

Book of
Multifarious Munitions
Vehicles of War



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**



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Book of Multifarious Munitions Vehicles of War



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INTRODUCTION

I'm a big fan of vehicles in my science fiction and fantasy. Give me a battle between a letter-shaped Rebel starfighter and an Imperial gunboat any day. Hell, I'll take a midget in a teddy bear costume piloting a hang glider against a scout walker. Slime the Statue of Liberty and make it walk to the Manhattan Museum of Art and smash in the roof. Put a boy wizard on a broom to play a magical game of soccer. Build magical walking castles and flying fortresses teeming with dark minions. You name it, I enjoy them.

The reason for my love of them is simple: man has been making vehicles since the invention of the wheel. They are a basic representation of our ingenuity. And no game or movie universe feels complete to me unless it has some way of moving people and goods from one location to another.

Indeed, that has been one of my long-standing gripes with D&D 3.5: The system lacked a widely-accepted set of vehicle rules, so most of the settings for the game felt they were missing some of the most stunning accomplishments of humanity.

Now that the *Pathfinder Roleplaying Game* has vehicle rules thanks to *Ultimate Combat*, I intend to make full use of them. As I mentioned in **Book of Multifarious Munitions: 10 Pirate Ships**, many of the vehicles published alongside the rules were of the everyday-garden variety, and there's a place for that foundation for GMs and players, a touchstone of common experience. But I hope to make my vehicles the most awesome machines to grace your game table. Our last vehicle book focused on the larger-scale water vehicles; this book focuses on vehicles that a military force would use to directly engage the enemy. These range from personal vehicles, such as the air board and the kobold flame dragon, to great battleships of the land, sea and sky. We included clockwork and undead designs. Some are pulled by bound outsiders, while others use magic or foot power to propel them into combat. No matter how an army likes to fight, you will find something unique in here for them to ride into battle.

I hope that these machines of metal, stone, bone and wood give you as much enjoyment as we took in making them. We hope to bring you many more in the future!

Dale C. McCoy, Jr.

April 2013

Air Board

Large air vehicle

Squares 2 (10 ft. by 5 ft.); **Cost** 30,000 gp

DEFENSE

AC 9; **Hardness** 10

hp 40 (19)

Base Save +4

OFFENSE

Maximum Speed 120 ft.; **Acceleration** 60 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

This crescent-shaped steel board is big enough for one Medium-sized creature to stand on comfortably while carrying 50 lbs. of cargo; however, a Large-size creature carrying no cargo can also squeeze onto its surface area. An air board swoops and soars, responding to the driver's mental commands. The driver's hands are free to wield a weapon of the driver's choosing. While nations primarily utilize air boards as military vehicles, they are also used for recreation among the nobility and aristocracy of such lands.

Propulsion magic

Driving Check none (magic)

Forward Facing the center of the crescent

Driving Device none

Driving Space the center position of the air board

Decks 1

Weapons none

Blade Sphere

Large land vehicle

Squares 2 (10 ft. by 5 ft.); **Cost** 300 gp

DEFENSE

AC 14 (+5 armor, -1 size); **Hardness** 10

hp 40 (19)

Base Save +0

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 15 ft.

CMB +1 (+5 overrun); **CMD** 11

Ramming Damage 1d8+1d6

DESCRIPTION

Despite being slow to accelerate, a blade sphere is a very effective weapon in war. Two people push this ten-foot wide amalgamation of a metal ball and blades, making it thunder toward its targets. A blade sphere is designed to continue traveling in a straight line without decelerating for two rounds after being released by its drivers. The blade sphere can also make vehicular overruns as its spikes are driven into any creature in its path. This vehicle can carry neither passengers nor cargo.

Propulsion muscle (pushed; 2 Medium creatures or 1 Large creature) or mechanical (maintains speed for

two rounds after being released by muscle propulsion)

Driving Check Knowledge (engineering) or Profession (driver)

Forward Facing away from the creature pushing the vehicle

Driving Device the unspiked parts of the blade sphere

Driving Space the two spaces directly behind the blade sphere.

Crew 2 Medium creatures or 1 Large creature

Decks 1

Weapons the blade and spikes (see ramming damage)

Bone Skiff

Gargantuan water vehicle (undead)

Squares 18 (15 ft. by 30 ft.); **Cost** 15,000 gp

DEFENSE

AC 6; **Hardness** 3

hp 216 (107)

Base Save +0

OFFENSE

Maximum Speed 30 ft.; **Acceleration** 30 ft.

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

Small compared to other sea-going vehicles, a bone skiff can be completely manned by a single creature. This is because the vehicle itself is an undead creature, able to follow the orders of the driver. The design is similar to a boat of similar size, but it is composed entirely of bones covered in a thin layer of leathery skin stretched across its macabre frame. In the very center of the skiff is a grand



throne made of bone and rotting flesh. Both armrests of the bone throne are equipped with a throttle to control the zombie arms that line the outside of the bone skiff, allowing it to move forward. Other controls on the throne allow those same arms to strike at creatures or vehicles that come close to the skiff.

Propulsion magic

Driving Check Spellcraft or Use Magic Device; command undead driving

Forward Facing front of vehicle

Driving Device throttles

Driving Space bone throne

Decks 1

Weapons 12 slams (1d6+4)

SPECIAL ABILITIES

Command Undead Driving (Su) A driver with the Command Undead feat can expend a use of channel negative energy to avoid making driving checks, lasting 1 hour per cleric level. The driver automatically succeeds on all driving checks required to maneuver the vehicle. A bone skiff counts as a 12 HD creature for the purpose of determining the number of Hit Dice of undead creatures the driver can control. The driver must be sitting on the grand throne when using channel energy to gain control of the bone skiff.

Slam A total of 6 zombified arms emerge from each side of the bone skiff; the arms are 5 feet apart. No more than 6 slam attacks can threaten a single target at any point in time. The driver must make a drive check to attack with the arms. Command Undead provides no bonus to these attack rolls. Ordering the bone skiff to make any number of slam attacks is a standard action.

Undead Subtype A bone skiff is healed by negative energy and harmed by positive energy.

Broom of Flying

Large air vehicle

Squares 2 (5 ft. by 10 ft.); **Cost** 17,000 gp

DEFENSE

AC 9; **Hardness** 5

hp 30 (14)

Base Save +2

OFFENSE

Maximum Speed 80 ft. (when carrying less than 200 pounds) or 60 ft. (when carrying less than 400 pounds); **Acceleration** 40 ft. (when carrying less than 200 pounds) or 30 ft. (when carrying less than 400 pounds)

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

This is identical to the *broom of flying* as described in the *Pathfinder Core Rulebook*. A minimum of one of the driver's hands is required to be on the top of the broom to drive it. It can carry up to 400 pounds; however, if it is carrying less than 200 pounds, it can move faster.

Propulsion magic

Driving Check Acrobatics or Fly, +4 to Fly checks

Forward Facing away from broom bristles

Driving Device broom handle

Driving Space broom handle

Crew 1

Decks 1

Weapons none

Clockwork Tank

Gargantuan land vehicle

Squares 20 (20 ft. by 25 ft.); **Cost** 100,000 gp

DEFENSE

AC 11 (+5 armor, -4 size); **Hardness** 10

hp 400 (199)

Base Save +2

OFFENSE

Maximum Speed 40 ft.; **Acceleration** 20 ft.

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

Two side-mounted wheels drive treads to propel this armored machine into battle. The speed at which these wheels turn is set by a throttle that the driver controls. Turning the tank requires one of the throttles to move faster than the other. The clockwork ballista can either fire forward or swivel to fire into the left and right forward diagonals. Internal clockwork components allow the driver to aim and fire the clockwork ballista while driving, but the weapon requires 5 rounds to reload. A normal clockwork tank can carry 3 bolts. There are rumors that some armies have modified the ballistae to hold a fourth bolt, but these reports remain unconfirmed.

Propulsion alchemical (7 squares of alchemical engine; hardness 8, hp 140)

Driving Check Craft (alchemy) or Knowledge (arcana) +10 to the DC

Forward Facing the front of the clockwork tank

Driving Device two throttles, each controls one of the tank's treads

Driving Space single square inside the clockwork tank

Decks 1

Weapons clockwork ballista (see heavy ballista, except it requires a crew of 1 to operate)

Construct Ram

Huge land vehicle

Squares 10 (25 ft. by 10 ft.); **Cost** 12,000 gp

DEFENSE

AC 8; **Hardness** 10

hp 200 (99)

Base Save +0

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 25 ft.

CMB +2; **CMD** 12

Ramming Damage 2d8+2d6

DESCRIPTION

A construct ram is far more a weapon of war than it is a traditional weapon. When moving at half its maximum speed, it can transport 4 Medium creatures or 2 Large creatures. However, when it is moving at full speed, it can ram a creature, object or vehicle and deal considerable damage. Unlike other vehicles, this weapon does not require the driver to be directly touching the vehicle. When the driver waves the control wand in a series of complicated maneuvers (requiring a standard action), he can order the construct ram to move forward, move in reverse, turn, or change its speed. The wielder must remain within 400 feet of the construct ram, or else the ram will continue performing the last command issued until it strikes an object. This keeps the driver at a safe distance while the construct ram attempts to storm the castle gate. A construct ram is propelled by 50 pairs of mechanical feet, and it can only deal its full ramming damage when it is not carrying any creatures. When it is carrying creatures, it deals 2d8 points of damage. Building this vehicle requires the Craft Construct feat and the *telepathy* spell.

Propulsion magic (mechanical feet)

Driving Check Spellcraft or Use Magic Device +10 to the DC

Forward Facing pointed end of the ram

Driving Device wand

Driving Space wielder of the wand must remain within 400 ft. of the construct ram

Crew 1, can carry up to 4 Medium creatures or 2 Large creatures

Decks 1

Weapons ram

Crude Siege Tower

Gargantuan land vehicle

Squares 16 (20 ft. by 20 ft.; 80 feet high); **Cost** 1,000 gp

DEFENSE

AC 6; **Hardness** 5

hp 240 (119)

Base Save +2

OFFENSE

Maximum Speed 10 ft.; **Acceleration** 5 ft.

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

A crude siege tower is typically constructed from lumber cut in the forest closest to its target, and is hastily built using unskilled or barely skilled labor. As such, there are a large number of holes and slits between the wooden planks, granting improved cover to all creatures inside the tower, but not total cover as a properly-built siege tower would. This siege tower has a maximum speed of 40 feet and an acceleration of 10 feet, despite being pushed by creatures that can travel faster than that. Moving it at a faster speed or higher acceleration means the driver must make a DC 25 drive check to keep the wheels of the siege tower from breaking and the tower falling over to its left or

right side (randomly determined), requiring the tower and all the creatures inside to sustain 8d6 points of damage. This damage is a mix of falling damage, creatures falling upon creatures and environmental damage from pieces of the tower breaking apart and creatures being injured by those broken pieces. While there is room inside the tower for around 250 Medium-sized troops to squeeze in the vehicle, most crude siege towers will collapse if more than 120 troops are within the tower at any time. The crude construction, sheer size and mass of the siege tower reduce its expected speed of a vehicle pushed by Medium creatures, keeping it below that of a typical siege tower.

Propulsion muscle (pushed; 24 Medium creatures or 4 large creatures)

Driving Check Diplomacy or Intimidate

Forward Facing front of vehicle

Driving Device pushing bar behind the crude siege tower

Driving Space a bar running the width of the crude siege tower for the creatures to push

Decks 8

Weapons none

Demon Horse

Large land vehicle

Squares 4 (10 ft. by 10 ft.); **Cost** 25,000 gp

Aura evil

DEFENSE

AC 14 (+5 profane, -1 size); **Hardness** 20

hp 160 (79)

Base Save +4

OFFENSE

Maximum Speed 160 ft.; **Acceleration** 80 ft.

CMB +1; **CMD** 16

Ramming Damage 1d8

DESCRIPTION

Commonly believed to be a demon trapped inside a mechanical horse, a demon horse is as black as the Abyss and radiates an evil aura. However, demon horses have been ridden by non-evil creatures in the past, typically when the demon horse's goals and the rider's goals complement each other. Its body is constructed out of magically treated abyssal steel and carries with it the protection granted by the most vile of deities. A demon horse can carry two riders, but the driver suffers a -4 penalty on all driving checks while a second rider is mounted on the horse.

Propulsion magic

Driving Check Intimidate or Knowledge (planes)

Forward Facing front of horse

Driving Device reigns

Driving Space horse's back

Decks 1

Weapons breath weapon (15-foot cone, 6d6 fire damage, DC 15 for half damage, usable once every 1d4 rounds)

Dwarven Armored Siege Tower

Gargantuan land vehicle

Squares 16 (20 ft. by 20 ft.; 80 feet high); **Cost** 60,000 gp



DEFENSE

AC 16 (+10 armor, -4 size); **Hardness** 10
hp 320 (159)
Base Save +4

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 30 ft.
CMB +4; **CMD** 14 (22 when grappling a wall)
Ramming Damage 4d8

DESCRIPTION

A marvel of modern engineering, the dwarven armored siege tower is made out of reinforced steel and is propelled by an alchemical engine. All warriors inside this fully-enclosed vehicle are considered to have total cover, with the few near the arrow slits gaining improved cover. As it approaches a vertical surface such as a castle wall, the dwarven armored siege tower extends its wall-grappling claws to improve its stability, and its bridge lowers, allowing the troops inside to flood the castle. A dwarven armored siege tower can carry approximately 100 Medium-sized troops ready for battle, or 200 if they squeeze into the interior area.

Propulsion alchemical (10 squares of alchemical engine, 5 squares of reagent; hardness 8, hp 150)

Driving Check Craft (alchemy) or Knowledge (arcana) +10 to the DC

Forward Facing front of vehicle

Driving Device two throttles; one controls speed, the other controls direction

Driving Space a single 5-foot square that contains the two levers and the controls for the grapple arms.

Decks 8; lowest deck is alchemical engine and reagent, higher decks lead to top of tower

Weapons ram (This attack has a 10-foot reach and deals 2d6+3 points of damage on a successful attack. This damage is considered magic for the purposes of overcoming damage reduction.)

Flying Wagon

Large air vehicle
Squares 6 (10 ft. by 15 ft.); **Cost** 2,000 gp

DEFENSE

AC 9; **Hardness** 5
hp 90 (44)
Base Save +2

OFFENSE

Maximum Speed 200 ft.; **Acceleration** 50 ft.
CMB +1; **CMD** 11
Ramming Damage 1d8

DESCRIPTION

A flying wagon is identical in appearance to a regular land wagon, save for its lack of wheels—instead, magically tethered air elementals pull the wagon wherever its driver wishes. Typically, these elementals are bound to the wagon by a series of eldritch sigils carved into the wood and inlaid with precious metals, keeping the elementals bound to the vehicle until its destruction. The cost of the flying wagon includes the cost of binding the elementals to the wagon. While this is not necessarily a military vehicle, armies frequently place archers in its seats, using them to provide support out of melee range. It can carry up to 2,000 pounds of cargo as well as 6 Medium creatures or 3 Large creatures, not including the elementals pulling the vehicle.

Propulsion muscle (pulled; 2 Large air elementals or 1 Huge air elemental)

Driving Check Diplomacy or Knowledge (planes)

Forward Facing towards the creatures pulling the vehicle

Driving Device reins

Driving Space the most forward square of the wagon

Decks 1

Weapons none

Halfling Frigate

Huge water vehicle
Squares 12 (10 ft. by 30 ft.); **Cost** 11,000 gp

DEFENSE

AC 8; **Hardness** 5
hp 180 (89)
Base Save +4

OFFENSE

Maximum Speed 180 ft. (current); **Acceleration** 30 ft. (current)
CMB +2; **CMD** 12
Ramming Damage 2d8

DESCRIPTION

A halfling frigate is built to do two things: execute quick

maneuvers, and deliver considerable damage in a short amount of time. It trades away its capacity to sustain damage, however. A captain that commands such a vessel prefers to be out of range of his enemy's weapons. Unlike its human-made counterpart, this vehicle is easier to maneuver and possesses a decent base save, allowing it to evade attacks more easily. A magically enhanced version of this ship typically possesses a faster speed, higher rate of acceleration, or better base save.

Propulsion current (air; 2 masts, 18 squares of sails, hp 45)

Driving Check Knowledge (nature) or Profession (sailor) +7 to the DC

Forward Facing the ship's forward

Driving Device steering wheel

Driving Space the 2 squares containing the steering wheel at the aft of the ship

Crew 4

Decks 2

Weapons light catapult with alchemist's fire siege engine ammunition (typically carrying 6 shots)

Kobold Flame Dragon

Medium land vehicle

Squares 1 (5 ft. by 5 ft.); **Cost** 600 gp

DEFENSE

AC 10; **Hardness** 8

hp 20 (9)

Base Save +2

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 30 ft.

CMB +0; **CMD** 10

Ramming Damage 1d6

DESCRIPTION

Developed by kobolds to use against their many enemies, a kobold flame dragon is perfect for close combat or tunnel fighting. It provides cover for a Small creature or partial cover for a Medium creature. The front of the vehicle bears a flame thrower which combines a precise mixture of alchemical reagents to unleash a gout of flame on its enemies. Its sturdy stone body components make it a long-lasting vehicle.

Propulsion muscle (pushed; 1 Small or Medium size creature)

Driving Check Knowledge (engineering) or Profession (driver)

Forward Facing area away from driver

Driving Device pushing bar

Driving Space area behind kobold flame dragon

Decks 1

Weapons alchemical flame thrower. The flame thrower releases a gout of flame in a 30-foot line or a 15-foot cone (driver's choice when firing), dealing 6d6 points of fire damage (Reflex DC 15 for half). Creatures that fail the Reflex save are caught on fire. Reloading this weapon requires a standard action. Each use of the alchemical



flame thrower consumes reagents costing 100 gp. Creating more requires a DC 20 Craft (alchemy) check, and each load of reagent weighs 0.5 pounds. While the alchemical flame thrower can only hold 1 load of alchemical reagent at a time, a kobold driver will typically have a small pile of reagents on hand and ready to reload.

Land Barge

Colossal land vehicle

Squares 24 (20 ft. by 30 ft.); **Cost** 3,000 gp

DEFENSE

AC 2; **Hardness** 5

hp 360 (179)

Base Save +0

OFFENSE

Maximum Speed 90 ft.; **Acceleration** 30 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

A land barge is most commonly used to transport troops and military equipment for armies, but it is also used by commercial enterprises to move large quantities of good from city to city. Its huge sails use the air current to drag the barge as it slides across the landscape. It is not uncommon for air elementals to be summoned to assist the barge's driver when the wind is not blowing in the desired direction. This flat-bottomed log barge is built with a slanted front and joints running along its length, allowing it to pass over uneven ground without taking damage.

Military units sometimes outfit them with siege weapons, allowing for quick transportation of otherwise slow-moving, costly weapons to far-away battlefields.

Propulsion current (air; 25 squares of sail, hp 125)

Driving Check Knowledge (nature) or Profession (sailor)
+10 to the DC

Forward Facing the ship's forward

Driving Device rigging

Driving Space 2 rudders at rear of vehicle

Crew 4

Decks 1

Weapons none

Mobile Barricade

Large land vehicle

Squares 2 (10 ft. by 5 ft.); **Cost** 80 gp

DEFENSE

AC 9; **Hardness** 10

hp 40 (19)

Base Save +2

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 30 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8+1d4

DESCRIPTION

Little more than a glorified spiked tower shield, a mobile barricade is a 10-foot wide sheet of metal that provides either total cover when the driver hides behind it or



improved cover when the driver stops moving and attacks from behind it. The mobile barricade gets its name from when dozens or hundreds are used in conjunction, lined up side by side. This wall of steel keeps the army safe from an opposing force while still allowing the protected army the flexibility of advancing on their enemy. It is not uncommon for these barricades to have a small slit in the middle for archers to fire through while still retaining cover.

Propulsion muscle (pushed; 2 Medium creatures or 1 Large creature)

Driving Check Diplomacy or Intimidate

Forward Facing side away from the drivers

Driving Device hand holds on the rear of vehicle

Driving Space 10-foot area immediately behind the mobile barricade

Crew 2 per barricade section

Decks 1

Weapons shield spikes (see ramming damage)

Reaper

Huge land vehicle

Squares 12 (30 ft. by 10 ft.); **Cost** 500 gp

DEFENSE

AC 11 (+2 armor, -1 size); **Hardness** 10

hp 180 (89)

Base Save +3

OFFENSE

Maximum Speed twice the speed of the pushing creatures;

Acceleration half the speed of the pushing creatures

CMB +2 (+4 overrun); **CMD** 12

Ramming Damage 2d8

DESCRIPTION

Used to overrun armies, reapers are built of wood and armored with metal. The front sports a metal deflector to shield the crew, granting total cover from ranged attacks in front of the vehicle. The driver, however, has only normal cover since the driver needs to see where to maneuver the reaper. Often, allied creatures who are not a part of the crew move along behind the reaper. The six creatures immediately behind the crew are granted cover. A reaper possesses a +2 circumstance bonus to overrun attempts, and creatures that are Large-sized or smaller cannot choose to avoid this overrun.

Propulsion muscle (pushed; 6 Medium creatures or 3 Large creatures pushing on a single bar behind the reaper)

Driving Check Diplomacy or Intimidate

Forward Facing opposite the creatures pushing the vehicle

Driving Device an extension of the pushing bar (AC 10, hp 25, Hardness 5)

Driving Space a single 5-ft.-by-5-ft. square on either the left or right side of the reaper

Crew 7; 6 pushers, 1 steering from the side

Decks 1

Weapons multiple blades on the forward side, able to damage up to 6 Medium creatures

Seaboard

Large water vehicle

Squares 2 (5 ft. by 10 ft.); **Cost** 250 gp

DEFENSE

AC 9; **Hardness** 5

hp 30 (14)

Base Save +2

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 30 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

More magic than mundane, a seaboard looks like a normal surfboard, except that it is magically enhanced to skim along the top of the water, regardless of the water's currents. While most commonly used as a recreational device by the wealthy, navies and pirates also use seaboards as a swift means to board another ship. A seaboard can carry 1 Medium creature or 2 Small creatures. If 2 creatures are on a seaboard, both are required to make a driving check as it moves, using the lower of the two results.

Propulsion magic

Driving Check Acrobatics or Swim

Forward Facing front of sea board

Driving Device feet of driver

Driving Space standing on top of the seaboard

Decks 1

Weapons none

Siege Tower

Gargantuan land vehicle

Squares 16 (20 ft. by 20 ft.; 80 feet high); **Cost** 5,000 gp

DEFENSE

AC 6; **Hardness** 5

hp 240 (119)

Base Save +4

OFFENSE

Maximum Speed 15 ft.; **Acceleration** 5 ft.

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

This is a normal siege tower construction. Its builders are skilled carpenters, using choice woods from the forest closest to its target. Its quality design grants the creatures inside total cover. Some siege towers are built with arrow slits, granting only improved cover to those near the slits. Like all siege towers, the top level has a draw bridge that is 10 feet wide, allowing the siege tower's occupants to run from the tower to the other side of a castle wall. This vehicle holds approximately 125 Medium creatures normally, but as many as 250 Medium creatures can squeeze into it. The sheer size and weight of the siege tower reduces its expected speed below that of other vehicles typically pushed by Medium creatures.

Propulsion muscle (pushed; 16 Medium creatures or 4 large creatures)

Driving Check Diplomacy or Intimidate

Forward Facing front of vehicle

Driving Device pushing bar behind the siege tower

Driving Space a bar running the width of the siege tower for the creatures to push

Crew 24; can carry up to 250 Medium creatures

Decks 8

Weapons none

Sky Dreadnaught

Colossal air vehicle

Squares 90 (30 ft. by 75 ft.); **Cost** 175,000 gp

DEFENSE

AC 2; **Hardness** 5

hp 1350 (674)

Base Save +0

OFFENSE

Maximum Speed 60 ft.; **Acceleration** 20 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

One of the largest models of airships built by humanoid hands, a sky dreadnaught is similar in design to the more common airship, but this vehicle is considerably larger. It is designed to be a mobile weapons platform, carrying obscene amounts of firepower to a battlefield and crushing any resistance. What cannot be easily crushed is typically burned to cinders with its firedrakes. Its biggest disadvantage is its speed; for an air vehicle, a sky dreadnaught is a slow ship due to the enormous amount of weight it carries. A sky dreadnaught can carry 70 tons of cargo or 220 passengers.

Propulsion current (air; 150 squares of dirigible, hp 750) and magic

Driving Check none (magic)

Forward Facing the ship's forward

Driving Device magic item

Driving Space the 16 squares around the controlling magic item that sits at the rear of the ship

Decks 3

Weapons 12 Huge direct fire siege engines, typically a combination of fiend's mouth cannons and firedrakes. This typically works out to 2 cannons and 2 firedrakes on the port side upper deck, 2 cannons on the port middeck, and the same combination on the ship's starboard side. These weapons cannot be swiveled without a redesign of the vehicle that braces the weapons in place.

Warbird

Gargantuan air vehicle

Squares 18 (body: 30 ft. by 15 ft.; 5 feet high); **Cost** 175,000 gp

DEFENSE

AC 6; **Hardness** 20

hp 720 (359)
Base Save +2

OFFENSE

Maximum Speed 120 ft.; **Acceleration** 30 ft.
CMB +4; **CMD** 14
Ramming Damage 4d8

DESCRIPTION

Warbirds have, over time, taken a number of shapes. They frequently look like eagles, falcons or hawks. Less frequent designs include vultures, sparrows and herons. However, they all have similar specifications. They are all composed of magically-reinforced steel, and hold 2 Medium creatures (the one in front is the driver) plus about 1,000 pounds of cargo. The two creatures seated atop the warbird gain total cover from attacks below the vehicle and improved cover from attacks above or on the same height as the driver. The warbird gives its driver an intuitive understanding of its controls, granting it a +4 enhancement bonus to drive checks. Typically, the onboard weapons are handled by the rear-seated creature; the driver loses the +4 enhancement bonus to drive checks during any round in which she operates the weapons herself.

Propulsion magic

Driving Check Spellcraft or Use Magic Device; +4 enhancement bonus to drive checks

Forward Facing head of the warbird

Driving Device throttle

Driving Space front seat containing a number of levers and buttons

Crew 1 or 2

Decks 1

Weapons bite (2d6), 2 talons (1d8)

Zombie Bone Chariot

Large land vehicle

Squares 2 (5 ft. by 10 ft.); **Cost** 5,000 gp

DEFENSE

AC 9; **Hardness** 16
hp 80 (39)
Base Save +4

OFFENSE

Maximum Speed twice the speed of the pulling fast zombie(s); **Acceleration** the speed of the pulling fast zombie(s)

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

This two-wheeled vehicle differs from a normal light chariot in a number of disturbing ways. Foremost, the zombie bone chariot is designed to be pulled by a pair of Medium fast zombies or a single Large fast zombie. The driver of the chariot has complete control over the zombies and only needs to think his orders for them to obey. When the chariot has no driver, the zombies are inactive, as if held in place. The zombies pulling the chariot can also be ordered to attack. The other major difference is that the chariot is composed entirely of bones and is necromantically treated for additional protection, possessing a greater durability than a wooden chariot while providing a better base save. A favorite of necromancers and intelligent undead, a zombie bone chariot is more a status symbol than a practical vehicle. The chariot can hold one person and up to 50 pounds of cargo.

Propulsion muscle (pulled; 2 Medium fast zombies or 1 Large fast zombie)

Driving Check none (magic)

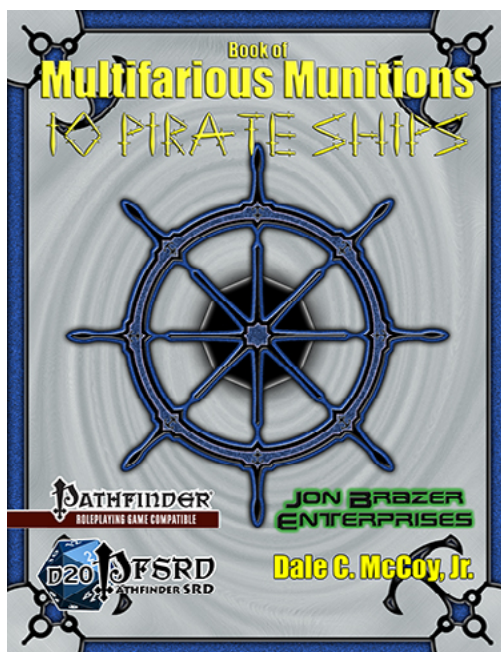
Forward Facing towards the zombies pulling the vehicle

Driving Device none (magic); the reins are for show

Driving Space the most forward square of the chariot

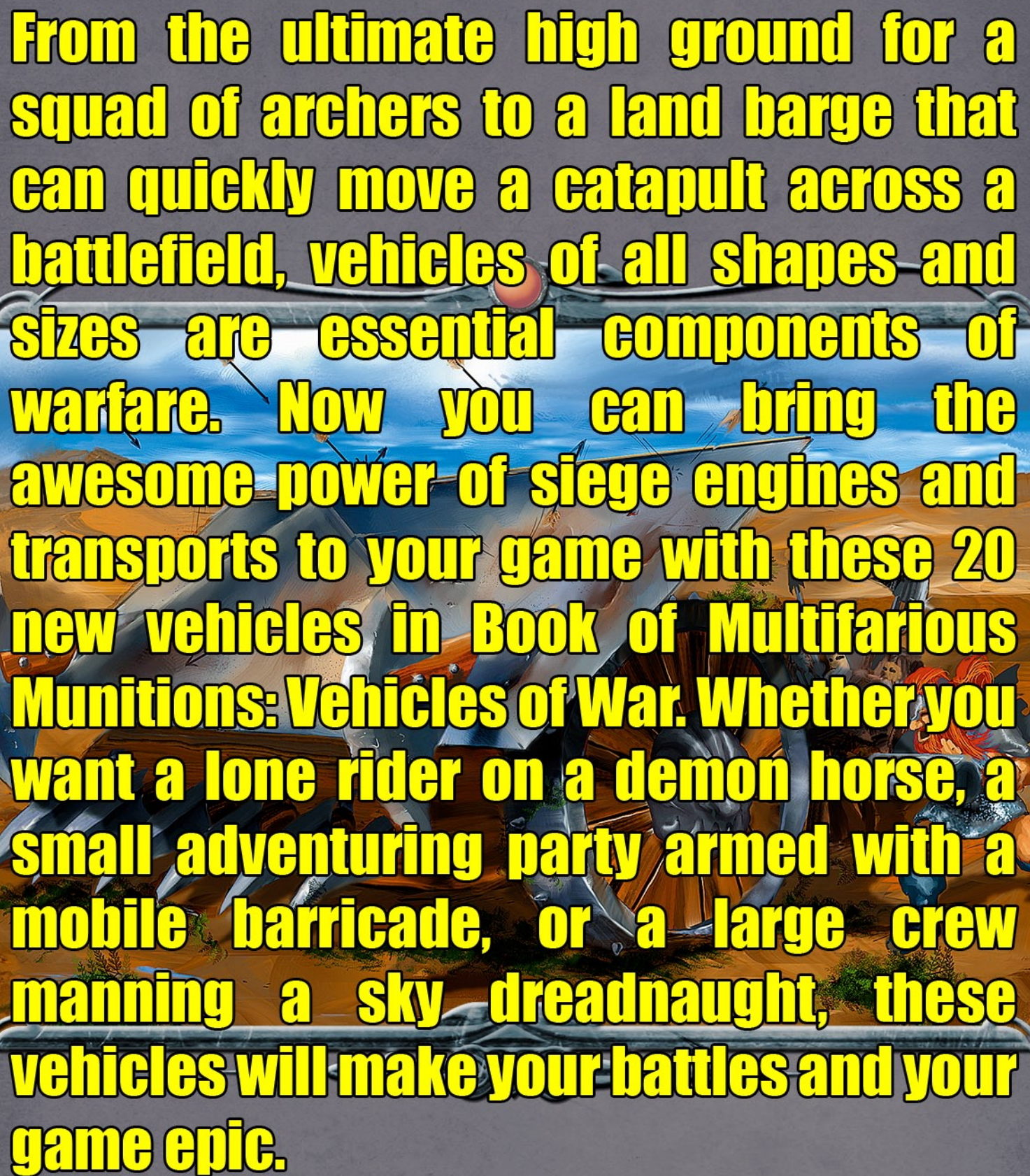
Crew 1, plus 2 Medium fast zombies or 1 Large fast zombie
Decks 1

Weapons see fast zombie stats, *Pathfinder Roleplaying Game Bestiary*



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