

Medium Load 135 to 337.4 tons

Heavy Load 337.5 - 675 tons

ROOMS

Bunks (2 Decks, 108 crewmen); **Captain's Quarters** (1 Deck);

Cargo Bay (1 Deck, 90 tons); **Gun Port** (3 Decks); **Hanger** (5 Decks);

Kitchen (1 Hardpoint); **Personal Rooms** (8 rooms, 8 Hardpoints);

Shadow Engine (2 Deck)

Location 1:

Gun Port (1 Deck, uncovered 3 great ballista), Cargo Bay (1 Deck), Bunks (2 Decks), Shadow Engine (1 Deck)

Location 2:

Gun Port (1 Deck, uncovered, 3 great ballista), Kitchen, Captain's Quarters (1 Deck), Shadow Engine (1 Deck), Personal Rooms (8 rooms, 8 Hardpoints), Kitchen (1 Hardpoint), Hanger (1 Deck)

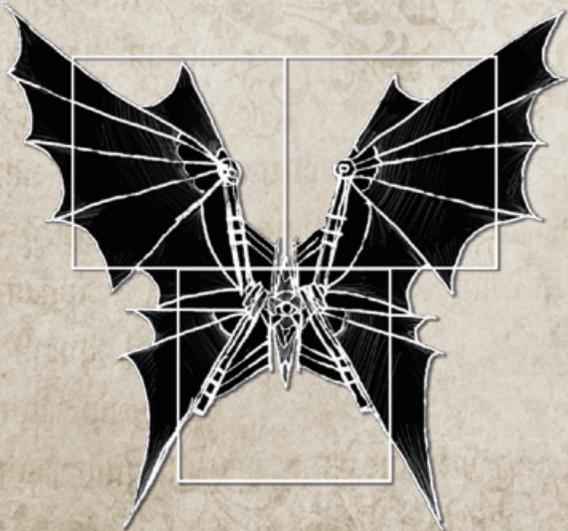
Location 3:

Hanger (4 Decks), Gunport (1 Deck, uncovered, 3 great ballista)

EQUIPMENT

9 great ballista (w/ swivel)

The queen is a fey warship, and is one of the most versatile warships in the skies, combining weapons, hangers, speed and maneuverability all in one vessel.



WAR ANGEL

Colossal Iron Air Vehicle (covered, aerodynamic)

Space 3 vehicle spaces; **Cost** 157,825 gp

Size 15 Decks; **Hull** 5 Decks

DEFENSE

Hull 2 AC (+5 Dodge, -8 Size); 4,050 hp, Hardness 10

Sails 2 Locations, 2 AC (+5 Dodge, -8 Size); 1,350 hp, Hardness 0

OFFENSE

Attack ram (8d8), 26 light ballista (4 w/ swivel, 2 bottom-mounted w/ swivel, 10 left-facing, 10 right-facing, 1 round reload, 2d8 19-20/x2, range 120 ft.)

CMB +8; **CMD** 18

Speed 10 (12 pushed, 14 overload, w/wind: +1/2 per severity level)

Acceleration 5

Maneuverability Average

DRIVE

Propulsion spell engine (1 Deck, 900 hp), Silk Sails (10 Decks, 1,350 hp); **Power** 115 (152 pushed, 190 overload, w/wind: +5 per severity level).

Mass 10 Decks; **Weight** 20

Controlling Device steering wheel

Driving Space 1 space in the aft of the airship

Required Crew 12 (1 pilot, 1 engineer, 10 sailors) 32 gunmen

LOAD

Equipment Weight 24.4 tons

Light Load less than 45 tons

Medium Load 45 to 112.4 tons

Heavy Load 112.5 - 225 tons

ROOMS

Brig (1 Hardpoint); **Bunks** (1 Deck, 54 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (4 Hardpoints, 40 tons); **Gun Port** (15 Hardpoints); **Kitchen** (1 Hardpoint); **Personal Rooms** (4 rooms, 4 Hardpoints); **Spell Engine** (1 Deck)

EQUIPMENT

26 light ballista (4 w/ swivel, 2 bottom-mounted w/ swivel, 10 port, 10 starboard)

The war angel gets its name from two places. First, it is a common warship seen in the maelstrom and under the control of planar powers, having first been used by the Aasimar. Second, it possesses two giant sails that stretch out on either side of it, not un-similar to angel wings.

The war angel is small compared to many other war ships, and is lightly armed for its size, instead possessing the rare combination of speed and defense, making it perfect for operating independently over great distances and deep in enemy territory.

LAND MASSES

While some floating islands were raised through miracles or artifact-level magic, some are actually enormous air stations, or whatever land a local wizard could raise into the sky with what magical components he had on hand. While these land masses are not 'ships' in the classical sense, they nevertheless use many of the same methods of flight, and many of the same rules.

This section includes not only actual land masses, but any vehicle that stays in the air indefinitely and serves as home to 1 or more people. There are obviously countless floating isles, each with its own method of propulsion. Only a few examples are included here.

Because of the nature of land masses, their internal rooms are specified; depending on the land mass in question, its internal rooms could be shops, homes, playgrounds, gardens, farmland, and more.



AIR STATION

Colossal+ Wood Air Vehicle
Space 120 vehicle spaces; Cost 369,000 gp
Size 600 Decks; Hull 200 Decks
DEFENSE
Hull 40 Locations, -2 AC (+1 Dodge, -8 Size); 1,350 hp, Hardness 5
Dirigible 80 Locations, -2 AC (+1 Dodge, -8 Size); 900 hp, Hardness 3
OFFENSE
Attack ram (8d8)
CMB +127; CMD 137
Speed 2 (3 pushed, 4 overload)
Acceleration 1
Maneuverability Clumsy
DRIVE
Propulsion Superior alchemical engine (20 Decks, 18,000 hp); Power 400 (600 pushed, 800 overload)
Mass 200 Decks; Weight 0
Controlling Device steering wheel
Driving Space 1 space in the aft of the airship
Required Crew 21 (1 pilot, 20 engineers)
LOAD

Equipment Weight 900 tons
Light Load less than 3,600 tons
Medium Load 3,600 to 8,999.9 tons
Heavy Load 9,000 - 18,000 tons

ROOMS

Superior Alchemical Engine (20 Decks); **Various**

EQUIPMENT

Rigid dirigible (400 Decks), various

An air station is a floating platform large enough to house other ships, and often serves as a harbor, home, and marketplace for delvers. While much more fragile than an actual floating island, an air station has the distinct advantage of being repairable, replacable, and when in trouble, much more movable.



DENSVVA

Colossal+ Stone Air Vehicle
Space 300 vehicle spaces; Cost - gp
Size 1,500 Decks; Hull 1,500 Decks
DEFENSE
Hull 300 Locations, -2 AC (+1 Dodge, -8 Size); 2,025 hp, Hardness 8
OFFENSE
Attack ram (8d8)
CMB +307; CMD 327
Speed 2 (3 pushed, 4 overload)
Acceleration 1
Maneuverability Clumsy
DRIVE
Propulsion Necrotic engine (30 Decks, 60,000 hp); Power 4,500 (6,750 pushed, 9,000 overload)
Mass 2,250 Decks; Weight 4,500
Controlling Device steering wheel
Driving Space 1 space in the aft of the airship
Required Crew 13 (1 pilot, 12 engineers)
LOAD
Equipment Weight 1.080 tons
Light Load less than 27,000 tons

Medium Load 27,000 to 67,499.9 tons

Heavy Load 67,500 - 135,000 tons

ROOMS

Necrotic Engine (30 Decks); **Various**

EQUIPMENT

Various

There are many floating islands in the world, each one of them powered by a different source. The particular island given here (Densva) is a moderate-sized one powered by a necrotic engine; on this island, all people and animals are cremated in the island's engine after death, giving themselves to keep their home afloat.



ELFWOOD

Colossal+ Greenwood Air Vehicle (living)

Space 200 vehicle spaces; **Cost** - gp

Size 1,000 Decks; **Hull** 1,000 Decks

DEFENSE

AC -2 (+1 Dodge, -8 Size); **Hardness** 5

Hp 1,350 hp (200 locations)

OFFENSE

Attack ram (8d8)

CMB +207; **CMD** 227

Speed 3 (5 pushed, 8 overload)

Acceleration 1

Maneuverability Clumsy

DRIVE

Propulsion Shadow engine (50 Decks, 54,000 hp); **Power** 5,000 (7,500 pushed, 10,000 overload)

Mass 1,000 Decks; **Weight** 2,000

Controlling Device steering wheel

Driving Space 1 space in the aft of the airship

Required Crew 10 (10 engineers)

LOAD

Equipment Weight 450 tons

Light Load less than 18,000 tons

Medium Load 18,000 to 44,999.9 tons

Heavy Load 45,000 - 90,000 tons

ROOMS

Shadow Engine (50 Decks); **Various**

EQUIPMENT

Various

The Elfwood is the last bastion of ancient elvenkind in the world, and connects to several pocket dimensions and demi-planes, both new and salvaged from the breaking of the planes. The elfwood is a floating island capable of much faster flight than most floating islands, and has been known to sail the skies as its ruling council decides.

The Elfwood is powered by the dreams of its occupants, who take upon themselves the shared dream of their shadow engine to relive the days of their past and escape the terror of their own growing mortality, with only the ruling council of 20 elders giving lucidity and the ability to see and speak with the waking occupants of the Elfwood.



FLOATING TOWER

Colossal+ Stone Air Vehicle

Space 3 vehicle spaces; **Cost** 108,000 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 2,025 hp, **Hardness** 8

OFFENSE

Attack ram (8d8)

CMB +10; **CMD** 20

Speed 1 (2 pushed, 4 overload)

Acceleration 0

Maneuverability Poor

DRIVE

Propulsion spell engine (1 Deck, hp 900); **Power** 75 (112 push, 150 overload)

Mass 22.5 Decks; **Weight** 45
Controlling Device steering wheel
Driving Space 1 space in the front of the airship
Required Crew 2 (1 pilot, 1 engineer); 108 gunmen

LOAD

Equipment Weight 1 ton
Light Load less than 270 tons
Medium Load 270 to 674.9 tons
Heavy Load 675 - 1,350 tons

ROOMS

Spell Engine (1 Deck); **Various**

EQUIPMENT

None

The simplest of land masses, a tower is a man-made creation lifted by magic; when the Forest grew, some magic users were able to build a spell engine and use it to lift their abodes off the ground in order to escape. While some of these magic users landed their towers on mountaintops, on other floating land masses, or another location, others can still be found floating across the skies.



GREAT MOUNTAIN

Colossal+ Stone Air Vehicle
Space 2,000 vehicle spaces; **Cost** - gp
Size 10,000 Decks; **Hull** 10,000 Decks

DEFENSE
Hull 2,000 Locations, -2 (+1 Dodge, -8 Size); 2,025 hp, Hardness 8

OFFENSE
Attack ram (8d8); 200 32-lbs. cannons (50 left facing, 50 right facing, 50 forward facing, 50 back facing, 3 round reload, 12d6 x3, range 390 ft.)
CMB +2007; **CMD** 2017
Speed 1 (1 pushed, 2 overload)
Acceleration 0
Maneuverability Clumsy

DRIVE
Propulsion Superior alchemical engine (450 Decks, 405,000 hp), superior steam engine (500 Decks, 270,000), **Power** 15,000 (22,500 pushed, 30,000 overload)

Mass 15,000 Decks; **Weight** 0
Controlling Device steering wheel
Driving Space 1 space in the aft of the airship
Required Crew 3,820 (1 pilot, 3,820 engineers)

LOAD

Equipment Weight 3,600 tons
Light Load less than 180,000 tons
Medium Load 180,000 to 449,999.9 tons
Heavy Load 450,000 - 900,000 tons

ROOMS

Superior Alchemical Engine (450 Decks)

EQUIPMENT

Magical dirigible (30,000 Decks), 200 32-lbs. cannons (50 fore, 50 aft, 50 port, 50 starboard)

The Great Mountain is one of the greatest feats of artificery every accomplished, as the dwarven emperor, upon realizing the impossibility of fighting the forest, ordered every scrap of magical material gathered together in order to cause an entire mountaintop to lift into the air. The Great Mountain is the heart of classical dwarvenism in the new world, using a combination of magic, steam, and alchemy to stay afloat and move about, if such a thing is ever required. Unlike most floating islands, the Great Mountain is also itself a fortress, equipped with enough weapons to fend off any would-be invader.

UNIQUE AIR VEHICLES



MAEL TREADER

Large Adamantine Air Vehicle (covered)
Space 1 vehicle space; **Cost** 3,484,100 gp
Size 1 Hardpoint; **Hull** 1 Hardpoint

DEFENSE
Hull 13 AC (+9 Dodge, -1 Size); 120 hp, Hardness 20

OFFENSE
Attack ram (1d8)
CMB +1; **CMD** 11
Speed 19 (23 pushed, 27 overload)
Acceleration 14
Maneuverability Average

DRIVE
Propulsion enchantment engine (1 Hardpoint), Spell Engine (1 Hardpoint, 100 hp); **Power** 85 (122 pushed, 160 overload)

Mass 3 Hardpoints; **Weight** 0
Controlling Device steering wheel
Driving Space 3 spaces in front of steering wheel
Required Crew 1 (1 pilot/engineer)

LOAD

Equipment Weight 1 tons
Light Load less than 2 tons
Medium Load 2 to 4.9 tons
Heavy Load 5 - 10 tons

ROOMS

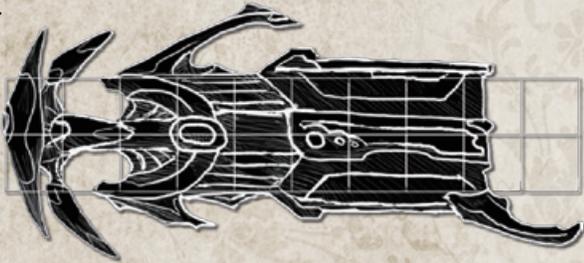
Alchemy Lab (1 Deck); **Atmosphere Control** (Crystal of Living, 1 Hardpoint); **Captain's Quarters** (1 Deck); **Cargo Bay** (24 Hardpoints, 240 tons); **Kitchen** (1 Deck); **Library** (1 Deck); **Personal Rooms** (20 rooms, 20 Hardpoints); **Spell Engine** (1 Hardpoint); **Workshop** (1 Deck)

EQUIPMENT

Magic dirigible (6 Hardpoints), magical automation (engine), immunity (Fire, Cold, Electricity, Acid), extra-dimensional rooms (10 Decks)

The Mael Treader has made rare appearances throughout the years, stretching so far back that, among those who have seen it, it is debated whether the Mael Treader's owner is immortal, or if the vessel has been handed down from one owner to another for centuries.

The Mael Treader is the personal vessel of a very peculiar wizard no one truly knows the name of, and while the vessel is built from adamantine, outwardly it appears to be a simple wooden box (to be better overlooked by others). On the inside, however, the Mael Treader is an enormous vessel, complete with multiple rooms and everything a traveler needs for a lifetime of travel.



LORD OBERON

Colossal+ Mithril Air Vehicle (covered, aerodynamic)

Space 20 vehicle spaces; **Cost** 1,380,433,430 gp

Size 100 Decks; **Hull** 100 Decks

DEFENSE

Hull 20 Locations, 2 AC (+5 Dodge, -8 Size); 4,050 hp, Hardness 15

OFFENSE

Attack ram (8d8), +5 *distance greater designating 32-lbs. cannon* (swivel, 3 round reload, 12d6+5, x3, range 780 ft.) 54 +5 *distance 6-lbs. cannons* (128 left facing, 128 right facing, 64 bottom facing, 1 round reload, 4d6+5j, x3, range 300 ft.)

CMB +27; **CMD** 37

Speed 11

Acceleration 6

Maneuverability Average

DRIVE

Propulsion enchantment engine (100 Decks); **Power** 1,000

Mass 100 Decks; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 2 (1 pilot, 1 engineer); 108 gunmen

LOAD

Equipment Weight 380 tons

Light Load less than 900 tons

Medium Load 900 to 2,249.9 tons

Heavy Load 2,250 - 4,500 tons

ROOMS

Alchemy Lab (1 Deck); **Brig** (4 Decks); **Bunks** (20 Decks, 1,080 crewmen); **Captain's Quarters** (1 Deck); **Cargo Bay** (20 Decks, 1,800 tons); **Gunport** (20 Decks); **Hanger** (20 Decks); **Kitchen** (1 Deck); **Library** (1 Deck); **Personal Rooms** (90 rooms, 10 Decks); **Powder Room** (1 Deck); **Workshop** (1 Deck)

Location 1-10:

Bunks (1 Deck), Cargo Bay (1 Deck, 18 *15 distance 6-lbs. cannons*), Gunport (1 Deck), Hanger (1 Deck), Personal Rooms (9 rooms, 1 Deck)

Location 11-14:

Brig (1 Deck), Bunks (1 Deck), Cargo Bay (1 Deck), Gunport (1 Deck, +5 *distance greater designating 32-lbs. cannon*, 10 bottom-mounted +5 *distance 6-lbs. cannons*), Hanger (1 Deck)

Location 15:

Alchemy Lab (1 Deck), Bunks (1 Deck), Cargo Bay (1 Deck), Gunport (1 Deck, +5 *distance greater designating 32-lbs. cannon*, 10 bottom-mounted +5 *distance 6-lbs. cannons*), Hanger (1 Deck)

Location 16:

Bunks (1 Deck), Captain's Quarters (1 Deck), Cargo Bay (1 Deck), Gunport (1 Deck, 15 *distance 6-lbs. cannons*, 3 bottom-mounted +5 *distance 6-lbs. cannons*), Hanger (1 Deck)

Location 17:

Bunks (1 Deck), Cargo Bay (1 Deck), Gunport (1 Deck, 15 *distance 6-lbs. cannons*, 3 bottom-mounted +5 *distance 6-lbs. cannons*), Hanger (1 Deck), Workshop (1 Deck)

Location 18:

Bunks (1 Deck), Cargo Bay (1 Deck), Gunport (1 Deck, 15 *distance 6-lbs. cannons*, 3 bottom-mounted +5 *distance 6-lbs. cannons*), Hanger (1 Deck), Powder Room (1 Deck)

Location 19:

Bunks (1 Deck), Cargo Bay (1 Deck), Gunport (1 Deck, 15 *distance 6-lbs. cannons*, 3 bottom-mounted +5 *distance 6-lbs. cannons*), Hanger (1 Deck), Library (1 Deck)

Location 20:

Bunks (1 Deck), Cargo Bay (1 Deck), Gunport (1 Deck, 16 *distance 6-lbs. cannons*, 2 bottom-mounted +5 *distance 6-lbs. cannons*), Hanger (1 Deck), Kitchen (1 Deck)

EQUIPMENT

Magic dirigible (200 Decks), 5 +5 *distance greater designating 32-lbs. cannon* (w/swivel), 320 +5 *distance 6-lbs. cannons* (128 port, 128 starboard, 64 bottom-mounted)

Despite being a divinity, Oberon is able to walk the world like any mortal under certain conditions, the details of which are known by no one by himself. At these times, (or when he desires to sail the planes), the Lord Oberon serves as his personal vessel.

The Lord Oberon is a massive, awe-inspiring mithril vessel, staffed by fey creatures of unimaginable power. While the Lord Oberon is not known for violent assaults, anyone who lays eyes on it knows it could devastate anything it chose to.



DIAMOND FURY

Colossal+ Diamond Air Vehicle (aerodynamic, covered)

Space 3 vehicle spaces; **Cost** 2,029,722,820 gp

Size 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 1,350 hp, Hardness 20

OFFENSE

Attack ram (8d8), 54 +5 *distance 6-lbs. cannons* (27 left facing, 27 right facing, 1 round reload, 4d6+5, x3, range 300 ft.)

CMB +10; **CMD** 20

Speed 13 (15 pushed, 18 overload)

Acceleration 8

Maneuverability Average

DRIVE

Propulsion spell engine (5 Decks, hp 4,500), enchantment engine (15 Decks); **Power** 525 (712 push, 900 overload)

Mass 37.5 Decks; **Weight** 0

Controlling Device steering wheel

Driving Space 1 space in the front of the airship

Required Crew 2 (1 pilot, 1 engineer); 108 gunmen

LOAD

Equipment Weight 99 tons

Light Load less than 135 tons

Medium Load 135 to 337.4 tons

Heavy Load 337.5 - 675 tons

ROOMS

Brig (1 Deck); **Bunks** (5 Decks, 270 crewmen); **Captain's Quarters** (1 Deck); **Cargo Bay** (18 Decks, 1,620 tons); **Gunport** (3 Decks); **Kitchen** (1 Deck); **Personal Rooms** (9 rooms, 1 Deck); **Spell Engine** (5 Decks)

Location 1:

Brig (1 Deck), Spell Engine (2 Decks), Bunks (2 Decks, 108 crewmen), Gunport (1 Deck, 18 +5 *distance 6-lbs. cannons*), Cargo Bay (6 Decks, 540 tons)

Location 2:

Bunks (3 Decks, 162 crewmen), Spell Engine (2 Decks), Gunport (1 Deck 18 +5 *distance 6-lbs. cannons*), Cargo Bay (6 Decks, 540 tons)

Location 3:

Spell Engine (1 Deck), Captain's Quarters (1 Deck), Personal Rooms (9 rooms, 1 Deck), Kitchen (1 Deck), Gunport (1 Deck 18 +5 *distance 6-lbs. cannons*), Cargo Bay (6 Decks, 540 tons)

EQUIPMENT

Magic dirigible (75 Decks), 54 +5 *distance 6-lbs. cannons* (27 port, 27 starboard), extra-dimensional rooms (20 Decks)

The Diamond Fury is the personal sailing vessel of Queen Jonas, the Fey Lord of Piracy. She sails her ship across the planes and worlds, taking what she will as her unearthly crew overruns all opposition. While she herself is Neutral to the grand battles of the universe, she is universally feared and loathed, save by those pirates who call her their liege and hope for a place in her crew as their future eternal reward.

The Diamond Fury is a vessel of truly unusual power, even by godly standards. Thanks to its diamond hull, it serves as a magical resonance that enhances the power of any who use it. Three times per day, the Diamond Fury can be used by any spellcaster to cast a spell or ritual of 9th level or lower as a standard action, without expending a spell slot, and without requiring any material components with a cost less than 100,000 gp.



SHRIEKER

Huge Darkwood Air Vehicle (covered, glider)

Space 1 vehicle space; **Cost** 45,500 gp

Size 1 Hardpoint; **Hull** 1 Hardpoint

DEFENSE

Hull 7 AC (+3 Dodge, -1 Size); 30 hp, Hardness 5

OFFENSE

Attack ram (1d8)**CMB** +1; **CMD** 11**Speed** 88 (108 pushed, 124 overload)**Acceleration** Poor**Maneuverability** Average

DRIVE

Propulsion Shadow Engine (1 Hardpoint, 120 hp); Enchantment (1 Hardpoint), **Power** 110 (160 pushed, 210 overload).**Mass** 0.25 (0.5) Hardpoint; **Weight** 0**Controlling Device** cockpit**Driving Space** 1 space in the front of the airship**Required Crew** 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 1 ton**Light Load** less than 2 tons**Medium Load** 2 to 5 tons**Heavy Load** 5 - 10 tons

ROOMS

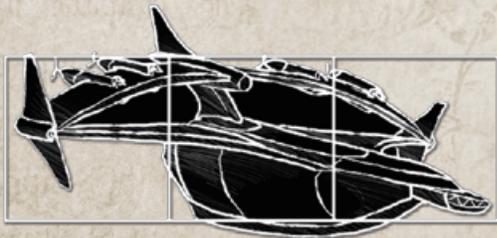
Shadow Engine (1 Hardpoint, lucid)

EQUIPMENT

Magic dirigible (1 Hardpoint)

The shrieker was built by the merchant lord Evenstis of Port, after promising a minor fey king that, if the king would supply Evenstis with the secret of the shadow engine, Evenstis would use it to build the king the fastest ship in the world.

Constructed of darkwood and boasting every viable enchantment, the shrieker can travel over 422 miles in a single hour at its absolute fastest, making it faster than any other object in the known world. However, in order to accomplish this feat, the vessel also has no room for anything except the pilot and the one serving as fuel for the shadow engine. The vessel can carry no other passengers, weapons, nor any cargo whatsoever, meaning while its speed is truly legendary, in a world of flying delvers, merchants, and militaries, it is regarded as little more than an expensive toy.



FENALDI GLIDER

Colossal+ Wood Air Vehicle (covered, glider)

Space 3 vehicle spaces; **Cost** 348,775 gp**Size** 15 Decks; **Hull** 15 Decks

DEFENSE

Hull 3 Locations, 0 AC (+3 Dodge, -8 Size); 1,350 hp, Hardness 5

OFFENSE

Attack ram (8d8)**CMB** +10; **CMD** 20**Speed** 25 (32 pushed, 39 overload)**Acceleration** 23**Maneuverability** Clumsy

DRIVE

Propulsion spell engine (5 Decks, hp 4,500); **Power** 375 (562 push, 750 overload)**Mass** 7.5 (15) Decks; **Weight** 15 (30)**Controlling Device** steering wheel**Driving Space** 1 space in the front of the airship**Required Crew** 2 (1 pilot, 1 engineer)

LOAD

Equipment Weight 89.4 tons**Light Load** less than 270 tons**Medium Load** 279 to 674.9 tons**Heavy Load** 675 - 1,350 tons

ROOMS

Bunks (1 Decks, 54 crewmen); **Captain's Quarters** (2 Hardpoints); **Cargo Bay** (8 Decks, 720 tons); **Kitchen** (1 Hardpoint); **Personal Rooms** (6 rooms, 6 Hardpoints); **Spell Engine** (5 Decks)**Location 1:**

Bunks (1 Deck, 54 crewmen), Captain's Quarters (2 Hardpoints), Kitchen (1 Hardpoint), Personal Rooms (6 rooms, 6 Hardpoints), Spell Engine (3 Decks)

Location 2:

Spell Engine (2 Decks), Cargo Bay (3 Decks, 270 tons)

Location 3:Cargo Bay (5 Decks, 450 tons)

EQUIPMENT

None

The Fenaldi Glier is an expensive merchant vessel, so much so that there is only one in the world. Built by Evelyn Fenaldi, the glider makes up in speed what it lacks in combat ability, attempting to outrun pirates rather than defeat them directly. While its sheer speed and cargo capacity means Evelyn is an extremely successful merchant, she must also pick her runs very selectively as her vessel attracts many bandits, some after her hull full of goods, others just after her famous ship.

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