

IZZY'S SLIGHTLY USED AIRSHIPS



BY BRIGHTSHIELD

A player's guide to fantastic flight
for the world's greatest roleplaying game



IZZY'S SLIGHTLY USED AIRSHIPS

MADE BY BRIGHTSHIELD

Built for Dungeons & Dragons 5th Edition

Inspired by Richardson, John J., III. "Fizzi's Slightly Used Starships." Star Wars Adventure Journal 1.9 (1996): 36-62.

A special thanks to my wife, for her patience and support,
to SHG Studios, for their help with the art,
to homebrewery for their wonderful creation tool,
and lastly, to my parents, who unknowingly kickstarted my
lifelong passion for the world's greatest roleplaying game.

TABLE OF CONTENTS

Introduction (pg 3)

Chapter 1: Character Options (pg 4)

- New Feat: Air Vehicle Operation (pg 4)
- New Background: The Aviator (pg 5)
- New Equipment (pg 6)

Chapter 2: Airships (pg 8)

- The Fuchsia Mimsy (pg 9)
- The Nisos (pg 10)
- Oscar's Folly (pg 11)
- The Thimble (pg 12)
- The Wild Alraed (pg 13)
- Zanne's Star (pg 14)

Chapter 3: NPCs (pg 15)

- Granite and Kolli (pg 16)
- The Dragons (pg 17)
- Izzibingler Bottlethowmp III (pg 18)

Afterward (pg 19)



IZZY'S SLIGHTLY USED AIRSHIPS

GREETINGS! GREETINGS! I am Izzibingler Bottlethowmp the Third. You may call me Izzy. I am the proprietor of this establishment which deals in the sale of slightly used airships. You have shown a keen business sense in choosing this emporium. I know, for a fact, that I have exactly what you need in my docks, and all items are reasonably priced. Please, follow me!

Airships are almost always synonymous with adventure. Be it a swashbuckling adventure above the clouds, a daring get-away from the evil forces of the Ogre-Witch, or simply a means to travel to the Devil-King's palace on Dinosaur Island, airships are not simply a vehicle of transportation, they are a vehicle for the plot, and a vehicle for character growth.

So, where do characters find an Airship? While commissioning a new vessel might seem tempting, unless the players have access to time, and/or liberal uses of the fabricate spell, purchasing a new vessel might put the breaks on the adventure's pace. Adventurers need a new ship, fast. Izzy's slightly used starships can fit anyone's requirements. Whether it's speed, luxury, protection, or cargo space. Izzy has been supplying ships to the world for over two decades. "Priced right, and what a sight!" is Izzy's motto.

HUMBLE BEGINNINGS

Izzibingler Bottlethowmp the Third had trouble fitting in back at her gnomish village. Discontent with living inside burrows, she longed to live under the open sky. She traveled around, undertaking adventures of dubious morality, quietly amassing a small fortune. During her adventures, she accumulated quite a working knowledge of airships of all shapes and sizes, and also learned that she had a knack for business (both over and under the table). After she eventually grew tired of the life of adventure, she decided to settle down, and open her emporium.

Happening upon an old mage's tower near a discreet crossroads, Izzy soon turned the surrounding lands into an airship yard and docking tower. Making full use of her old contacts, she was able to get her hands on a few old airships, and started her business. With the addition of Kolli and Granite to her staff, Izzy was able to offer both improved airships and upgrades. News soon spread to adventurers and pirates, and Izzy's reputation grew. Izzy's is now a successful enterprise dealing in the sale and purchase of used airships.

THE EMPORIUM

Settled neatly atop a sunny foothill just outside of town, is **Izzy's Slightly Used Airships**, an emporium of flying craft, and their accessories. From a distance, all that is visible of the emporium is the large, brightly painted wall which encircles it, three rooftops, and a large mage tower orbited by a neon illusion of the word "Izzy's". On closer inspection, the 20 foot walls of the compound are brightly painted with depictions of the current ships for sale, as well as those which have recently sold.

Once you approach the gate, you are greeted by a gigantic goliath barbarian named *Granite*, who asks that you submit to a credit check before you enter.

Players can pass this credit check by either showing Granite that they have 2000 gp on hand, or showing a letter of good credit from any reputable bank or trades guild.

Once inside the walled complex one is able to see it in its entirety. To the right of the entrance are nine large stone tarmacs, six are occupied with airships ready for sale, two empty ones, and one occupied by an airship fully concealed by canvas and tarps.

On the far side of the tarmacs is a large barn, cleverly converted into an airship hangar and tool storage building.

At the center of the complex is a large stone tower, soaring to 100 feet. This was once an old mages tower, that has since been converted into an airship docking tower. (An illusory "Izzy's" spelled out in neon letters orbits its steeple.)

At the far end of the compound is the manor and staff housing. Surrounded by a short stone wall, it is off limits to visitors.

Lastly to the left of the entrance lies the Visitor Centre, a 2 storey building with attached stables.

Seeing that you've passed the credit check, a bright-eyed gnome races from the Visitor Center to greet you.

"Hello travellers! Welcome to Izzy's Slightly Used Airships!"

WHAT THIS BOOK ISN'T

Players who are looking for a book detailing the intricacies of naval or aerial combat, as well as players who seek a comprehensive book for designing their own airships, have sadly come to the wrong place. This book is meant to introduce the reader to fun, exciting, and dynamic airships which are compatible with whichever system your DM decides to adopt.

These ships possess their own quirks, histories, and even personalities. All are ready to enrich any adventure!

For additional DM resources, such as battle maps, NPC stat blocks, and ship related quests, please consult **Izzy's DM guide**.

CHAPTER 1: CHARACTER OPTIONS



WELCOME TO THE EMPORIUM

THE CURIOUS GNOME RUSHES TO GREET YOU. With a flurry of introductions, handshakes, and how-do-you-do's, you are introduced to *Izzibingler Bottlethowmp the Third*, or just *Izzy* for short. With a wave and a bow she introduces you to her humble* business. Leading you by the hand, she takes you to the Visitor Center to begin a basic introduction. While she would rather jump directly into the sale, she first needs to ask you a few questions. Among them: "How did you find out about Izzy's?" "Do you know how to fly an airship? If not, do you have a pilot?" Failing that: "Have you even seen an airship before, yet alone been on one?"

Once Izzy has been satisfied that you are a serious customer, and not just some rube without a clue, she eagerly directs you to the tarmac.

SO YOU WANT AN AIRSHIP?

Airships are a very serious business, at least that's what Izzy tells you. Many scoff at the notion of purchasing an airship. With their costs so high, one could easily afford a helm of teleportation, if not several, instead.

However, there exists a singular advantage in which airships hold over helms of teleportation, One can buy an airship.

While rumors exist of helms of teleportation buried deep in ancient ruins, magic broomsticks nestled inside witch's hovels, and flying carpets stashed away in wondrous caves, you need not chase rumors today.

These airships are for sale.

The biggest problem with running an airship is acquiring the skills or talent to operate one. The Player's Handbook is scarce on options for those who wish to train in the inferred *Vehicles (air)* tool proficiency. Sadly, even for those who do manage to gain the proficiency, the Dungeon Master's Guide only provides basic information on a single generic airship, omitting any specialized gear.

To address these deficiencies, this chapter introduces a new character background, *The Aviator*, as well as new magical items designed around the operation of an airship.

NEW FEAT: AIR VEHICLE OPERATION

- You gain proficiency with vehicles (air)
- You increase any ability score by 1, to a maximum of 20
- You acquire a set of aviator's goggles, and a dashing cape at no cost

NEW BACKGROUND

THE AVIATOR

You are an experienced pilot, with an extensive and impressive history with aircraft. Unlike the deckhands and common airmen who have worked aboard airships, you are qualified to own, operate, and pilot one. Whether you are self-taught, or the product of some exotic academy, the result is the same. You are an aviator, ready to take to the skies in search of adventure.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Navigator's Tools, vehicles (air)

Equipment A pair of aviator's goggles, 50 feet of silk rope, a dashing cape in the latest style, a set of traveller's clothes, a letter of marque, and a pouch containing 10 gp

FEATURE: LETTER OF MARQUE

Whether by merit, inheritance, luck, or theft, you have possession of a letter of marque. While many kingdoms might restrict the sale of aircraft, and even air traffic itself, you have secured yourself a letter of marque sponsored by a suitable nation. This letter allows free passage to any airship you are aboard to access to the ports of your sponsor nation as well as all those allied or neutral to it. It also grants you licence to purchase and operate your airship, assemble a crew, and set your course as you see fit. As a caveat, however, your airship must always fly the flag of your sponsor to gain this feature's benefit.

SUGGESTED CHARACTERISTICS

Aviators are a diverse bunch from all walks of life, but be they rich or poor, every single one of them is humbled by the experience of flight.

d6 Personality Trait

- 1 I always get the job done, no matter the cost
- 2 My sense of style is unimpeachable
- 3 I won't rest until I've sailed all the four winds
- 4 I realized too late in life that my family was my real treasure
- 5 I'd rather sail head first into a tornado than to admit I'm wrong
- 6 I always shoot first, and hate being told the odds

d6 Ideal

- 1 **Freedom.** No one can take the sky from you. (Chaotic)
- 2 **Order.** You suffer no tomfoolery on your watch. (Lawful)
- 3 **Greater Good.** You'll always sail to the rescue. (Good)
- 4 **Terror.** The world will learn to fear your banner. (Evil)
- 5 **People.** Your crew are your family. (Neutral)
- 6 **Exploration.** You are addicted to the horizon, and you won't rest until you've seen it all. (Any)

d6 Bond

- 1 I'm loyal to my sponsor nation, no matter what.
- 2 I don't care about my ship or crew, all that matters to me is the wind in my hair, and the sun on my face.
- 3 I'll always remember my first flight.
- 4 I lost a loved one due to my own carelessness, never again.
- 5 One day, as the gods are my witness, I will own my own ship.
- 6 I'm secretly helping to support a sick family member.

d6 Flaw

- 1 I demand to be pampered on shore leave.
- 2 I have trouble sleeping on solid ground.
- 3 I prefer my diplomacy at swords-length.
- 4 I have difficulty reading, always have.
- 5 I drink too much, and smoke even more.
- 6 I have a price on my head, and I'll do anything to escape it.



NEW EQUIPMENT

What's a major purchase without a few *necessaries*? (Necessary accessories of course, a word coined by Izzy herself.) Presented in this section are a series of magic items of varying power, all of which are for sale. However, whether or not they are in stock is always a matter of chance, or the will of the gods. Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

ANIMATED ROPE

Wondrous Item, uncommon

This magical rope is imbued with the skill and ability to function as self-operating rigging on any air-based or waterborne craft. If used aboard any craft which requires rigging, it can reduce the number of crew needed to operate the vessel by 2. A ship can only benefit from one animated rope at a time, and an animated rope cannot reduce a ship's crew below 1.

Curse of Belligerence: Although the rope is unable to speak, and does not possess any intelligence beyond that required to perform its function, the rope will always respond to orders with indignity, and will refuse to perform any tasks outside of acting as rigging.

BEACON LIGHT

Wondrous Item, uncommon

Weighing 100 pounds, this 5 foot tall lantern is essentially an oversized bullseye lantern combined with an extra-strength ever burning torch. The beacon light casts bright illumination in a 250 foot cone, and dim light for an additional 250 feet. The light may be activated or deactivated by any adjacent creature as a bonus action.

On the fritz: If a creature attempts to operate the beacon while either it, or the beacon are wet, they must pass a DC 10 dexterity saving throw or take 1d6 lightning damage on a failed save.

GLAMOURED ENSIGN

Wondrous item, common

This magical flag seems to always be clean and bright, regardless of the circumstance. It also has the magical ability to change its appearance when prompted. As an action, any person holding the ensign or touching its halyard or mast may utter its command word to change the image displayed on the flag.

If one wishes to recreate an existing standard, one must make an intelligence (forgery kit) check to determine the accuracy of the facsimile.

Dubious Legality: While it may be legal to sell glamoured ensigns, it is almost universally illegal to change a ship's ensign outside of port. Any ship caught changing its flag may be impounded by local authorities, and its crew fined or even tried for piracy.



A NOTE ON COSTS

You may have noticed that the costs listed in this chapter *may* not align perfectly with the costs associated with their rarity. That's because Izzy has yet to read the *Dungeon Master's Guide*. (She swears she's not into that sort of thing anyway.)

Also, due to her longstanding grudge against Xanathar, she refuses to read his variant opinions on the matter.

PLANIAR SAILS

Wondrous item, legendary

These resplendent sails shimmer with a rainbow radiance, and are trimmed in a glittering cloth of gold. When a ship replaces its mundane sails with planiar sails, it gains the ability to sail between the planes. These sails have a single charge.

As an action, the pilot of the ship may spend a charge to magically transport the ship, it's cargo, and all aboard, to another plane of existence as per the plane shift spell. Any unwilling creatures must succeed a DC 15 wisdom save to avoid being brought along.

Gloriously Garish: These sails are immune to any spell from the illusion school and cannot be concealed by anything less than total concealment. All ability checks to hide a ship with these sails are made with a disadvantage, and all ability checks made to spot this ship are made with advantage.

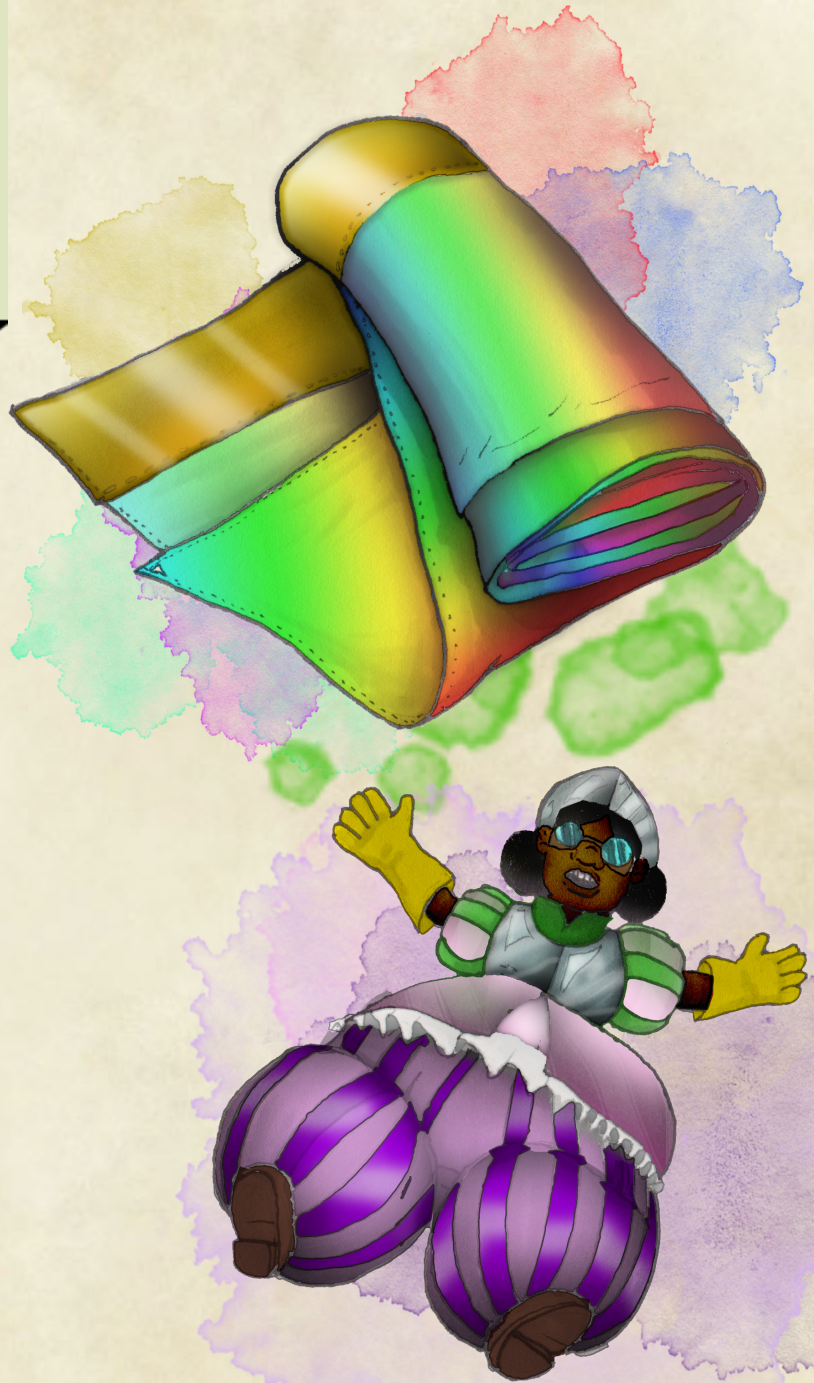
Requires Attunement: Any ship equipped with planiar sails requires attunement before operation. If a ship already required attunement prior to installation, no additional attunement is necessary.

PARACHUTE PANTALOONS

Wondrous item, uncommon

These magically enchanted pants are a must-have for anyone who wishes to sail among the clouds. When you fall more than 20 feet while wearing these pants, they balloon to enormous size, after which, you descend at a rate of 60 feet per round and take no damage from falling. Once activated, they deflate and lose all their magical potency.

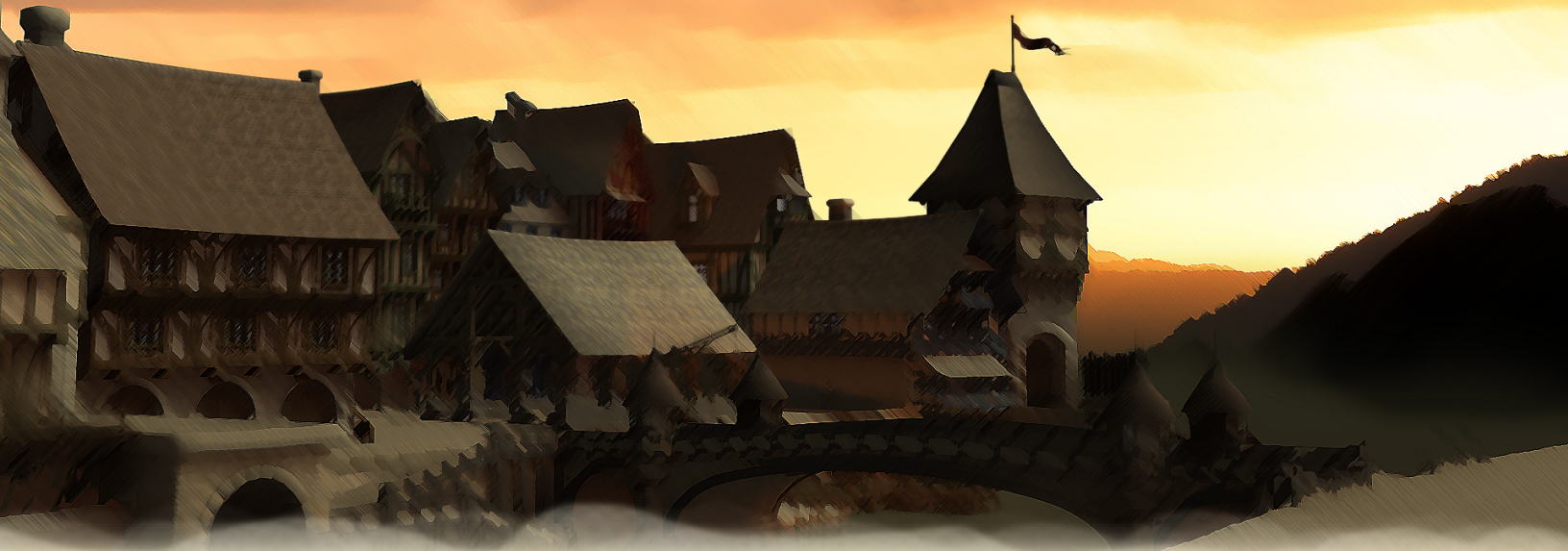
Inappropriate Activation: If a person rolls a natural 1 on any ability check while wearing these pants, there is a 1 in 6 chance that the pants will activate needlessly. If the ability check in question was a charisma check, the odds of activation increase to 5 in 6.



NEW EQUIPMENT

| Gear | Cost | Rarity | Special |
|----------------------|------------|-----------|----------------------|
| Animated Rope | 449 gp | Uncommon | - |
| Beacon Light | 299 gp | Uncommon | - |
| Glamoured Ensign | 99 gp | Common | - |
| Planiar Sails | 649,999 gp | Legendary | Requires Attunement* |
| Parachute Pantaloons | 200 gp | Uncommon | Consumable |

CHAPTER 2: AIRSHIPS



FLIGHT MAKES MIGHT

WITH A SURPRISINGLY NIMBLE STRIDE, AND A SUBTLE GIGGLE, IZZY LEADS YOU TO THE TARMACS. Parked atop these large stone slabs are six airships, ready for sale, and one cloistered under a series of tarps.

Stopping for a moment, if only to let you take in the sight of the marvelous craft in front of you, Izzy explains:

"We have a wide variety of gently used craft available here, able to accommodate any price bracket. Our options range from the humble *Thimble*, a small excursionary craft meant for light duty, to the mysterious *Wild Alraed*, an exotic ship powered by an elemental maelstrom. Whatever your fancy, I know I have a ship perfectly suited to your needs, so please, follow me."

SHIP SHAPES

Each of the 6 ships detailed in this chapter have been given a set of unique characteristics and game statistics which distinguish them from ships found in the DMG.

Each ship description includes a brief sales pitch by Izzy, a physical description, as well as a summary of any special rules involved in the operation of the vessel.

From a game statistics perspective, each airship is listed with its tonnage, keel, beam, number of weapons slots, and landing options. Not all ships are capable of a terrestrial landing, some may only be able to land in water, and others may not be able to land at all. Any ship incapable of landing on the ground is assumed to be parked atop a suitable landing structure on Izzy's tarmacs. Also, most ships in this section have air-bladders filled with many smaller balloons of gas, as such, puncturing the balloon does not cause the ship to fall from the sky. If a ship is reduced to 0 hp, it falls at a harmless rate of 30 feet per round unless otherwise noted.

(VARIANT) SHIPS WEAPONS

Unlike the Dungeon Master's Guide, this supplement includes weapons slots in the stat block for each ship. This feature is meant to facilitate the integration of these ships into any number of supplementary naval combat systems, while refraining from committing to any particular system. Provided below are the costs, weight, and slot costs of the siege weaponry. (DMG 255).

HEAVY ORDINANCE

| Siege Weapon | Cost | Weight | Weapon Slots |
|--------------|----------|---------|--------------|
| Ballista | 1,500 gp | 1/2 ton | 1 |
| Cannon | 5,500 gp | 2 tons | 2 |
| Magonnell | 2,500 gp | 1 ton | 1 |
| Trebuchet | 2,750 gp | 3 tons | 3 |

THE FUCHSIA MIMSY

I°SNT'T IT GORGEOUS!?" Izzy exclaims. "The brightly colored ballast, the dark-wood hull with brass trimming, the granite forecastle, and polished impeller-blades? It's perfect! Just perfect."

This is my favourite ship in the yard and I would be almost heart-broken to give it up, but alas... I'm confident we can come to an agreement!"

Izzy continues, "Originally commissioned by an eccentric old wizard as a flying mage tower by a team of gnomish artificers, the ship has undergone a series of modifications over the years. The propeller, for instance, was damaged during a lightning storm not long after purchase. With the arch mage unable to understand the principles of aerodynamics behind it, the wizard simply cobbled it back together, and enchanted it with magic until it worked again. So, if the ship looks like it disobeys the laws of physics, well, that's because it does."

With a shining smile the gnome persists, "For a mere four-thousand, five-hundred and fifty platinum pieces, you can start your adventures behind the helm of the Fuchsia Mimsy!"

A CONTRAPTION OF WHIMSY

The Fuchsia Mimsy was originally constructed to serve as a mobile mage tower, and was built by a team of gnomes who might not have seen an airship before. Held aloft by a balloon filled with dozens of lighter-than-air bladders, and propelled by a mixture of magic, steam power, and wind, the Mimsy is just as outrageous as it looks.

While the smokestack atop of the steam room spouts smoke and steam onto the air-balloon, this stream of gas seems to serve no identifiable purpose, as is the case with many other features of this ship's construction.



A WILD RIDE

The ship boasts a unique quirk for any spellcasters who decide to board. It is a wild magic zone. The ship's interior, and a full 20 foot radius around it acts as a wild magic zone. If a spell caster casts a spell of 1st level or higher, they must roll on the wild magic table. (PHB 104)

LOVABLE QUIRKS

- **A Confusing Contraption** - Any skill checks required to pilot this ship are done with disadvantage, unless the pilot is a gnome, or has a wisdom score of 9 or lower.
- **Toiling Infestation** - This ship has rats; they have learned to operate the boiler. A constant supply of wine and cheese should keep them happy.
- **Quasi-Magical Semi-Propulsion** - Movement penalties imposed by strong winds are halved.
- **Out of Sight, out of Mind** - Each passenger cabin is attended to by an unseen servant, who is at the beck-and-call of the room's occupants. The servant cannot aid in the operation of the ship.
- **Gorgeously Garish** - All perception checks made to locate the Fuchsia Mimsy are made with advantage.
- **Wild Magic Zone** - The entire area of this craft, and a 20 foot radius around its hull, count as a wild magic zone.

THE FUCHSIA MIMSY

| Cost | Built By | Tonnage | Speed | Crew | Pass. | Cargo (tons) | DT | AC | HP | Landing | Keel | Beam | Weapons |
|-----------|----------|---------|-------|------|-------|--------------|----|----|-----|---------|-------|------|---------|
| 45,500 gp | Gnomes | 45 tons | 8 mph | 10 | 15 | 25 | 3 | 15 | 350 | - | 120ft | 40ft | 3 |



THE NISOS

BEAUTIFUL, POWERFUL, AND FRIGGIN' EPIC, not unlike myself! The Nisos is named after the ancient king of the Sea-Eagles. This is the single largest, and toughest ship I have on my lot. Built for war, or at the very least aggressive trade, the Nisos has seen a lot of action over the years. Its last owner was a

notorious sky-pirate, long since executed for her crimes. I've since bought it from an impound auction, and refurbished it to mint condition!"

Unlike other lighter-than-air craft, the Nisos features fully armored air bladders, encased in darkwood nacelles, offering it unmatched strength and durability."

Enthusiastically pointing to the craft, the gnome proclaims; "For just six-thousand, five-hundred platinum pieces, you can start your adventure with the undefeated Nisos!"

A FLYING JUGGERNAUT

The Nisos features twin darkwood nacelles, each containing hundreds of smaller balloons filled with a magic gas harvested around portals to the elemental plane of air. This rigid wood hull grants the Nisos superior armor and damage thresholds to other airships.

Its huge cargo hold, and large passenger capacity make it ideal as a flying fortress. While it cannot land, it does feature an iron clad lift attached to a 500 feet long steel cable and winch, powered by some ingenious mechanical device which runs on coal. The lift is 10 feet by 20 feet and can lift upto 5 tons.

The apex of technical efficiency, the ship features a state-of-the-art map room, granting advantage to all skill checks involving navigator's, and cartographer's tools.

A LIFE OF WAR

The Nisos has seen its fair share of combat, and has been involved in boarding actions on several occasions. As a result, many airmen have died within its hull. Some say that the ship is haunted but most dismiss the wails and groans at night as wind against the ship's hull.

LOVABLE QUIRKS

- **Probably Haunted** - This ship has seen the final moments of hundreds of airmen. It's likely that at least some of their spirits still wander its passages.
- **Militant Infestation** - This ship's rats are lead by Valerex the All-Mother. Her banner is a cat's skull on a red background. Her alliance can only be won by show of force. God-speed.
- **Bred for War** - The Nisos has a long history, and is fairly recognisable to seasoned airmen. Any history checks made to identify it have advantage, and many who recognise it may see it as a threat, or a show of force.
- **Conventional Propulsion** - The Nisos suffers all normal penalties to speed for adverse wind conditions.
- **Brig** - The Nisos has a prisoner's brig in its hold, ten of its passenger spaces are designed for the detention of prisoners.

THE NISOS

| Cost | Built By | Tonnage | Speed | Crew | Pass. | Cargo (tons) | DT | AC | HP | Landing | Keel | Beam | Weapons |
|-----------|------------|---------|-------|------|-------|--------------|----|----|-----|---------|-------|------|---------|
| 65,000 gp | Hobgoblins | 75 tons | 6 mph | 25 | 50 | 50 | 15 | 15 | 400 | - | 175ft | 80ft | 10 |



OSCAR'S FOLLY

OH GODS." Izzy exhales as she collects herself. "Oscar's Folly!" she joyfully exclaims, "was purchased from an impound after its previous owner was executed for crimes against nature, and restored to working condition after it ran aground... on top of a church."

Izzy pauses for dramatic effect. "I know what you're thinking! 'Wow, I can barely notice that smell! And you're right, you will get accustomed to it after only a few hours, and that's because the ship's boiler runs off of the fumes emitted by that picturesque corpse of a sky-fish, just floating there, slowly burning away its death stink."

With a look of expected defeat barely concealed on her face, Izzy extends her hand and says "For only one-thousand and one-hundred platinum pieces, Oscar's Folly can be yours today!"

DEAD AIR

The ship hangs in the air by means of a necromantically animated sky-fish, whose various orifices have been sealed shut with pitch and wire as to not let the magic air escape.

A series of ropes and pulleys run from the pilots station to various parts of the fish's bloated corpse. It has been trained to react to these pulleys, and will reflexively move its fins to grant the ship propulsion in a grand mockery of life itself.

Ever plagued by pigeons who seek to eat it, a cloud of vultures follows it wherever it goes. The vultures don't seek to eat the fish themselves, but rather the pigeons foolish enough to eat its poisoned flesh.

Unlike other ships, whose air bladders are filled with smaller balloons, Oscar's Folly is held aloft by the gases contained within the sky-fish's corpse. If the ship is reduced to zero hit points, the ship will descend at normal speed.

A GIGANTIC UNDEAD PUFFER FISH

The ship is held aloft, and propelled, by the reanimated corpse of a rare sky-fish from the elemental demi-plane of ice. As a means of propulsion, the fish (who, oddly enough, is named Jim), flaps its fins and moves its tail as if it were swimming in water, albeit upside down. The fish has been trained so that no amount of necromantic magic is required to control it. It has been enchanted against all means of control. Some speculate it might even be a form of greater undead.

LOVABLE QUIRKS

- **Horrible Smell** - Upon first boarding Oscar's Folly, a person must pass a DC 10 constitution save, or become poisoned for 1 hour. Afterwards, the person is considered to have become accustomed to the smell, and never needs to make this saving throw again.
- **Sky-Rat Infestation** - While most of the pigeons who try to eat the ship succumb to Jim's poison, a select few re-animate as zombie pigeons. They only become hostile if 13 of them can form a flock.
- **Quasi-Magical Semi-Propulsion** - Movement penalties imposed by strong winds are halved.
- **A Ship of Ill Omen** - No port will ever harbour this ship under any circumstance. While some may offer to conduct repairs, they will insist that the ship moor out of sight of the port. **-Like a Rock** - Unlike other airships, this one descends at normal speed when reduced to 0 hp.

OSCAR'S FOLLY

| Cost | Built By | Tonnage | Speed | Crew | Pass. | Cargo (tons) | DT | AC | HP | Landing | Keel | Beam | Weapons |
|-----------|----------|---------|-------|------|-------|--------------|----|----|-----|---------|------|------|---------|
| 11,000 gp | Undead | 25 ton | 8 mph | 10 | 20 | 2 | — | 13 | 300 | Water | 70ft | 25ft | 4 |



THE THIMBLE

ISN'T THIS SHIP CUTE AND QUIRKY? I came across *The Thimble* at the estate sale of an old human junker, a man by the name of Gary Smith. His children had no interest in continuing his trade, and his widow was happy to cash it in for a healthy retirement, "Izzy confides with a wide-eyed grin.

"Now, this ship might not look like much on the outside, but it is perfect for adventurers who are just starting out; a modest price, ample cargo space for its size, and the winch and crane on the back are perfect for anchoring the craft, or hauling anything that won't fit inside the hold."

With an outstretched hand the gnome eagerly gestures toward the ship, "For just five-hundred and fifty platinum pieces, you can start your adventures behind the helm of *The Thimble!*"

A MARGINAL SHIP OF GRAND UTILITY

The ship's most conspicuous feature is the air bladder located on its ventral side. This fabric bladder contains dozens of smaller balloons filled with a magic gas harvested around portals to the elemental plane of air.

As a bonus action the pilot can pull a lever from inside the cockpit causing the bladder to compress, and become stowed away within the hull, effectively transforming *The Thimble* into an ordinary watercraft. Once the lever is pulled the ship will immediately, and softly, descend 30 feet. If *The Thimble* does not finish its descent movement into a suitable body of water, it will fall the remainder of the distance. If the ship descends onto land, or any other solid surface, the hull takes an additional 1d10 damage. The bladder can be reinflated as a bonus action, ceasing its decent.

ONE TENACIOUS TUGBOAT

The Thimble boasts several features which make it an excellent craft for novice adventurers. Its crane can serve as both an anchor and a hoist for heavy cargo, as well as a means of towing heavy objects through the air. Its dual navigational lights act as bullseye lanterns, and can be removed from their brackets to act as search lights. Additionally its covered cabin can accommodate up to 5 persons in a pinch, but is usually only occupied by the captain.

LOVABLE QUIRKS

- **The Tests of Time** - This ship is *old*, and you can't fix one thing without breaking another; repairs for it take twice as long, and cost 50% more than normal.
- **Vexing Infestation** - This ship has rats, the one with the peg-leg is their leader. Don't look him in the eyes and you'll be fine.
- **Conventional Propulsion** - *The Thimble* suffers all normal penalties to speed for adverse wind conditions.
- **Cramped Quarters** - The passenger space listed in the stat block is for sitting only. *The Thimble* does not come with enough space for passengers to sleep. This does not affect any aftermarket passenger spaces.
- **Convertible** - As a bonus action, the pilot can convert *The Thimble* into a seagoing vessel. While converted it is perfectly disguised as an ordinary ship, a DC 25 Perception or Investigate check is needed to see through this disguise.

THE THIMBLE

| Cost | Built By | Tonnage | Speed | Crew | Pass. | Cargo (tons) | DT | AC | HP | Landing | Keel | Beam | Weapons |
|----------|----------|---------|-------|------|-------|--------------|----|----|----|---------|------|------|---------|
| 5,500 gp | Humans | 2 tons | 4 mph | 1 | 4 | 1 | — | 13 | 75 | Water | 25ft | 15ft | 1 |



THE WILD ALRAED

MAJESTY INCARNATE, Izzy seems to be caught in a moment of awe. "It's just so, beautiful, isn't it? A shimmering golden palace, built to dance on a moon-beam. This ship was built for an Eladrin noble, a duke of the Northeastern Wind. He abandoned it after he transcended into a being of pure lightning.

Propelled by a raging storm elemental, imprisoned for grievous crimes against the Autumn Court, The Wild Alraed is significantly faster than the standard airship, and is completely independent from the winds.

You too can sail the skies in this, gorgeous wonder, for the sum of ten-thousand platinum pieces."

TO LIVE AND DIE IN STARLIGHT

Powered by a bound air elemental, and enchanted by the deepest of fae magic, The Wild Alraed floats through the air with grace and ease.

The ship is remarkably versatile, it can "land" by perfectly hovering mere feet from the ground, as immobile and steadfast as a mountain. To egress, the lower portion of its golden crescent unfolds to reveal a staircase. Should the pilot wish, the ship can also land in water, or submerge beneath the waves.

The ship's design does have one major restriction. Since the ship's cabin is completely enclosed, it cannot be equipped with any weaponry. Instead, captains must rely on the ship's superior speed to evade any hostiles.

LUNAR GRACE

The Wild Alraed is a ship of unimaginable magic, and demands attunement. The ship is intelligent, and can communicate via the transmission of emotions. Its sole wish is to fly above the clouds for at least one night a month, preferable during a waxing crescent moon.

LOVABLE QUIRKS

- **Requires Attunement** - The Wild Alraed demands attunement from its pilot.
- **Sentient** - The Wild Alraed has an intelligence of 14, a wisdom of 16, and a charisma of 12. Its alignment is chaotic neutral. It has hearing and dark vision out to 120 feet. It can speak Elven and Sylvan.
- **Personality** - The Wild Alraed is usually blissfully content, but will become politely confrontational if it has not been allowed to fly above the clouds for over a week. If more than a month lapses between its moonlight voyages, it will come into conflict with its pilot.
- **Ecclesiastical Infestation** - This ship has rats, they worship the storm orb as a god. One only hopes they aren't right.
- **Magical Propulsion** - While fierce winds can push the ship around, it is not dependant on the wind for movement.
- **Lap of Luxury** - No expense was spared in the construction of this ship. The cost of wealthy and aristocratic downtime spent on the vessel is halved.

THE WILD ALRAED

| Cost | Built By | Tonnage | Speed | Crew | Pass. | Cargo (tons) | DT | AC | HP | Landing | Keel | Beam | Weapons |
|------------|----------|-----------|--------|------|-------|--------------|----|----|-----|-----------|-------|------|---------|
| 100,000 gp | Eladrin | 35 tonnes | 12 mph | 5 | 10 | 2 | 10 | 13 | 350 | Land, Sea | 120ft | 90ft | 0 |



ZANNE'S STAR

HND, LASTLY, we have this sleek, sexy new import!" Izzy gushes, "his one calls itself the 'Zanne's Star', I know that, because when I sat in the captain's chair, it whispered its name into the back of my mind. But don't let that scare you! This ship is perfectly safe!

This ship was found adrift in the astral sea by a Hadozee trader. I had it towed back here for inspection. While this ship may seem and look unsettling, it is the single fastest ship I have ever seen. Clocking in at twenty-five miles-per-hour, with perfect mobility, regardless of wind speed, you will never find another ship like this.

With a wink and shining smile Izzy announces, "For twelve-thousand five-hundred and fifty platinum pieces, you can start your adventures behind the helm of Zanne's Star!"

A LIVING SHIP

Upon closer inspection of the ship, it's almost impossible to avoid the ship's organic features. The landing struts are retractable tendrils of flesh, resembling pink slugs. Red unblinking eyes surround the main viewport, and the ship can only be entered via a rear hatchway resembling a mass of six, thick tentacles. A large crack in the ship's hull seems to ooze a thick green liquid, with no signs of stopping.

Once inside, the ship has a helm's chair located directly behind the main viewport, with two rows of two chairs directly behind it. Embedded into the ceiling is a humanoid shaped indentation. The ship's helm consists of standard controls, albeit miniaturized, and each seat has a safety harness embedded into it.

OF AN UNKNOWN STAR

Zanne's Star requires attunement to operate, and occupies one of the pilot's attunement slots. Upon attunement, the Zanne's Star will telepathically communicate it's name, and the attuned pilot can telepathically open or close the ships hatchway as a bonus action from as far as a mile away. Aside from this initial introduction, the ship is eerily silent.

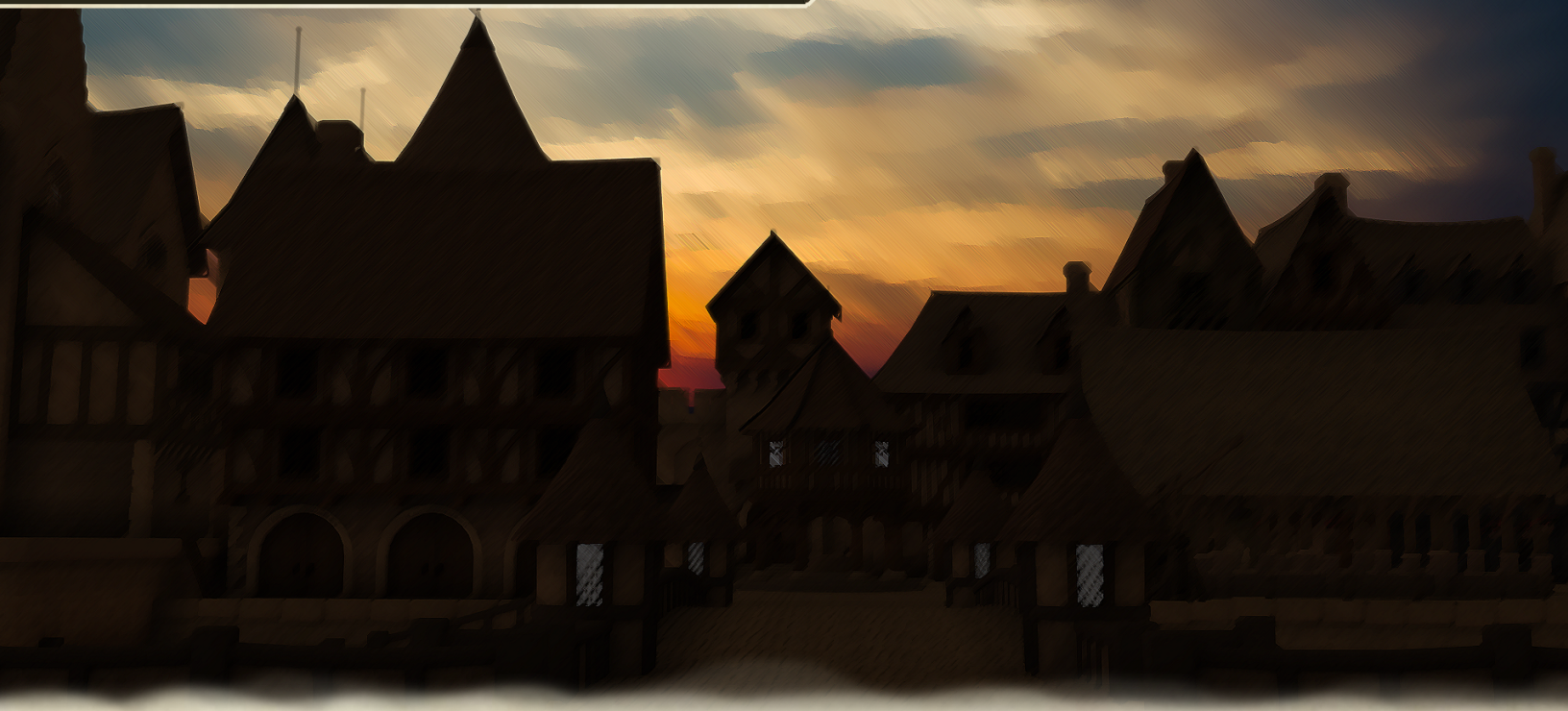
LOVABLE QUIRKS

- **Close Minded** - The ship's pilot must be attuned to it in order to fly it.
- **Night Terrors** - Any creature who attempts to long rest inside, or within 25 feet of this ship, is plagued with visions of the far realm within one hour, and cannot gain the benefits of the rest.
- **Magical Propulsion** - While fierce winds can push the ship around, it is not dependant on the wind for movement.
- **Cramped Quarters** - The passenger space listed in the stat block is for sitting only, this ship does not come with enough space for passengers to sleep. This does not affect any aftermarket passenger spaces
- **Unknown Past** - The origins of this craft are steeped in mystery, even a legend lore spell cannot gaze into its past.
- **Alien Construction** - Repairs to Zanne's Star take twice as long, and cost twice as much.
- **Sealed Cabin** - The Zanne's Star cannot be fitted with weapons.

ZANNE'S STAR

| Cost | Built By | Tonnage | Speed | Crew | Pass. | Cargo (tons) | DT | AC | HP | Landing | Keel | Beam | Weapons |
|------------|----------|---------|--------|------|-------|--------------|----|----|-----|---------|------|------|---------|
| 125,500 gp | Unknown | 1 ton | 25 mph | 1 | 4 | 0.5 | 5 | 15 | 100 | Land | 20ft | 10ft | 0 |

CHAPTER 3: NPCs



THE CAST OF CHARACTERS

As you take your time examining the ships for sale, you see a curious cast of personalities at work. Izzy's Slightly Used Airships seems to be home to quite an eclectic lot. Your eyes cannot help but to size up your surroundings; it's not every day you encounter people like this.*

By the gate where you entered leans an imposing goliath who brings new meaning to the term statuesque. Pulling a book from her pouch, she engrosses herself in its pages.

Across the tarmac, in the tool barn, a tiefling in a silver and white suit uses magic to repair various airship components. Aided by a team of magic apprentices, she oversees the technical duties around the tarmac.

Circling overhead are two dragons. One black, one bronze, they seem to be conversing as they fly. As their conversation escalates, they occasionally land atop the mages tower to engage in a more heated discussion. It is not until you hear them laugh that you realise they are exchanging jokes.

Lastly, waiting eagerly in the Visitor Center, is a blue and green haired gnome. Looking through the window into her office you can see her doing paperwork, restless to make another sale.

LOOKING FOR MORE?

This section provides the basic backgrounds and character interactions for the major NPCs found at Izzy's Slightly Used Airships. The **DM's Guide** offers much, much more.

What's the deal with the dragons? What is identity of the airship under the tarp? And where did Zanne's Star come from?

Let's face it, knowing what goes on behind the DM's screen can spoil the fun. That's why all the NPC statistics and character traits are located elsewhere, not to mention their unique side quests, player interactions, and *rewards*.

This section contains the descriptions of all of the major NPC's found at Izzy's Slightly Used Airships. In each of their sections you can find a short summary of their history, and hints to their personalities. Thrown in for fun are some bits of common gossip for each of the characters which may, or may not, be true.

FRIENDS OF THE FAMILY

Izzy's Slightly Used Airships would not be able to function were it not for the help of two of Izzy's oldest friends, *Kolli*, and *Granite*.

They both joined Izzy as partners when she got the idea to start a business, but they refrained from putting their names on the sign so that they could "Let Izzy be the face," as Granite would say. Despite not being on the sign, these two have invested just as much blood, sweat, and tears into this venture as Izzy, and would do anything to protect it.

KALEIDOSCOPE "KOLLI" TAL'DARESK

Born to an esteemed tiefling family of ancient blood, renowned for their prowess in the wizarding arts, Kolli escaped to the material plane in her early teens to begin a life of adventure, and hone her wizarding skills "in the field". Aloof and confident, Kolli has little time for anything other than her friends, and her work.

Now, appearing as a woman in her mid 30s, she is one of the foremost experts of transmutation.

Using her prowess in transmutation, Kolli is responsible for the fast turn-around time of any airship which comes into the emporium for resale. She is often seen using her magic to repaint the outer wall, updating it to reflect the current sales, and tastes of the week.



GRANITE

Granite is a woman of few words, but what she lacks in conversation, she makes up for in stone-cold stoicism. A goliath barbarian, Granite lives up to her race's reputation; strikingly tall, imposingly strong, and statuesque in appearance. Her skin is part of her namesake, having the texture of smoothly polished granite.

Not much is known of her beginnings, nor does she seem to have any interest in confiding in anyone. She usually stands guard if someone approaches the emporium, but otherwise assists in any heavy lifting that needs to be done or quietly reads a novel in the Visitor Centre.

GOSSIP AROUND TOWN

- I caught a look at one of those books Granite was reading. It was a romance novel! One of the steamy ones too!
- Kolli tries to keep this detail a secret, but she is a cleric. I'm not sure to which god she serves, but that's how she knows how to use so many different tools.
- I never see either of them leave for town via the front gate. I think Kolli teleports them both away when they take a break.

THE DRAGONS

Every other day, the emporium is graced by the presence of two 'dragons'; *Kizzideth the Bronze* and *Drazar the Black*. Returning from their hunt, the odd duo will seldom speak with anyone other than the staff, and even then they prefer to do so in private. Strangely enough, they prefer each others company, despite their contrasting colour palettes. They maintain private residences in the manor section of the compound, off limits to the casual guest. However, they seldom roost there, preferring to stretch their wings, or take to the skies, weather permitting.

A RARE BREED

If you manage to catch a close glimpse of the pair, you will notice something strange about them; their shortened forelegs, and their barbed tails. Kizzideth and Drazar are in fact *half-dragons*, but one should take care not to address them as such, for they are both half-wyvern and half-dragon. With wyverns already being a draconic species, they will both violently insist that they are "full dragons."

The two are in fact, brother and sister. Sharing a mother, they were both born in the same clutch and have been good friends since the time of their hatching, often joining each other in hunting trips or helping the other secure a mate.

KIZZIDETH THE BRONZE

A temperamental woman if ever there was one, Kizzideth is an energetic dragon in the prime of her life. Her demeanor is a tempest of passion, honed by her wyvern instincts but tempered by her bronze sense of honor. She wears a suit of barding, but woe befall any person who dares to call it that to her face. In Kizzideth's mind barding is for animals. Her suit of barding is one of mithril and edged in electrum, and is identical to her brother's. On her back she wears a small pouch in which she stores various trinkets, and snacks should there not be any sheep around. Some nights she can be seen perched on the roof of the tower, looking westward.



DRAZAR THE BLACK

Drazar the Black is an odd sort, pulled between the melancholy and sedentary habits of his black lineage, and the active, ferocious temperaments of his wyvern one. He usually copes with this by engaging in rapid fits of action, followed by long brooding rests wherein he etches metal objects he collects with various patterns, using his own acid as a medium. His body is pock-marked with scars from a dozen different battles, and his armor shows signs of acid damage (of his own design, no doubt). His inner wings show a series of notches, likely a record of his victories. If seen in conversation, he always appears restless and will always look in the other direction, as if something more important has caught his eye.

GOSSIP AROUND TOWN

- Drazar might put on a sullen, brutish facade, but I know better. He's got a heart of gold, that one.
- They say the two of them share the same mother, "Grutharix the Scourge". If memory serves she and her flight caused quite a ruckus in my grand-mammy's day.
- Don't tell anyone I told you, but Kizzideth had a rider, - i mean, partner once. A ranger, but that was years ago, and she hasn't taken up a partner since.
- Drazar wants to keep this a secret, but he once teamed up with an elven paladin - a wood elf no less - but he gave up the life of adventure to come here and take care of his sister.
- No one knows why Izzy lets those two stay here, but I think it might be a marketing ploy. People come here thinking they can buy a dragon mount, can you believe that? **Buying** a draconic mount? What a preposterous idea!

IZZIBINGLER BOTTLETHOWMP III

The Star of the show, (Or so she likes to believe), Izzy has accumulated a fair amount of renown for herself in recent years, thanks to the success of her Slightly-Used Airship Emporium.

Beginning her career as a humble pickpocket, Izzy fled her hometown in search of open skies and excitement. Little did she know that she would be awful at adventuring. After getting caught one too many times, she was sentenced to a life of hard labour aboard a noble's air yacht. It was here that she discovered her first love, stealing airships. The biggest problem with stealing airships is selling them afterwards. It took Izzy years to accumulate the contacts required to sell off the airships she stole. Often people would try to sell her one of their airships while purchasing one of Izzy's, as trying to sell one on your own was too demanding of a task.

Eventually, Izzy found herself spending so much time on selling airships, she no longer had time to steal them. With a heavy heart, she decided to pay off all outstanding bounties on her head, and use her skills to become a legitimate business woman.

Thus was born Izzy's Slightly Used Airships. In the 10 years that the emporium has been open, almost a hundred ships have come and gone, and with each of them, Izzy and her team acquired a significant profit margin.

Usually.

These days, Izzy spends most of her time in the Visitor Centre of the emporium, meeting with clients, arranging for new ships to be brought in, and enjoying her hard-earned cash.

Unerringly cheerful in disposition, Izzy is well liked by her staff and peers. Although quick to laugh at a joke, Izzy will always avoid lude jokes, as well as jokes about her height, often dismissing them with a joke of her own or a change in subject. While extremely difficult to accomplish, some have managed to get on her bad side. Usually a result of attempted theft, assault on her staff, or her being subject to fraud. Izzy has been known to carry a grudge, but she would never show it openly. Rather, though no one would suspect it, her retaliations are swift, well calculated, and merciless. Izzy has spent years accumulating favours from persons of great importance. Those who cross her are usually left in ruins.

GOSSIP AROUND TOWN

- Izzy lives life by the golden rule, "Once you have their gold, never give it back."
- Izzy is actually married but she takes off her wedding ring while she's making a sale.
- Kolli and Izzy weren't always on good terms. I think Kolli was the villain in one of Izzy's early adventures.
- Do **not** double cross her; that mages tower still has its dungeon.



ONCE UPON A TIME

When I was a kid, my parents took me into a small bookstore in the mall for my birthday, and let me pick out any book that I wanted. My friend had recently bought the Star Wars short story anthology *Tales of the Bounty Hunters*, and I was hoping to get my hands on it as well. It would round out my collection, as I already had the previous two books in the series. In my haste, I grabbed a curious Star Wars book with pictures of all of the iconic bounty hunters on the cover. "This *has* to be it," I must have thought, because it was not until the car ride home that I had discovered just how substantially I had been mistaken.

This wasn't *Tales of the Bounty Hunters*. It was something even more spectacular, it was *Star Wars Adventure Journal #9*. The first RPG book I had ever seen, yet alone held in my hands and devoured with my eyes.

In the depths of this book was a curious adventure module named "Fizzi's Slightly Used Starships", an article after which this supplement is so transparently labeled. This article captured my imagination as it presented seven unique and novel starships available for purchase, each with its own quirks, history, and character—just like the Millennium Falcon! With no one to play with, I read, and re-read that article dozens of times, dreaming of what it must be like to play this game, to fly these amazing imaginary ships.

And now 21 years later, I've written this supplement. Not a sterile list of rules, ship's hulls, and emplacement points, but as its own smaller adventure, filled with a colorful cast of characters, and an assortment of ships deserving of the fantasy genre. If this book can provide just one reader a splinter of the inspiration that "Fizzi's Slightly Used Starships" gave to me, then this supplement would be a resounding success.

Thank you for buying my book, I sincerely hope you like it.

-Brightshield