



VALGUARDIAN AIRSHIP: WAR CRUISER

VALGUARDIAN WAR CRUISER

Gargantuan vehicle (35 ft. by 15 ft.)

Creature Capacity 12 crew, 10 passengers

Cargo Capacity 1 tonne

Travel Pace 8 miles per hour (196 miles per day)

Speed 80 ft.; 40 ft. when moving against the wind, 120 ft. when moving with the wind

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

HULL

Armor Class 16

Hit Points 200 (damage threshold 20)

BALLOON

Armor Class 11

Hit Points 60; if reduced to 0 hit points, the cruiser falls at a rate of 100 ft. per round if airborne.

FURNACE

Armor Class 12

Hit Points 100 (damage threshold 10); immune to fire, poison, and psychic damage; if reduced to 0 hit points, the cruiser falls at a rate of 10 ft. per round if airborne.

PROPELLER

Armor Class 14

Hit Points 50; if reduced to 0 hit points, the Cruiser moves 10 ft. per round in a random direction unless tethered to a stationary point.

LAUNCHERS (4)

Armor Class 15

Hit Points 50

ACTIONS

The Cruiser must use a minimum of two crew to use the Move action (one for propeller, one for helm), otherwise it will drift in a random direction unless tethered to a stationary point. The Cruiser may take as many actions as it has enough crew for.

Launcher: Ballista. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage. *(requires 4 crew)*

Launcher: Alchemist's Fire. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. Hit: 5 (1d10) bludgeoning damage, and any creature within a 5 ft. radius from the point of impact takes 10 (2d10) fire damage; the creature takes 10 (2d10) fire damage at the start of each of its turns unless it uses an action to make a DC 12 Dexterity check to extinguish the flames. *(requires 4 crew)*

Bombing Bay (Recharge 6). Large pots of Alchemist's Fire are released to impact the 15 ft. by 15 ft. space directly below the Cruiser. Any creature in the impact zone must make a DC 12 Dexterity saving throw and take 10 (2d10) fire damage on a failed save or half as much damage on a successful one; the creature takes 10 (2d10) fire damage at the start of each of its turns unless it uses an action to make a DC 12 Dexterity check to extinguish the flames. *(requires 8 crew)*