

R.N.S COALTONGUE

Welcome to the R.N.S Coaltongue!

It is spring of the year 500 A.O.V. (After Our Victory). Seven years after the end of the Fourth Yerasol War, the shipyards in **Flint** have completed the first Risuri warship powered solely by steam engine, not sail. Your monarch, **King Aodhan**, has come to Flint to witness the official launch of this mighty vessel. Wooden-hulled but with a heart and skin of iron, the Royal Naval Ship *Coaltongue* will act as a deterrent against future aggression from Risur's enemy across the sea, the nation of Danor.

The R.N.S. *Coaltongue* has a wooden hull sheathed with 5-inch thick iron armor plating, engraved with subtle magical icons of defense and power. Measuring 220 ft. long with a beam of 45 ft. and a draft of 20 ft., the warship has three lower decks and a two-story command bridge amidships the maindeck. The steam

engine, powered by heating a boiler with burning firegems, gives the vessel a top speed of 15 knots (roughly 17 miles per hour).

Twelve cannons line each side of the gundeck, which is capped on the fore by the ship's mage's quarters, and on the aft by observation rooms. Both of these rooms can be converted to firing platforms when in pursuit or flight.

Below that is the berth deck, capped by the ship's magazine at the fore and sickbay at the aft. Finally, the bottom deck contains the engine, fuel bins, and various cargo.

The bridge's main level contains quarters for captain and officers, while the second story command deck has speaking tubes to various sections of the ship, and is where the captain must stand to direct the Brand.

All the lower decks have sections of grated floor panels to help circulate air. Characters easily have line of sight, but not necessarily line of effect, through this grating.



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Capacitor and Brand

On the *Coaltongue's* maindeck sits an elaborate glass frame, reinforced by magic to be as strong as steel, and shaped in a half-cylinder to resemble the boiler of a train locomotive. While its design is partially aesthetic, intended to evoke the power of Risur's new industry, this innovative structure is Risur's greatest trump card against Danoran warships: a magical capacitor.

Excess energy from the steam engine is stored in thin metallic etchings within the structure. Even while storing its full power, the interior of the capacitor is perfectly safe to walk through, and its expansive windows let it serve as venue for ceremonies and celebrations. But the primary purpose of the capacitor is to power attack spells of the ship's warmages, and to charge the Brand.

The Brand – so named because it burns an image into any surface it strikes – fires a massive blast of pyromantic energy from the ship's figurehead, often enough to outright destroy a smaller vessel and cripple a larger one. Its range is limited to about a hundred feet, and after firing it takes hours to recharge the capacitor, but combined with the *Coaltongue's* speed and maneuverability, the Brand should deter attacks by Danor's navy.

Golden Ward

The gunports, windows, and main deck are all ringed by a thin inlay of gold wire. As detailed in the *Player's Guide*, this prevents teleportation across the barrier.

Naval Rules

Your ZEITGEIST subscription gets you more than you think! Partway through the adventure path, we will release a short supplement dealing with naval encounters. Here's a brief introduction to the supplement:

“Adventure beckons on the high seas, where treasures lie in pirate coves, wondrous ruins await discovery on lost isles, and alien horrors lurk in the deep, regarding our world with envious eyes. Use these rules to handle the unique challenges of seafaring games – maneuvering ships, running combats with dozens of crew members, and handling skirmishes as ships close for boarding actions.”

Coaltongue



One square equals 5ft.

- **Section One: Naval Skill Challenges.** Sea chases handle long distance pursuit or escapes. Sea skirmishes determine how much damage ships and crew suffer as they approach and engage in close combat.
- **Section Two: Naval Combat.** A ship needs captain and crew, or else it drifts out of control. It's possible to attack a ship's hull or rigging, but usually just boarding and defeating the crew is a better option.
- **Section Three: Crew.** A ship might have dozens of crew, and this section explains how to involve them in a scene without slowing down combat.
- **Section Four: Shipbuilding.** Find here several sample vessels, guidelines for making ships, and a variety of shipboard weapons.