

Vehicles of Legend



VEHICLES OF LEGEND

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CALAMAR

This unusual vessel was created by Marra Kestro, a halfling alchemist and inventor obsessed with recovering treasure lost at sea, a task for which she designed the *Calamar*. Fashioned in the likeness of a giant squid, the *Calamar*'s hull of burnished bronze and lacquered steel has been magically treated to survive the pressures of the depths and which, incidentally, proves an able defense against the undersea terrors. Its tentacles let the pilot manipulate items outside the ship, useful both for gathering loot and defending itself. In a pinch, the emergency escape system can take the vessel out of combat and far from its enemies in mere moments.

CALAMAR

Gargantuan water (undersea) vehicle

Squares 15 (15 ft. by 25 ft.; 10 feet high); **Cost** 30,000 gp
DEFENSE

AC 6; **Hardness** 20

hp 600 (299)

Base Save +3

OFFENSE

Maximum Speed 90 ft. (alchemical) or 30 ft. (muscle);

Acceleration 30 ft.; **Emergency Retreat** 240 ft. (see below)

CMB +4; **CMD** 14

Ramming Damage 4d8

DESCRIPTION

The *Calamar* is a metal vessel some 15 feet wide at the midsection, tapering towards the stern, and 25 feet long. The fore of the vessel has two viewports, made from alchemically strengthened crystal, and two alchemically powered lights that act as bullseye lanterns. Affixed to the front of the vessel are eight articulated metal tentacles, as well as two longer arms used to handle objects outside the ship. The longer arms are long enough to reach the cargo door on the underside of the hull. Both the arms and tentacles can be used offensively, having an effective Strength of 25 and attacking much like a giant squid. The two arms attack separately, using the copilot's base attack bonus +3 (+7 Strength modifier, – 4 size modifier); on a successful hit, an arm does 1d8+7 damage. Resolve all the tentacles as one attack, using the same attack modifier as the arms and doing 6d6+3 damage plus grab.

Propulsion alchemical (4 squares of alchemical engines; hardness 8, hp 80) or muscle (tentacles and arms)

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

Forward Facing the ship's forward

Driving Device wheel and levers, and controls for operating the tentacles and arms

Driving Space the three foremost squares of the vehicle

VEHICLES OF LEGEND

Crew 3 (1 pilot, and 2 co-pilots to manage the vessel's tentacles and arms)

Decks 2 (pilot's cabin and adjoining engine room, and cargo bay)

Weapons 2 arms (copilot's BAB + 7 Str mod – 4 size mod; 1d8+7 plus grab) and tentacles (copilot's BAB + 7 Str mod – 4 size mod; 6d6+3 plus grab)

Emergency Retreat: The pilot can activate this feature, putting the engine into overdrive and speeding away in reverse. The viewports are fitted with mirrors so the pilot can see behind the vessel, but the limited vision and speed make navigation hazardous. All driving checks made in emergency retreat take a –20 penalty. The *Calamar* can continue its emergency retreat for up to 1 minute before the alchemical engines give out, after which they need an hour to recharge in order to operate normally again. The copilots can use the tentacles and arms to drag the vessel along, assuming there are fixed objects they can grab and use for leverage.

CENTURY OSPREY

Purported to be the fastest ship on the seas, the *Century Osprey* features in many adventuresome and often confusing tales that lend credence to the claim. Famous for its ability to cover distances with impossible speed, the ship can evade the most dogged pursuit. Pirates and pirate hunters have pursued the ship, time and time again, only for it to vanish over the crest of a swell and never reappear. Sightings of the *Osprey* in ports hundreds of miles apart in the same day have been reported. The current owner of the *Century Osprey* is said to be a brash young woman, a smuggler who goes by the moniker Solitaire. She charges high fees, but gets contraband to its destination in unprecedented time.

CENTURY OSPREY

Colossal water vehicle

Squares 56 (20 ft. by 70 ft.); **Cost** 57,350 gp

DEFENSE

AC 2; **Hardness** 5

hp 900 (449)

Base Save +0

OFFENSE

Maximum Speed 180 ft. (current) or 60 ft. (muscle);

Acceleration 30 ft. (current) or 15 ft. (muscle)

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

This 70-foot, two-masted cutter is obviously the work of a master shipwright, though she has seen better days. Her planks are weathered and faded, and her silken sails are stained. Despite her shabby appearance, the *Century Osprey*

has a reputation for being the fastest vessel on the seas. Much of this reputation comes from the magical ability invested in the ship. Once per day, the pilot of the ship can *teleport* the *Century Osprey* up to 1000 miles distant. To use this ability, the pilot must have at least one hand on the ship's wheel, and the ship must be in motion. For the purposes of *teleport*, if the ship has navigational charts that map the intended destination, it is considered as having been "seen once," even if the pilot has never been there before. Rolling "off target" will not put the ship in the air or over an open hole, but running aground or beaching is a possibility.

Propulsion current (air; two masts, 30 squares of sails, hp 150) or current (water)

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

Forward Facing the ship's forward

Driving Device steering wheel

Driving Space the nine squares around the steering wheel, located in the aft of the ship

Crew 20

Decks 2

Weapons Three +1 *flaming light ballistae*: two on the aft deck of the ship, and one on the forward deck.

Gear broad rudder, rapid deploy sails, silk sails, smuggling compartments (2)

DOOM LORD'S CHARIOT

Three decades past, out of the remnants of a once-great empire came the Doom Lord, an ancient lich leading an army of undead. Ensconced in his flying sarcophagus, the Doom Lord overran much of a nearby kingdom, turning it to a desolate waste. He enslaved the populace, raising the bodies of the fallen defenders to swell the ranks of his undead army. Thirty years into the Doom Lord's reign of terror, Almroth the Blessed—priest of the sun god—and the Dauntless Five adventuring company managed to destroy the lich while rebels rallied and routed his army. The lich's sarcophagus was placed in a museum in the kingdom's capitol, only to be stolen three years later by the bugbear necromancer Moxug, the Fear-Eater. It seems to attract the attention of powerful undead, and so has changed ownership several times since. The vehicle has been seen conveying a ghoul death priest at one time, a mummified pharaoh from a southern desert kingdom at another.

DOOM LORD'S CHARIOT

Large air vehicle

Squares 2 (10 ft. by 5 ft.; 15 feet high); **Cost** 22,800 gp

DEFENSE

AC 9; **Hardness** 16

hp 80 (39)

VEHICLES OF LEGEND

Base Save +1

OFFENSE

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

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

The *Doom Lord's chariot* is actually an elaborate stone sarcophagus some fifteen feet long, nearly twelve feet wide near its top and narrowing to five feet at the base. It flies standing upright, its lid facing the direction in which it flies. The lid is carved in bas-relief to resemble a chariot pulled by a pair of demonic lions. Embedded in the face of the sarcophagus is a crystal panel, through which the driver peers. Standing in the sarcophagus, the driver can use spells, spell-like abilities, and wands on targets outside the vehicle. This feat is accomplished by focusing the magic through crystal apertures embedded within the compartment; the effect then emerges from the lions' mouths on the lid. Spells cast from inside the chariot add +1 to their saving throw DCs. Any ray or line effect that passes through the apertures receives a +1 circumstance bonus to hit and +1 to each die rolled to determine damage or effect duration.

Living creatures driving the *Doom Lord's chariot* find the closed sarcophagus to hold a finite amount of air; after being sealed in the vehicle for 1 hour, a driver without magical means to survive begins to suffocate, taking 2d6 points of nonlethal damage every 15 minutes. Once rendered unconscious from nonlethal damage, the driver begins to take lethal damage at the same rate. Should a living driver die in this manner, then the greatest secret of the *Death Lord's chariot* is revealed: sealed within a hidden compartment (Perception DC 50 to locate; compartment is protected with a permanent *nonetection*) in the *chariot* is the *Doom Lord's* phylactery, where the lich's evil essence is ready to take over any dead body and resume his reign of terror.

Propulsion magic

Driving Check Fly

Forward Facing sarcophagus' forward

Driving Device none (magic)

Driving Space the two squares of the sarcophagus

Crew 1

Decks 1

FROST JARL'S WAR TOWER

When the frost giant jarl Gymir died, his daughter Skathi claimed the position of jarl as her birthright. Even so, three of her father's warlords refused to pay fealty and recognize her as their ruler. They returned to their fortresses and laughed at her threats. To their disrespect she answered

with this massive war engine. With it she overran their defenses, killing the rebellious giants and hanging their heads above the great icy gates of her fortress. Now when the giants want to strike fear into their foes—whether they be giants, puny humans, or something else—they bring the war tower to bear.

FROST JARL'S WAR TOWER

Colossal land vehicle

Squares 64 (40 ft. by 40 ft.; 75 feet high); **Cost** 10,000 gp

DEFENSE

AC 2; **Hardness** 5

hp 960 (479)

Resist fire 10

Base Save +0

OFFENSE

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

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

A massive war engine, the *frost jarl's war tower* is crafted of gargantuan pine logs, carved with runes, and overlaid with animal hides. The entire structure is enchanted with cold magics, keeping it sheathed in crackling ice, even in warmer temperatures, and its interior always frozen. The structure sits on great wheels of carved stone. The bottom level is fixed with harnesses, usually fitted to great mammoths which propel the tower forward. Outside the open back of the tower stand two giants, who guide the beasts with twists and tugs of the complex system of reins. If necessary, a group of giants can move the tower by simply grabbing handles on the walls or pushing the front wall of the tower. Each upper floor of the tower has a great door, twenty feet square and hinged on the bottom, which lets passengers drop through to surge out onto defensive walls and engage the enemy. Those on the ground floor of the tower have total cover, while those on the upper levels have improved cover, and any on the roof have cover.

Propulsion muscle (pushed, 4 mammoths or 9 frost giants)

Driving Check Handle Animal (mammoths), Diplomacy or Intimidate (frost giants)

Forward Facing the front of the tower

Driving Device reins (mammoths) or none

Driving Space the eight squares adjacent to the back of the tower's bottom level

Crew 2

Decks 6 (bottom level used for propulsion, 4 interior levels, and roof)

Weapons 24 light ballistae (carried by frost giants, 8 forward facing, 8 left facing, 8 right facing; 6 per level above the ground level), rocks (+9 ranged, 1d8+13; each of the 8 giants on the rooftop has 6 rocks)



IBIS

Transporting goods over dangerous terrain brings many dangers—natural hazards, bandits, monsters—prompting worry over loss of life and precious cargo. Seeking to avoid these hazards, the intelligentsia of the grand city-state of Tamelar designed this great airborne barge. Created through a cooperation of the best wizards, alchemists, and clergy, the regal ship was named the *Ibis*, after the sacred bird and symbol of Tamelar.

IBIS

Colossal air vehicle

Squares 240 (40 ft. by 200 ft.; 8 feet high); **Cost** 65,000 gp

DEFENSE

AC 2; **Hardness** 5

hp 3,600 (1,759)

Base Save +0

OFFENSE

Maximum Speed 80 ft.; **Acceleration** 20 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

The *Ibis* appears much like any large cargo barge used to transport cargo along rivers, though much of its wood is

polished and embellished with green lacquer and gold leaf. Four triangular sails can be lowered and unfurled to either side of the barge for guidance, additional momentum, or when the engine is out of commission. Holding the barge aloft is a great dirigible of silk, filled with lighter-than-air gasses collected from emissions of the dormant volcano just north of Tamelar. Inside the dirigible is a band of six air mephits (*Pathfinder Bestiary*), who are fond of the dirigible's gasses as they produce euphoric and mildly intoxicating effects. The owners of the *Ibis* struck a deal with the mephits: they can lounge in the dirigible and savor the gasses, provided they assist in repairing the balloon should it suffer damage. Each air mephit is equipped with a half-dozen doses of alchemical glue and alchemical glue accelerant^{UE} and has been taught how to use them for quick and effective repairs.

Propulsion current (air; 280 squares of dirigible, hp 1400) and magic

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

Forward Facing the ship's forward

Driving Device ship's wheel

Driving Space the nine squares around the ship's wheel, at the front of the ship

Crew 30

Decks 2

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Weapons 4 heavy ballistae and 4 standard catapults, 2 of each on the port and starboard sides of the ship. The siege engines can only fire out the sides of the ship they are on; they cannot be swiveled to fire toward the forward or aft sides.

IRON LEVIATHAN

In dockside taverns across the world, sailors whisper tales of a great iron monster that lurks beneath the waves and preys upon vessels that brave the open waters. The beast is said to be a great whale with plates of metal for its hide, one large enough to swallow entire ships. Why a living creature would want to eat wooden vessels is a question rarely asked.

IRON LEVIATHAN

Colossal water (undersea) vehicle

Squares 180 (30 ft. by 150 ft.); **Cost** 120,000 gp
DEFENSE

AC 2; **Hardness** 10

hp 3,600 (1,799)

Base Save +0

OFFENSE

Maximum Speed 120 ft.; **Acceleration** 40 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

The *Iron Leviathan* is a great vessel shaped like a whale. The hull is crafted of cunningly fitted iron plates that are alchemically treated to resist rusting, though they still gather barnacles, furthering the impression of a great, living sea creature. The magical engine in the rear compartment powers the great tail and guidance fins, giving the vessel its forward momentum and maneuverability. Two great viewports provide the crew with line of sight to everything ahead, around, and above the *Leviathan*, though its underside is a blind spot.

The main weapon of the *Iron Leviathan* is its mouth. When surfaced, it can open wide enough to engulf entire vessels. Inside the “belly” of the Leviathan are two light ballistae, which can be fired remotely from the command deck. These weapons fire barbed ammunition attached to chains; on a successful hit, a bolt embeds into the hull of the targeted ship. The chains can then be retracted, drawing the targeted ship into the mouth; treat this as a reposition combat maneuver, giving the *Iron Leviathan* +4 to its combat maneuver check.

Propulsion magic

Driving Check Knowledge (arcana) with +10 to DC

Forward Facing the ship’s forward

Driving Device steering wheel

Driving Space the nine squares around the steering wheel, which sits at the front of the ship

Crew 20

Decks 3 (command, the “belly” cargo area and engine room, and ballast)

Weapons 2 light ballistae (see description above)

NOMAD OF THE VOID

This strange vehicle of uncertain origin can travel between planes via the Astral Plane. Slipping easily from the bonds of worlds, it glides into the silvery void, making for whatever destination its pilot wills. While there are quicker ways to travel the spheres, there are few safer, as the *Nomad* utilizes the strange energies between worlds to protect its passengers from the hostile environments of whatever distant location is set as its destination.

NOMAD OF THE VOID

Colossal planar vehicle

Squares 80 (40 ft. by 60 ft.; 45 feet high); **Cost** 250,000 gp
DEFENSE

AC 2; **Hardness** 16

hp 3,200 (1,599)

Base Save +4

OFFENSE

Maximum Speed 60 ft. (magic) or 270 ft. (astral current);

Acceleration 30 ft. (magic) or 90 ft. (astral current)

CMB +8; **CMD** 18

Ramming Damage 8d8

DESCRIPTION

This strange craft is composed of translucent, bluish-white crystal, looking not so much fashioned as grown. It resembles a giant dandelion seed with an elongated, octagonal base, four sides some 20 feet long and the others just over 22 1/3 feet in length. The main body of the vessel rises 45 feet high, topped with a crystal rod some five feet in diameter, which rises another 45 feet before branching into a dizzying array of crystal branches. These branches split further and further still, forming a shimmering canopy twice the area of the main body of the craft. The interior is accessed by a single door on the ground level, which leads to a small antechamber. The inner door of this chamber, which cannot be opened until the outer door is shut, leads to the lowest level. There, several strange suits—crafted of unfamiliar hide with fittings of brass and helmets of clear crystal—stand like sentinels in alcoves around the walls. The second level has quarters for passengers, while the third and topmost level holds the controls to pilot the vessel—a horseshoe-shaped pedestal covered in a strange array of knobs, levers, and switches.

The second level of the craft contains facilities to comfortably accommodate up to 8 Medium creatures, including the pilot. The top level consists of the control pedestal and several chairs. The walls on this level can be made transparent, entirely or in small “windows” as the pilot desires, using the control pedestal. From here the pilot can fly the *Nomad of the Void* as



a magical transport, albeit a slow one. If desired, the pilot can prompt the craft to slip from whatever plane it resides upon into the Astral Plane, where it “sails” on the astral currents using the crystal canopy. Once the pilot chooses a plane as the craft’s destination, the craft will sail there unerringly. Reaching a specific destination upon a particular plane requires a successful Knowledge (planes) check (DC 30). A failed check means the craft arrives distant from the intended destination, 100 miles for every point by which the pilot failed the DC. The destination can take anywhere from hours to days to reach, depending on strange metaphysical conditions; the GM determines the exact travel time. During interplanar travel, the *Nomad* gathers strange energies through its canopy depending on its destination.

The *Nomad of the Void* shields its passengers and crew from the harmful effects of the plane, and the craft has suits which passengers and pilot can don as they exit the craft. While worn, these suits alleviate any ill effects the wearers might suffer while exposed to the destination plane (e.g., on the Elemental Plane of Fire, the suits provide fire immunity). The wearers can breathe and function normally for up to 8 hours before they need to return to the craft. The spent suits, once returned to their alcoves, must recharge for 8 hours before they can be used again. The suits provide no protection against specific hazards like monsters or hazards, only planar traits of detrimental effect to the wearer (e.g., damaging energies or

heavy gravity).The suits also do not protect against or alter planar traits that affect magic.

Propulsion magic (outside of the Astral Plane) or current (astral; 160 squares of “sail”)

Driving Check Knowledge (arcana), Knowledge (planes), or Use Magic Device with +15 to DC.

Forward Facing the side with the door (when outside the Astral Plane) or the top of the “sails” (when on the Astral Plane).

Driving Device control pedestal

Driving Space the nine squares around the control pedestal, located in the top level of the craft near the center of the room

Crew 1

Passengers carries 7 comfortably, but can be loaded with up to 35

Decks 3

Weapons none

SHRIKE

The *Ibis* is a grand vessel, but ponderous and open to attack despite her defenses, so the rulers of Tamelar decided to create other vessels called shrike. Small, sleek, and fast, these shrikes guard and protect the flying transport against aerial predators and other, less common dangers. A quartet of these magical flying vehicles will

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escort the *Ibis* when it is aloft, their pilots and assistants watchful for sign of any danger. When it appears, they are swift to intercept and keep their charge safe.

SHRIKE

Large air vehicle

Squares 5 (5 ft. by 25 ft.; 7 feet high); **Cost** 12,500 gp

DEFENSE

AC 9; **Hardness** 0

hp 50 (24)

Base Save +1

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 50 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

A *shrike* is a small, sleek craft, fashioned of wood stretched over a hardwood frame. A pair of curved wings adjoins to the body just in front of the pilot's seat, looking like a great crescent cutting through the main body. Two openings in the top of the craft hold seats for the pilot and co-pilot, revealing their head, shoulders, and chests when seated. Both the pilot and co-pilot have cover while in the vehicle. The body of a *shrike* tapers in the rear—where a ribbed, fan-like tail sits—and to the front, which ends in a sharp metal spike that resembles the beak of the bird from which the craft takes its name. They are typically particolored, painted dark gray on the top half and white beneath, like their namesakes, though the crew of a particular vessel may apply their own paint scheme to the craft.

The co-pilot in the rear seat handles the majority of a *shrike's* offense. The rear seat faces toward the tail of the craft, giving the two-person team a full view around the craft. Affixed to the craft on a topside swivel is a weapon of brass and glass, manned by the co-pilot, that can project a stream of concentrated alchemist's fire. The co-pilot often carries a crossbow as a backup weapon. Attached to the left side of a *shrike* is a longspear. It is not often used as a weapon, but rather to dislodge any dead flying creatures that might be stuck to the ram after an attack; the pilot takes this job while the co-pilot controls the craft.

Propulsion magic

Driving Check Fly or Acrobatics

Forward Facing the vehicle's forward

Driving Device control stick in front of pilot's seat (a second driving device is in the rear compartment where the passenger sits, but it is only used if the pilot is incapacitated)

Driving Space the 5-foot square where the pilot sits

Crew 1

Passengers 1

Decks 1

Weapons alchemist's fire projector (range 20 ft., touch attack [2d6 fire damage, 2d6 fire damage the following round, and 1d6 damage the round thereafter, as the concentrated

alchemist's fire continues to burn], holds enough liquid for 6 attacks), ram (1d8 piercing damage)

SIR CULLEN'S INTELLIGENT TERRESTRIAL TRANSPORT

Known as a rich dilettante with a taste for fine wines and finer courtesans, Sir Cullen Hoff is often dismissed as a drunken fop and lech. In reality, however, he is one of the Crown's finest agents. Sir Cullen uses his charming and somewhat bumbling persona to put people at ease and allay their suspicions, allowing him to get close to the enemies of the country, both foreign and domestic. One of his greatest assets is his longtime companion, a gift from an old wizard friend many years dead: an intelligent item capable of self-propulsion as well as speech, which coaches Sir Cullen in all things social. It has been his partner for many years and the biggest secret of the nobleman's career in espionage.

SIR CULLEN'S INTELLIGENT TERRESTRIAL TRANSPORT

Large land vehicle

Squares 6 (10 ft. by 15 ft.; 6 feet high); **Cost** 13,800 gp

DEFENSE

AC 9; **Hardness** 5

hp 90 (44)

Base Save +1

OFFENSE

Maximum Speed 120 ft.; **Acceleration** 40 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

This black-lacquered carriage can transport as many as four people within its enclosed cab, in addition to one driver and one person seated next to the driver. The carriage's roof can carry 200 pounds of cargo. While the vehicle can be hitched to animals and driven as normal, it can move under its own power and can even open and close its own doors. To allay suspicions that the vehicle is more than it seems, it can create realistic illusions of horses and driver. It can speak, though it rarely does around anyone not in Sir Cullen's confidences. The nobleman is getting on in years, and may be looking for a successor (or successors) to inherit the carriage and carry on his duty of protecting the realm.

Propulsion magic

Driving Check none (magic)

Forward Facing toward the front of the vehicle, where creatures would normally be harnessed to pull the vehicle

Driving Device none (magic)

Driving Space the forwardmost squares of the carriage's upper deck

VEHICLES OF LEGEND

Decks 2 (a lower cab with enough room for 4 passengers, and an upper deck with room for a driver and another passenger)
Weapons 2 slams +14 (1d6+4), trample (1d6+6; Reflex DC 19)

STATISTICS

Alignment Neutral Good
Int 12, **Wis** 14, **Cha** 10, **Ego** 16
Senses 120 ft., darkvision, read languages
Languages speech (Common, Elven)

SPECIAL ABILITIES

Illusions (Sp) The carriage can create illusions of two black stallions that draw the vehicle and a driver that guides them. This effect acts as a *persistent image* with an unlimited duration. The horses cannot be made to leave the harness at the front of the carriage, and the driver can only dismount to open one of the carriage doors.

Threaten: Unlike nonmagical vehicles, this carriage does threaten the area around it, letting it make attacks of opportunity with its slam attacks. The vehicle has a 5-foot reach and can only use a slam attack against the three adjacent squares on each side of the vehicle, where the doors are.

Trample (Ex) As a full-round action, the carriage can attempt to overrun any creature that is at least one size category smaller than itself. This ability does not prompt a check; the carriage just has to move over opponents in its path. Each target of trample can make an attack of opportunity at a -4 penalty. If a target forgoes an attack of opportunity, it can attempt to avoid the trample by making a Reflex save (DC 19); if it succeeds, it takes half damage. The carriage can only deal trampling damage to each target once per round, no matter how many times it moves over a target creature.

STYGIAN WARWAGON

Crafted by the daemons of Abaddon, this vehicle serves only one purpose: the delivery of pain. The warwagons, pulled by nightmares of immense size and power, are loaded with daemons and their mad servants looking to spread entropy throughout the planes. The sight of one of these engines of destruction is enough to quail the heart of the stoutest warrior.

STYGIAN WARWAGON

Huge land vehicle
Squares 20 (20 ft. by 25 ft.; 10 feet high); **Cost** 30,000 gp

DEFENSE

AC 6; **Hardness** 8
hp 400 (199)
Base Save +2
OFFENSE
Maximum Speed 80 ft.; **Acceleration** 40 ft.
CMB +4; **CMD** 14
Ramming Damage 2d8

DESCRIPTION

The body of this wicked vehicle appears to be crafted of one solid piece of obsidian, its surface rough and uneven with wicked edges and spikes; treat any ram damage delivered by the vehicle's body as bludgeoning, piercing, and slashing damage. It sits upon steel axles, affixed to great iron wheels that spark upon stone. Arrow slits are carved into all sides, letting passengers fire upon their victims outside. The interior can hold up to 20 Medium or 5 Large creatures. There is room up top for a driver, though such a job is unnecessary as a *warwagon* is pulled by a pair of cauchemar nightmares. These beasts are intelligent enough to guide the *warwagon* on their own, and they can take orders from within the wagon through a narrow window in the front. To ensure the cauchemars cooperate, the *warwagon* nullifies their *plane shift* ability while they are harnessed. However, if the cauchemars use their *ethereal jaunt* ability, they bring the *warwagon* and its occupants with them. While the cauchemars cannot fly while harnessed to the *warwagon*, the vehicle can pass over bogs, mud, rivers, and similar terrain as if it were dry land while the cauchemars are harnessed to it. The back of the *warwagon* is a single door, hinged at the bottom and released by a latch inside the vehicle, creating a ramp that lets passengers exit swiftly.

Propulsion muscle (pulled; 2 cauchemars)
Driving Check Diplomacy or Intimidate
Forward Facing toward the cauchemars pulling the vehicle
Driving Device none
Driving Space none
Passengers 20 Medium or 5 Large
Decks 1
Weapons None, though the cauchemars can use their smoke ability and natural attacks when able, and the passengers can attack through the arrow slits.



CAMPAIGN

SAILING CHECK

AC		AC TOUCH		HARDNESS	
HP	TOTAL	CURRENT HP			
SAILS/OARS					
MAX SPEED		ACCEL			
SAVES		INITIATIVE			
CMB		CMD			
RAMMING DAMAGE					

NAME _____

[illegible]

CRITICAL

TYPE	RANGE	CREW	AIM	LOAD	CRITICAL
AMMUNITION					

CRITICAL

TYPE	RANGE	CREW	AIM	LOAD	CRITICAL
AMMUNITION					

CRITICAL

TYPE	RANGE	CREW	AIM	LOAD	CRITICAL
AMMUNITION					

CRITICAL

TYPE	RANGE	CREW	AIM	LOAD	CRITICAL
AMMUNITION					

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DISREPUTE

JOB[illegible]

TOTAL CREW _____ CARGO CAP _____

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