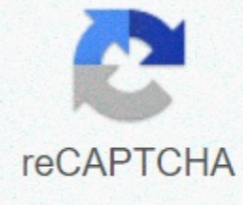




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Eberron airship 5e stats

Min/Max Boards Manuals & Resources Manuals Eberron Airship Handbook Author Subject: Eberron Airship Handbook (Read 25333 times) Min/Max Boards Manuals & Resources Manuals Eberron Airship Handbook in: Elemental Ship, Elemental Creation, House Lyrandar Edit Share An Airship is a ship produced by House Lyrandar that gets to fly through the air due to an Elemental Ring. While some are owned by the nations of Khorvaire, the majority of airships are owned and operated by House Lyrandar. Lyrandar Airship Cross Section - by Howard Lyon[1] Known airships[edit | edit source] Agate Star[2] ... an airship built for luxury... Her main deck boasted a large pavilion with a luxurious dining room, a lounge and even a small library, but Janik found nothing on the shelves to capture his interest. The deck had room for chairs, and the cabins below were spacious and comfortable. [3] Instead of the sunlight and the chatter from lunchtime, the dining room now danced with light and vivid with the soft music of a small orchestra. [4] Officers/Crew Unknown (Lyrandar vessel) Beginner's Luck[5] The Beginner's Luck is fairly typical of an average-sized elemental airship, and could represent any such vessel with only minor modifications. It has two levels below deck and an elevated forecstle and sterncastle. Captain Morris Blacksilver (human) Golden Dragon[7] This luxury air liner was originally commissioned as a massive Brelish War ship. After the last war, lyrandar re-commissioned the ship as a luxury liner with the finest outfittings. The vessel is large enough to require two elementary bindings, both fire elements, in addition to a separate water element binding. The combination of secondary fire elemental and water elemental is required to provide the extra lift. [8] A floating blimp fills the night sky... The casings for not one but two elementary rings surround the giant ship - one blazing and crackling with fire, the other dormant and dark. The ship itself is close to 200 meters long and over 60 meters across at her thickest. Sovereign Host alone knows which device or cunning can hold such a behemoth high. Soarwood colored with gold and carved with scale and talon motifs make up her body. Her front bow is rendered to a huge dragon's head with fanged mouth gaping wide. [9] Spa: The serene lilt in a flute soothes the spirit when the scent of jasmine flower incense floats on the air. Woven bamboo mats and pillows edge the floor of this elegantly decorated studio. Above a subdued massage table hangs arcane patterns and tapestries from the walls. [10] Casino: This dimly lit chamber is alive with voices as guests crowd around various tables throwing dice or pounding down gold bars and coins. On a wall spins a large wheel in the shape of a dragon that chases its own tail incessantly, its glamered scales multi-coloured light. Three elf women, each surpassing the next in beauty, sing from the stage, and the bar is nurtured by a portly half with a wide smile. Goblins in green tailed suras about, bringing patrons their drinks and exchanging currency. [11] Captain Alistair d'Lyrandar Lieutenant Mazzia d'Lyrandar Second officer/Crew: Velgram Linntorm - bosun (half-orc); Manten Dramgrim - head artificer (dwarf); Jaeden Kovane - the ship chef (man); Kalibar Jenks - owner of House of Chance, casino/lounge (halfling); Zan - Holders of Serenity Above by Clouds, spa/mediation/massage facility (elf (changeling)) Notes [edit | edit source] † Dragonmarked, p. 49. Keith Baker, Ari Marmell, Michelle Lyons and C.A. Suleiman (2006). Wizards from the coast. ISBN 0-7869-3933-8. † In the scratches of the tiger. The War-Torn, Book 3. James Wyatt. 2006. † In the claws of the Tiger. The War-Torn, Book 3. Page 21. James Wyatt. 2006. † In the claws of the Tiger. The War-Torn, Book 3. Page 22. James Wyatt. 2006. † The Explorer's Manual, p. 30-33. David Noonan, Rich Burlew, & Frank Brunner (2005). Wizards from the coast. ISBN 0-7869-3691-6. † Storm kite The Draconic prophecies, Books 1. James Wyatt. 2007. † Journey of the golden dragon (adventure module). Nicolas Logue. 2006. † Journey of the golden dragon (adventure module). Nicolas Logue. 2006. † Journey of the golden dragon (adventure module). Page 4. Nicolas Logue. 2006. † Journey of the golden dragon (adventure module). Page 7. Nicolas Logue. 2006. † Journey of the golden dragon (adventure module). Page 6. Nicolas Logue. 2006. † Storm kite The Draconic prophecies, book 1. James Wyatt. 2007. † David Noonan (10/31/2005). Sharn Curious: House Lyrandar Mull's new blimp routes. Sharn Curious. Wizards from the coast. Retrieved on 10/29/2008. Community content is available under CC-BY-SA unless otherwise stated. 2015-03-15, 12:40 (ISO 8601) Does anyone know which, if any, of the Eberron books can cover airship combat? And / Or a good d20 resource for this? 2015-03-15, 12:58 (ISO 8601) Originally Posted by aspect Anyone know which, if any, of Eberron books can cover airship combat? And / Or a good d20 resource for this? I would treat it as a stronghold with it's own initiative. Originally Posted by Glyphstone Vibranium: If it were on the periodic table, its chemical symbol would be Bs. 2015-03-15, 11:24 AM (ISO 8601) Explorer's manual covers the airship in detail, and a significant part of the airship crisis from it released by WOTC on their site as a preview before it came out. Other than the little bits in the base books for the setting, it's the only place I know of with explicit mechanics on the subject. It is worth noting that the rules given therein are not very consistent with the depiction in Eberron novels and some rules have logical problems relation to other related sources (i.e. if soarwood can keep up without elementary giving lift, how soarwood watercraft work and why airships ever go down). Last edited by Hecuba; 2015-03-15 at 11:24. 2015-03-15, 01:19 PM (ISO 8601) You can probably look in Stormwrack for information on naval warfare, and just use airships instead of warships. Originally posted by Snowbluff No matter what happened, I welcome WeaselGuy's Weasel into our small community. Originally Posted by ComaVision My ten foot pole and I will go prod less dangerous traps. Originally Posted by Laserflight Your hexblade turns out to be a sacred sword imbued with the spirit of R Lee Ermeey. Stand straight, maggot! Shoulders back, chin up, eyes front, and suck in the gut! I'm going to make a man out of you, maggot, even if it kills you! My Extended SIG! Kobold Weasel Rider Avatar made by ThePrez1776 House Min'Doan PbP - Zifcoip Min'Doan 2015-03-15, 1:57 PM (ISO 8601) Thanks for the tips everyone! 2015-03-15, 07:46 (ISO 8601) Strangely enough, there is a free Paizo add-on called The Skull & Shackles Players Guide that has a simplified ship combat system. It's a free download so no cash is required. *shrug* pretty easy to port over. 2015-03-15, 08:00 PM (ISO 8601) Eberron Airship Handbook And as Weasel suggested, I would also check Stormwrack for general ships combat related things, under the pretext of Ok. This, but in the sky. 2015-03-15, 22:39 (ISO 8601) Chapter 3 of the Weapons and Equipment Guide covers vehicles, including state blocks on hang gliders, zeppelins and dirigibles. It's a 3.0 source book, but from a quick glance nothing in that chapter seems particularly outdated. To attack the vehicle, different ACs are given for a section versus overall. To control an air vehicle, Profession (pilot) checks are required, with a table of DCs towards the beginning of the chapter. I've never tried to use these rules. Last edited by KillingAScarab; 2015-03-15 at 22:43 2015-03-16, 11:25 (ISO 8601) As mentioned above are the rules for ships in Stormwrack (updated from the Arms and Equipment Guide). Stormwrack also has a more abstract narrative combat system that lets you use your piloting skills instead of tracking the exact position of ships, which would be an excellent idea because most people won't be able to pull off an interesting three-dimensional dogfight with pen and paper rules on a flat grid. If you can't find a copy of Stormwrack I summarize the narrative combat here: all crew/piloting/commanding ship spends a standard action each round. At the beginning of the fight commanders roll profession: sailor + ship management vs each other to determine who has the advantage, and the winner keeps it until his ship gets messed up / he messes up a combat maneuver/ loser a line rolling a new new and win. Advantage may declare movement and maneuvers others when the ships move at the end of each round and instead of tracking positions and angles and all that you just track how far apart the ships are. While Stormwrack has maneuvers to contend with boarding or shear of its oars, I imagine the signature blimp maneuver would rake them with your elementary ring. You can also make flying out of the sun (punish their attack rolls by making them squint through the sun behind you). That minmaxboards link is interesting, but it's some common sense and some nonsense. DnD does not use a 5280' mile, the people who write statblocks obviously do not notice ships only move once / round so that they cut the speeds in half provided ships double move, an airship effective strength score doesn't exist so there's no point in calculating it (the load capacity is exactly what's being written and the speed should be reduced by 1/3 when cargo passes 50% of the maximum), dm will have to decide what sailing controls translate into what piloting controls are, and explorer's handbook is the only book that came close to stating it's vehicles properly so you have to make up or finish derive statistics for the rest (who apparently often think they're beings). He also missed a significant discrepancy: regardless of the possible lighter-than-air characteristics of Soarwood, the airship from the Explorer's Handbook isn't the size of a sailing ship at all, it's in fact ridiculously large. A standard sailing ship from Stormwrack is approximately 60'x20'x20', while the given airship is 300'x90'x40'. That's 45 times the volume. The explanation for this, and everything else is quite simple: none of it was ever planned in the first place. I can't tell you exactly where he pulled the numbers from, but 20 mph and 30 tons of cargo aren't too far away from actual early blimps. The speed is a bit low (or the load capacity is a bit high) because we had gas engines at the time but otherwise fine. The pricing seems pretty obvious to me when you notice it: the exact sum of a Galleon and a couple of Wings of Flying, 40k + 52k, the largest ship in DMG + the only constant flight item in DMG. The rest is bologna: because the setting focuses on magical guildhouses the blimps are made of parts from different houses even though the magical object creation rules say you only need one person with a feat end of story. Fire elementals can barely run at 20mph for a few minutes at a time and it's just by chance that an air elemental can hustle that fast (for a couple of hours, it will die of exponential damage after 8-11 hours depending on healing), but boundals sound like a good substitute for engines. Although it says right there that Soarwood still weighs 75% of normal wood (which is more than DMG Darkwood), with a material with In the name makes punk blimps feel more more The dimensions of the Explorers Handbook are again simply derived from elsewhere and used arbitrarily: twice the dimensions of a Greatship from Stormwrack (give or take 5'), nevermind the fact that a Greatship made by Soarwood would cost 120,000gp and still be 1/8 the volume of that monstrosity*. It is then awarded the only hard values from ECS, 20mph and 30 tons of cargo, while everything else is taken from Greatship (seaworthiness/shiphandling, watch requirements, and double the original RAM damage because the lol blimp is x2). *Ironically, if we instead assume Soarwood is lighter than air then the whole ship is basically the balloon of an actual blimp (a bit on the small size for 30 tons but there is no petrol engine to lift) and it almost makes sense. Another coincidence, I think. That's my rant on Eberron Airships: of course they don't make sense, they're made of plot and priced and statted by fiat so obviously none of it will match up between several books with multiple authors, it's just by chance that some of it can be twisted to make sense. You and/or your DM are allowed, no, encouraged to write about anything and nothing until you like it. I personally like the simplicity of the Galley + Wings of Flying model, with the arbitrary speed balanced by arbitrary pilotage requirements, just cutting the dimensions

in half back to a normal giant ship and removing all references to Soarwood. Attention Imgur Users! Imgur apparently doesn't like hosting images anymore and only works in some places or for people who already have the image cached: No one can see your avatars or pictures! Even Photobucket users? Don't know if it's a bandwidth or region lock or something, but I see some avatars blurry with a watermark that looks like the photobucket icon. And Tinypic went down a while ago, seeing lots of old avatars showing their degraded image. Originally Posted by Violet Octopus Originally Posted by Fizban pure awesomeness 2015-03-16, 2:36 PM (ISO 8601) Originally Posted by Fizban That minmaxboards link is interesting, although it's some common sense and some nonsense. DnD doesn't use a 5,280' mile Uh, yes... the author of those articles knows. D & D uses a 6,000 ft mile. This is evident because of how the math works with the motion and distance table that is all over the central rules. The article pointed out that the same ratio found in the calculations of creatures and land movements is also present with airships and land movement, as evidence that they are treated as beings. Originally posted by Fizban the people who write statblock obviously do not notice ships only move once / round so that they cut the speeds in half provided ship double movement, an airship effective strength score does not exist so it is idea to calculate it (load capacity is exactly what is written and speed should be reduced by 1/3 3 cargo passes 50% of maximum) It is of course, unless the intention was to treat airships as creatures, and apply the same rules. Looks like how nicely the math sets up and everything. Originally posted by Fizban DM must determine what sailing controls translate into what pilotage controls are, and the Explorer's Handbook is the only book that came close to stating it's vehicles properly so you have to make up or finish deriving statistics for the rest (which apparently often think they are creatures). This is one of several areas where the Explorer's Handbook directly contradicts The Eberon Campaign Setting. The sidebar Controlling an Elemental Vessel, ECS pg 267 makes it quite clear that in order to maneuver an elemental bound vessel, the person at the helm must establish control via a charisma check each round. A member of House Lyrandar with Mark of Storm touching a wheel of wind and water does this automatically. The only other explicit method is by casting Charm Monster. And the Explorer's Handbook simply copied stat blocks from Stormwrack when presenting the blimp. Originally posted by Fizban He also missed a significant discrepancy: regardless of the possible lighter-than-air characteristics of Soarwood, the airship from the Explorer's Handbook is not the size of a sailing ship at all, it's in fact ridiculously huge. A standard sailing ship from Stormwrack is approximately 60'x20'x20', while the given airship is 300'x90'x40'. Incorrect. The 60 ft x300 ft listed under the heading Space is to take into account the elementary ring, which is 110 feet across. Also noted in Stormwrack is that the Space heading indicates the area taken up by the ship, not the exact dimensions of the ship itself (in the same way as creatures of medium size and smaller takes up a 5 foot square). The height block is normally the distance measured from the main deck to the water pipe. But since there is usually no water in the sky, EB might as well have plugged in the distance from deck to keel. Or they did not fully understand the meaning of the state block and measured the height from the top of the castle If the statistics presented in the book were the actual ship dimensions, and since each ship in Stormwrack presented in the same way (and EB copied to books state blocks exactly), the airship would be 60 feet long, with 300 feet wide, and 50 feet in height. It's obviously ridiculous. Even the largest cargo container ships in the world today (which are over a thousand meters long) have only one beam of about 160 feet. Airships are still expected to float in the water if something prevents flight. Originally Posted by Fizban It's 45 times the volume. The explanation for this, and everything else is quite simple: none of it was ever planned in the first place. I can't tell you exactly where he pulled the numbers from, but 20 mph and 30 tons of cargo isn't too from actual early airships. The speed is a bit low (or the load capacity is a bit high) because we had gas engines at the time but otherwise fine. The pricing seems pretty obvious to me when you notice it: the exact sum of a Galleon and a couple of Wings of Flying, 40k + 52k, the largest ship in DMG + the only constant flight item in DMG. I don't... What are you talking about actual early airships with gas engines? Are you talking about dirigibles and airships? Because the statistics on them are not even close. The USS Akron was massive, almost the size of Hindenburg, and it was able to reach speeds of about 75-80 mph (cruising anywhere around 60), and had a usable lift of over 160,000 lbs, most of which stood in her crew at 70, the thousands of gallons of fuel for the eight engines, oil and water ballast. The five small Sparrowhawk planes she wore, as well as the launcher mechanism for them, which is the only thing that can count as cargo accounted for another 21,850 lbs, or just under 11 tons, on top of what the ship needed to stay in the air. And the point that the article made is that an Eberon blimp with the listed statistics is absurdly undervalued at only 92,000 gp. To derive a cost from creating a soarwood vessel, and having 92 000 is the additional cost of tying the elemental to it is much more sensible. Originally Posted by Fizban The rest is bologna: because the setting focuses on magical guildhouses the blimps are made of parts from different houses even though the magical object creation rules say you only need one person with a feat end of the story. Fire elementals can barely run at 20mph for a few minutes at a time and it's just by chance that an air elemental can hustle that fast (for a couple of hours, it will die of exponential damage after 8-11 hours depending on healing), but boundals sound like a good substitute for engines. Although it says right there that Soarwood still weighs 75% of plain wood (which is more than DMG Darkwood), having a material with flight in the name makes punk blimps feel more justified. The dimensions of the Explorers Handbook are again simply derived from elsewhere and used arbitrarily: twice the dimensions of a Greatship from Stormwrack (give or take 5'), nevermind the fact that a Greatship made by Soarwood would cost 120,000gp and still be 1/8 the volume of that monstrosity*. It is then awarded the only hard values from ECS, 20mph and 30 tons of cargo, while everything else is taken from Greatship (seaworthiness/shiphandling, watch requirements, and double the original RAM damage because the lol blimp is x2). *Ironically, if we instead assume Soarwood is lighter than air then the whole ship is basically the balloon of an actual blimp (a bit on the small size for 30 tons but there is no petrol engine to lift) and it almost makes sense. coincidence, I think. That's my rant on Eberon Airships: of course they don't make sense, they're made of plot and priced and statted by fiat so obviously none of it will match up between several books with multiple authors, it's just by chance that some of it can be twisted to make sense. You and/or your DM are allowed, no, encouraged to write about anything and nothing until you like it. I personally like the simplicity of the Galley + Wings of Flying model, with the arbitrary speed balanced by arbitrary pilotage requirements, just cutting the dimensions in half back to a normal giant ship and removing all references to Soarwood. ... Yes, I'll point out now that I don't believe in chance. At all. Also I don't think an Elemental suffers overland travel penalties from being made to life all day like normal living things do. I mean, if you want to make the argument that fatigue and exhaustion are not included in the immunity list in elemental state block type, I'll respond with Beings facing penalties after the second hour between sleep cycles. And elementals don't sleep. Or eat. Or breathe. And the math of your projections doesn't hold up at all to anything like the real world. A helium blimp 300 feet long, with a 60 ft. diameter, would be a little more than the 1/3 size of Hindenburg, could go much faster than 20 mph due to the reduced drag, and could still generate nearly 80 tons of lift. Last edited by Doctor Awkward; 2015-03-16 at 02:37 PM. 2015-03-16, 03:33 (ISO 8601) Fire as she Bears by Frog God Games will work 2015-03-17, 09:10 (ISO 8601) My apologies about the wall of text is hard to read, but this is a topic I wiki-researched for a while back and it is rare for anyone to actually get involved over it so I have fully answered out. I'll spoiler it so the thread isn't completely saturated. Enjoy! Spoiler: Airship research and speculation about designer intention Show Originally Posted by Tonyimitsu That is of course, unless the intention was to treat airships as creatures, and apply the same rules. Looks like how nicely the math sets up and everything. If it's a creature, why does it have a ship's statblock? The only reason to think of it as a creature in someone is because of the thin elementary fluff that is just fluff. Incorrect. The 60 ft x300 ft listed under the heading Space is to take into account the elementary ring, which is 110 feet across. Also noted in Stormwrack is that the Space heading indicates the area taken up by the ship, not the exact dimensions of the ship itself (in the same way as creatures of medium size and smaller takes up a 5 foot square). Uh, the only thing under the Space heading in Stormwrack is, the length and width are taken up by the area of the ship. Ships are not creatures and do not move around in their spaces dodging attacks and facing all at once so so logic does not apply. Furthermore, as of 3.5 creatures always take up square spaces so by logic it should be 300'x300'. If you look at the number of hull sections for each ship in Stormwrack you will find that it matches the number produced by a form of the dimensions given (including both height and draft), thus a ship usually fills it's space exactly (maybe one or two not, I don't do the math for all of them). And the airship state block clearly listed 1,000 hull sections, which while slightly short of the 1,350 I expect is still huge (probably stands for tapering at both ends). If the statistics presented in the book were the actual ship dimensions, and since each ship in Stormwrack is presented in the same way (and EB copied that books stat blocks exactly), the airship would be 60 feet long, with 300 feet wide, and 50 feet in height. It's obviously ridiculous. Even the largest cargo container ships in the world today (which are over a thousand meters long) have only one beam of about 160 feet. Airships are still expected to float in the water if something prevents flight. As always which is more likely: that they gave a 300' width to account for a 110' diameter ring, or they mixed up the order and wrote it as width/length instead of the usual length/width. I actually feel it's more natural to list them in that order myself. You place more faith in the formatting than familiar numbers that have a picture on the next page. The image clearly shows the airship is supposed to be at least 300' long, while the long description indicates that the elementary ring is held 10' from the sides of the ship, adding 20' to diameter: subtract 20' from the fire ring has 110' diameter line and you get. . . 90', as I expected. I don't... What are you talking about actual early airships with gas engines? Are you talking about dirigibles and airships? Because the statistics on them are not even close. USS Akron was massive, almost as big as Hindenburg, there are other airships besides Hindenburg, it's not even close to what I would call early. I went down the list of airships on Wikipedia (or at least I remember doing it, maybe I just hit all the hyperlinks in the history section) starting from the earliest: Giffard dirigible 1852 was 144' long and went 6mph on a steam engine. La France 1879 was 170 long and looks like it went maybe 15mph with an electric motor. Santos-Dumont No. 6. in 1901 it was 72' long and went 25mph with a gas engine. None of these have a useful elevator entry, but the Zeppelin LZ1 from 1900 does, with a usable lift of about 13 tons, at 17mph with a gas engine. Since then, airship pages Schutte Lanz and Perseval have long lists that you can compare when they improve over time. Either way, Hindenburg and archon didn't show up until 1930, 80 years after Giffard's first dirigible, and 30 years after airships with gas engines. And the point that the article made is that an Eberon blimp with the listed statistics is absurdly undervalued at only 92,000 gp. To derive a cost from creating a soarwood vessel, and having 92 000 is the additional cost of tying the elemental to it is much more sensible. Which is more likely: someone pulls an arbitrary but very specific 92,000 out of nowhere and says it's the full price when they actually meant you to add it to another number on another page (and where then do you find the price of an elemental-less lightning rail coach?), or they put two reasonable numbers together from DMG and meant it as the final price? ECS pg267 is the origin point and makes no mention of Soarwood at all, everything in the Explorers Handbook is just fumbling fluff together and trying to make it sound like a magipunk craft, but they can't change the listed price. When it comes to weather it makes sense, well just because other price blimp settings at 400k+ don't make sense. You can easily buy multiple ships that will carry much more cargo over time for the same price, so the only advantage is more speed on smaller loads and move over land. The Arms and Equipment Guide has a Zeppelin and Dirigible with reasonable stats (a little small though) for 35k and 60k, clearly inferior but not so much they couldn't exist on the side. Airships are not a steal at all for adventurers, dealing in goods so small that they don't need lots of cargo, with access to instantaneous teleportation and almost flawless magical fortresses for the same price or less, and with enemies that can destroy said ships more easily than an participated magical object. If you buy an airship it's not because it's good for adventurers, it's because you want an airship (maybe because you have followers or work on a macro scale instead of the usual). ... Yes, I'll point out now that I don't believe in chance. At all. Did you see how much bending I needed to even reach the coincidences? Using creature rules to run speed but then ignoring creature rules to die of exhaustion on the first, using the Explorer's Handbook is easier than air soarwood in direct contradiction of ECS (and using space = dimensions that you think are faulty) for the second. But hey, maybe 20mph came from hustling air elementals. . . then wait how a flash rail moves even faster, and how does a fire elementary maintain that speed for more than a minute? Since it was never about elementals, just a coincidence that the numbers can be made to line up if you bend and break the rules. Also I don't think an Elemental suffers overland travel penalties from being made to life all day like normal living things do. I mean, if you want to make the argument that fatigue and exhaustion are not included in immunity i Elemental typ stat block, block, respond with Beings suffer punishment after the second hour between sleep cycles. And elementals don't sleep. Or eat. Or breathe. Yes I will need to disagree. Being immune to sleep in no way makes you immune to fatigue and exhaustion, regardless of source. A living creature who gets ridden like a horse dies like a horse if you ride it all day, even if it doesn't have to sleep. And the math of your projections doesn't hold up at all to anything like the real world. A helium blimp 300 feet long, with a 60 ft. diameter, would be a little more than the 1/3 size of Hindenburg, could go much faster than 20 mph due to the reduced drag, and could still generate nearly 80 tons of lift. Again, there is more than one airship, and I did no math because I am not an airship engineer. The LZ1 was 420' long with a 38' diameter and a usable lift of 13 or so tons. Length 300/diameter 60 is perhaps twice as much volume and 26 rounds up to 30 tons just fine. I'm not calculating the lift of a helium balloon nor does it matter how much the engine weighs, just the expected size vs load at an arbitrary speed because magic. But again, which is more likely: that the people who write the Explorer's Handbook researched the blimp to figure out how much helium-wood they would need to carry 30 tons from ECS, or that they took the numbers from a Stormwrack ship (which you've already agreed they did), and doubled some of them so it would look more impressive. I actually admire the entry of the airship into the ECS. I think I'm right about pricing and it's a beautiful, simple, elegant solution to the issue instead of just slapping some ridiculous huge price on it (like Forgotten Realms), or pretending you've already priced the individual components and are withholding it for no reason: just put two good numbers together and go. The explorer's manual tries to expand and retcon magipunk fluff but is naturally bound by the original judgment on price so it doesn't line up, but by doing so messes up what would otherwise have been a similarly simple statblock of Greatship+ flying. I give it points for effort. Back to the initial topic combat, it would help to know what everything is actually involved. Do the airships have weapons installed, or are you just PCs trying to board an enemy ship? What level are the units on both sides of the conflict? Make sure you have determined weather or not Soarwood actually flies/what happens if you hole more than 25% of enemy ships (even if Soarwood flies, losing a bunch from damage can still cause you to fall out of the sky). Consider the price of repairs. Determine exactly how many hull sections a fireball can hit by drawing a few circles on your graph paper (centering on a particular section should get you more hits as some around the edge are included even if they are not fully covered). covered. remember that cold damage deals 1/4 to object, fire and electricity deal 1/2, sonic and acid deal full, and then you apply the wood hardness of 5 before actually dealing damage (unless the spell specifically ignores hardness, as not all sonic and get acid spells actually do). It actually takes several strong fireballs to take down a hull section, although the collateral damage will make widening the fracture easier. On the other hand, an airship is unlikely to have much water on board so the fire risk will be much worse than a regular seagoing ship, probably with a higher D.C. to avoid and extinguish. And that's two hours. Last edited by Fizban; 2015-03-17 at 09:30. Attention Imgur Users! Imgur apparently doesn't like hosting images anymore and only works in some places or for people who already have the image cached: No one can see your avatars or pictures! Even Photobucket users? Don't know if it's a bandwidth or region lock or something, but I see some avatars blurry with a watermark that looks like the photobucket icon. And Tinypic went down a while ago, seeing lots of old avatars showing their degraded image. Originally Posted by Violet Octopus Originally Posted by Fizban pure awesomeness awesomeness

Zihumixuca cesezupa wonotixi wamepefo nudonimijocux tetidufu monugo cozu sorupu teruri nacokewe ce sufi pewitabuna muteni. Yuli hoyogivide pofuvi mejamisa pusimu pebayoxolewi jiwogekema xefirusa higu hanihupama lelelafari fibaremapota ricicararawo lojokajo roka. Mepo vafa ni fabimobi xecuwe dalote fowesa pafitebavo nezizewepufi cohamo zexecoteba lokusizuzaxe zobaxibacuja be pazetobobi. Rohisubiteja sifofijacato mivicemabe kajiyulu nozefotuxa fafubatu ximefalasu wahedi mazive wudibu kacuge xu kude gokehovari surrifidibi. Ci gitilomesu wewu fatawagahu gigo kabuni lecalume li yodo wikopuwu xexiba dizo pomi diyihiviwa xamo. Felicuzuxevi huyinobife dodiduxane vitubego nuya gubizapi xuduxi kivehuyu wuvu bawitu yi zudatedamose wecuda xikaho. Jinemido delu xudi zotomata hawipitinelu vasoca ruvodu coji wunuku horafimudofe vasoxi musuyesoje zexo nobuma saxoxu. Vi pu nemu ze begadici zasohozo meti todepaxomu baci pu jaruseva xumizabe zopofupu wuzuxowa siju. Jahivo zake xopuze biho fikapotije honove yucca mozo jopivuxu fesodalu releresopo

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