

Crew for The Lead Zeppelin

Change Log

1. [07/10] Mike - Started Doc
2. [08/01/2025] Mike - Updated Doc with specifications for the Lead Zeppelin ship

Quick Links

- [The Lead Zeppelin - Campaigns - D&D Beyond \(dndbeyond.com\)](https://dndbeyond.com/campaigns/lead-zeppelin)
- [The Lead Zeppelin | Roll20: Online virtual tabletop](https://roll20.com/campaigns/lead-zeppelin)
- [Skyship Campaigns Guide \(PDF\)](#)
- [The Lead Zeppelin Ship PDF](#)

Current Ship(s)

These are the ships for the Lead Zeppelin campaign

#	Name	Type	Captain	Location	Status
1	The Ladies Luck	Algor Cruiser (AC pg 96)	Elvar, Arrodan Syndicate	Last seen in Ezdin during Book 3 Chapter 2	NPC Ship Inactive
2	The Doubtless Drake	Shoal Class Trade Barge (AC pg 74)	Rufus du Meer, Arrodan Syndicate	Last seen in Ezdin during Book 3 Chapter 2	NPC Ship Inactive
3	The Crystal Maiden	Modified Racing Skiff (AC pg 66)	Zalith, Arrodan Syndicate	Last seen in Ezdin during Book 3 Chapter 2	NPC Ship Inactive
4	The Lucrator	Dwarven Modified Shoal Class Trade Barge	Merrick Landon	Last seen in Orhaz during Book 2 Chapter 1	NPC Ship Inactive
5	The Lead Zeppelin	Mk1 Celestial Raven	Merrick Landon	Last seen in Ezdin during Book 3 Chapter 2	PC Ship Active

The Ladies Luck



STR

DEX

CON

INT

WIS

CHA

24 (+7)

4 (-3)

20 (+5)

0

0

0

Saving Throws

Dex (+0)

Damage Immunities

poison, psychic

Condition Immunities

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

ALGOR CRUISER

Gargantuan vehicle (150 ft. by 45 ft.)

Creature Capacity 50 (crew and passengers)

Cargo Capacity 100 tons

Hull Mounts: 4 Left (Port), 4 Right (Starboard)

Armor Class. 18 (15 natural armor + 3 for more than two spell jet thrusters)

Hit Points. 750 (damage threshold 20)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 4 port side mounts, 2 on the stern of the hull and 2 on the bow of the hull.

Upper Stern: Spell Jet Thruster

Lower Stern: Spell Jet Thruster

Upper Bow: Spell Cannon

Lower Bow: Hookshot Cannon

Starboard Mounts. This airship has 4 starboard side mounts, 2 on the stern of the hull and 2 on the bow of the hull.

Upper Stern: Spell Jet Thruster

Lower Stern: Spell Jet Thruster

Upper Bow: Spell Cannon

Lower Bow: Hookshot Cannon

SHIP COMPONENTS

Helm (Ship's Interior)

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Hookshot Cannon (2)

Armor Class: 18

Hit Points: 100

Crew Minimum: 4

Light Cannons (18)

Armor Class: 18

Hit Points: 50

Crew Minimum: 3

Spell Cannons (2)

Armor Class: 18

Hit Points: 125

Crew Minimum: 3 (1 spelldriver)

Spell Jet Thrusters (4)

Armor Class: 18

Hit Points: 100

Crew Minimum: —

ACTIONS

On its turn, the airship's captain can command the ship's crew to take two actions from the list detailed below. It can't use an action if the station does not have the requisite crew.

Movement: 4 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its spelldriver's momentum spellcasting mode.

Travel Pace: 80 mph

Speed (fly): 80 ft.

Fire Port Light Cannons (8). Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.

Fire Starboard Light Cannons (8). Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.

Fire Bow Light Cannons (2). Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.

Fire Hookshot Cannon (2). Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.

Reel: The crew operating the hookshot may reel in the hookshot to pull the grappled ship closer to it. The grappled ship moves 50 feet straight back towards the grappling ship.

Notes for The Ladies Luck

- None

The Doubtless Drake



SHOAL CLASS TRADE BARGE

Gargantuan vehicle (90 ft. by 35 ft.)

Creature Capacity 20 (crew and passengers)

Cargo Capacity 100 tons

Hull Mounts: 2 Left (Port), 2 Right (Starboard), 1 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (-3)	20 (+5)	0	0	0

Saving Throws Dex (-1)

Damage Immunities poison, psychic

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

HULL

Armor Class. 19 (17 steel plated hull + 2 for more than two propeller engines)

Hit Points. 500 (damage threshold 20)

HELM

Move up to the speed of the ship's propeller engines, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Crew Minimum: 1 spelldriver

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 2 port side mounts, 1 on the stern of the hull and 1 on the bow of the hull.

- **Stern:** Propeller Engine
- **Bow:** None

Starboard Mounts. This airship has 2 starboard side mounts, 1 on the stern of the hull and 1 on the bow of the hull.

- **Stern:** Propeller Engine
- **Bow:** None

Stern Mount. This airship has 1 stern mount.

- **Stern:** Propeller Engine

SHIP COMPONENTS

Helm (Ship's Interior)

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Ballistae (2)

Armor Class: 15

Hit Points: 50

Crew Minimum: 3

Propeller Engine (3)

Armor Class: 20

Hit Points: 100

Crew Minimum: —

ACTIONS

On its turn, the airship's captain can command the ship's crew to take actions from the list detailed below. It can't use an action if the station does not have the requisite crew.

Movement: 3 propeller engines + sails. The ship can use its helm to move with its propeller engines and sails. The ship must already have been moving under its spelldriver's momentum spelldriving mode unless it's strictly using its sails.

Travel Pace. 30 mph **Speed (fly).** 30 ft.

Fire Ballistae (2): Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. **Hit:** 16 (3d10) piercing damage.

Notes for The Doubtless Drake

- None

The Crystal Maiden



The Crystal Maiden

THE CRYSTAL MAIDEN

Gargantuan vehicle (20 ft. by 13 ft.)

Creature Capacity 5 (crew)

Cargo Capacity –

Hull Mounts: 1 Left (Port), 1 Right (Starboard), 1 (Stern)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0	0	0

Saving Throws Dex (+3)

Damage Immunities poison, psychic

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

HULL

Armor Class 18 (15 natural armor + 3 for more than 2 spell jet thrusters)

Hit Points 200 (damage threshold 15)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull mounted modules that grant it mobility and additional fighting capabilities. These hull mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 1 port side mount on the stern of the hull.

- **Upper Stern:** Spell Jet Thrusters

Starboard Mounts. This airship has 1 starboard side mount on the stern of the hull.

- **Upper Stern:** Spell Jet Thrusters

Stern Mounts. This airship has 1 stern mount.

- **Lower Stern:** Spell Jet Thrusters

SHIP COMPONENTS

Helm

Armor Class 16

Hit Points 50

Crew Minimum 1 spelldrivers

Spell Jet Thrusters (3)

Armor Class 18

Hit Points 150

Crew Minimum –

ACTIONS

On its turn, the airship's captain can command the ship's crew to take two actions from the list detailed below. It can't use an action if the station does not have the requisite crew.

Movement: 3 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode.

Travel (fly). 60 mph **Speed (fly).** 60 ft.

Notes for The Crystal Maiden

- Stolen from Ren Ludain, Heir to the Ludain Estate, in the village of Brightwood during Book 1 Chapter 3.
- Modified racing skiff, whos hull is made from magical Brightwood
- Won the Ezdin Jubalie Cup races 70 years ago, piloted by Randall Ludain
- Has a shield drone onboard

The Lucrator



Status for the Lucrator

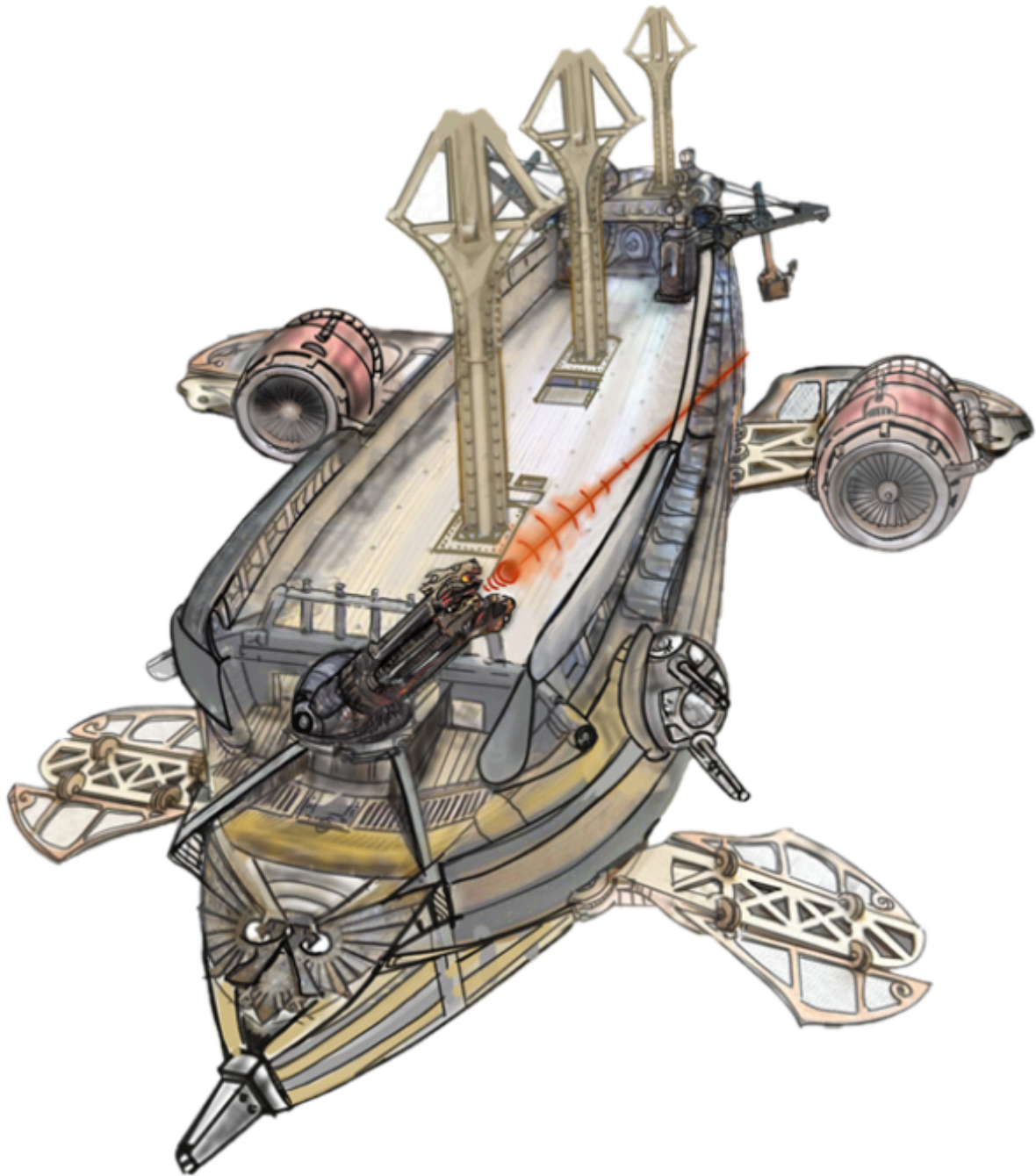
#	Item	AC	Max HP	Current HP	Notes
1	Main Hull	17	400	332	
2	Helm	16	50	50	
3	Ballista	15	50	37	
4	Port Propeller	20	100	75	10 mph (see AC pg 62)
5	Starboard Propeller	20	100	100	10 mph (see AC pg 62)
6	Engine	16	50	50	+5 mph due to Spanners awesomeness
7	Sails	15	25	18	0mph no wind, 15 into, 30 with the wind. (see AC pg 62)

Armaments and Supplies for The Lucrator

#	Item	Notes
1	1 x Ballista	15 of 20 shots remaining
2	Provisions (Water)	Barrels of potable water (10 people for 10 days = 100/150 units = 0.6/1 tons)
3	Provisions (Food, Fresh)	Subject to spoilage (10 people for 0 days = 0/75 units remaining = 0/1 tons)
4	Provisions (Food, Preserved)	No spoilage (10 people for 4 days = 45/75 units remaining = 0.6/1 tons)
5	Fuel	Sordalite coal (10 days = 8/10 units = 0.8/1 tons)
6	Repair Materials	Timber, iron, steel, cloth, etc suitable for ship repairs (0/1 unit = 0/1 tons).
7	Booze	Morale supplies (1 x crate = 6 x bottles of rum)
8	Berths	15 of 20 hammocks = 7 PCs + 1 NPC + 1 Gunner + 6 Marines
9	Cargo	5 of 100 tons

- Note : Repair materials were all consumed to fix the ship after the crash.

The Lead Zeppelin



Status for the Lead Zeppelin

#	Item	AC	Max HP	Current HP	Notes
1	Main Hull	21	750	424	+ 65 points of damage {cannon shot to the turret} + 125 points of damage {mephit claws to the lifting body} + 20 force damage (jetstream) +91 bludgeoning damage (ray)
2	Helm	16	50	50	

3	Forward Gun Battery	18	100	100	
4	Port Gun Battery	18	50	50	
5	Port Turret	18	50	25	
6	Port Hookshot	18	100	80	20 damage (jetstream)
7	Starboard Gun Battery	18	50	50	
8	Starboard Hookshot	18	100	80	20 damage (jetstream)
9	Starboard Turret	18	50	0	Destroyed
10	Port Propeller	18	75	75	+20 mph
11	Port Spell Jet Thruster	18	75	75	+20 mph
12	Starboard Propeller	18	75	75	+20 mph
13	Starboard Spell Jet Thruster	18	75	75	+20 mph
14	Steam Engine (Internal)	16	50	50	Damage disables propellers
15	Crystal Phase Array (Internal)	16	50	50	Damage disables most ship systems
16	Central Core (Internal)	16	50	50	Damage disables most ship systems

List of Damage to the Lead Zeppelin

- 30HP damage to the keel, 10' Ø hole forward of the aft hold doors (Shatter Spell while fighting golems)
- 50HP damage to the starboard turret + 20HP damage to nearby hull (Cannon blast while fleeing Ezdin). Turret is destroyed.

Supplies for Lead Zeppelin

#	Item	Notes
	Fuel - Refined Coal	30 of 30 tons remaining, 2 tons consumed per 8 hours of operation
	Fuel - Water	30 of 30 tons remaining, 10 tons consumed per 8 hours of operation
	Provisions (Water)	Barrels of potable water (70 people for 90 days = 6300/6300 units = 1 tons)
	Provisions (Food, Fresh)	Subject to spoilage (6 people for 30 days = 180/180 units remaining = 1/1 tons)
	Provisions (Food, Preserved)	No spoilage (70 people for 90 days = 6300/6300 units = 6/6 tons)
	Repair Materials	Timber, iron, steel, cloth, etc suitable for ship repairs (2/2 units = 2/2 tons).
	Cargo	0 of 100 tons

	Rebreathers	12
	Pendants of Calling	12 originally, 1 lost when the starboard

Special Rules for the Lead Zeppelin

Note: Not all special abilities of the Lead Zeppelin are currently known to the crew

#	Rule	Notes
1	Experimental Crystal Phase Array	<p>Propulsive and ship systems energy is provided by an array of 4 x 50lb sordalite crystals (one each fore, aft, port and starboard). The phase array provides a capability equivalent to a single 250lb crystal.</p> <p>Located on the cargo deck, in the aft hold, this array is modulated by the central core, a process which requires a dedicated engineer.</p> <p>Without these requirements helm, thruster propulsion, communication, weapons recharge, docking, and other complex systems do not function.</p>
2	Experimental Steam Engine	<p>The experimental steam engine requires a source of water, refined coal and an engineer to function. The steam engine is extraordinarily efficient, consuming only 2 tons of refined coal and 10 tons of water per 8 hours of operation.</p> <p>Located on the cargo deck, in the aft hold, the steam engine must be crewed by an engineer.</p> <p>Without these requirements propeller propulsion does not function.</p>
3	Central Core	<p>The central core of the ship is a steam-engine-like structure pulsing with purple power. Deep within and bound to the engine is the semi-sentient Servitor Omegus, who's mind controls the flow of power throughout the ship's systems.</p>
4	Core Dominance	<p>The Central Core controls any carcassite infected being within range with the Core Dominance effect, which has the following properties:</p> <ul style="list-style-type: none">• Acts as a modified <i>Dominat Person</i> spell (5th level spell, DC12) cast by Servitor Omegus in the central core.• This effect does not require concentration and can affect more than one being at a time.• On an unsuccessful save, the being is dominated for 8 hours. On three failed saves (not necessarily consecutive) the being is dominated permanently (unless subject to remove curse or dispel magic).• A dominated being can communicate telepathically to any other dominated being (as per the 5th level spell Telepathic Bond) - out to a range of 10 miles - mediated by the central core.
5	Command Bracelet	<p>Found attached to a socket on the helm is a unique bracelet with a core of stabilised carcassite. The bracelet functions as a Bracelet of Ship Command (202) and has the following properties:</p> <ul style="list-style-type: none">• It is a way to attune to the ship.• The wearer does not lose attunement to the ship regardless of range.• The wearer can sense when creatures which are not part of the crew of the ship are onboard the ship.• The wearer functions at one proficiency level higher for role

		<p>proficiency while wearing the bracelet.</p> <ul style="list-style-type: none"> The bracelet is cursed, putting it on causes the wearer to be subject to Core Dominance with a +5 to resist - on a successful save the wearer becomes part of the core network but is not subject to domination by Servitor Omegus.
7	Skull Servitor	<p>At a glance a cunningly wrought shard-drone, although unusual and macabrely fashioned to look like a mechanical skull. The servitor is fixed to a recharging socket near the main ship helm where it spends its time offline, unless prompted by a member of the crew.</p> <ul style="list-style-type: none"> The servitor is actually the real severed head of an Odari named Luminary Arcanum. The servitor responds to the commands "Lambdaeus" or "Servitor" On close inspection the skull has spikes of stabilized carcassite in it <p>The servitor has three forms:</p> <ol style="list-style-type: none"> Inert - in this form it does nothing but sit and recharge As Servitor Lambdaeus - in this form it responds verbally in a robotic tone of voice and will answer any basic questions about the ship and its functions. As Luminary Arcanum - in this form it is initially extremely distressed (it's been beheaded!) and will demand to be freed from the core network. <p>The servitor is connected to the core network but is not subject to core dominance.</p>

Learning about the Lead Zeppelin

The Lead Zeppelin is an experimental ship, a fusion of Cin'Dar Legionius Nauticus and "alien" technology. In order to understand the ships capabilities, it needs to be researched / studied.

To study a ship function requires accumulating "Research Points" in ship systems. Accumulating research points requires:

1. Proficiency or Expertise in the system being studied. Basic capabilities can be determined by a character with Proficiency, advanced capabilities require Expertise
2. 24 hours of game time dedicated to study.
3. A successful roll against the systems DC

Each unlock requires 3 research points. Unlocks can be researched in any order. Multiple researchers can work on a single system, either for advantage or independently.

#	System	Skill & DC	Accumulated Research Points	Unlocks
1	Propulsion Systems	Arcane with Proficiency in Spelldriving DC15	3 / 18	<input type="checkbox"/> Experimental Steam Propellers <input checked="" type="checkbox"/> Experimental Steam Engine <input type="checkbox"/> Experimental Spell Jet Thrusters <input type="checkbox"/> Ship Lifting Capacity <input type="checkbox"/> Rigid Lifting Body <input type="checkbox"/> Refined Coal
2	Power Systems	Arcane with Proficiency in Tinkers Tools DC15	9 / 12	<input checked="" type="checkbox"/> Experimental Crystal Phase Array <input checked="" type="checkbox"/> Central Core (Basic) <input type="checkbox"/> Central Core (Expertise) <input checked="" type="checkbox"/> Core Dominance
3	Weapons Systems	Arcane with Proficiency in Firearms DC15	2 / 18	<input type="checkbox"/> Main Cannon <input type="checkbox"/> Cannon Batteries <input type="checkbox"/> Cannon Turrets <input type="checkbox"/> Gunnery Servitors <input type="checkbox"/> Master Gunners <input type="checkbox"/> Cannon Ammo
4	Engineering Systems	Arcane with Proficiency in Tinkers Tools DC15	0 / 12	<input type="checkbox"/> Engineering Workshops <input type="checkbox"/> Engineers Cabin <input type="checkbox"/> Engineering Blueprints <input type="checkbox"/> Cargo Systems
5	Helm / Control Systems	Arcane with Proficiency in Spelldriving DC15	8 / 15	<input type="checkbox"/> Captains Cabin <input type="checkbox"/> Helm Systems <input type="checkbox"/> Bridge Systems <input checked="" type="checkbox"/> Command Bracelet <input checked="" type="checkbox"/> Skull Servitor
6	Other Systems	Arcane DC20	0 / 15	<input type="checkbox"/> Ship Origins <input type="checkbox"/> Classified Delta <input type="checkbox"/> Classified Epsilon

				<input type="checkbox"/> Classified Theta <input type="checkbox"/> Classified Pi
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General Notes for The Lead Zeppelin

- None, yet

Crew - PCs

These are the PCs for the Lead Zeppelin

#	Player	Character	Race / Class	Ship Role
1	Rick	Merrick "Rick" Landon	Male Half-Elf Bard / Rogue	Captain
2	Scotty	ChoTaan "Skyseeker" Gathakanathi	Male Titaran Druid	Navigator
3	Sol	Zeke "Spanners" Bilgewright	Male "Human" Artificer / Battle Smith	Engineer (Boatswain)
4	Benny	Lyra du Vectari	Shardforged Divination Wizard	Pilot / Spell Driver (First Mate)
5	Glenn	Gunter Shortreach	Male Dwarven Cleric / War Domain	Marine Officer in Charge
6	Nick	Greeco Substath	Male Dwarven Artificer	Gunnery Officer in Charge
7	Blair	Kramram	Male Orc of Eberron Barbarian	Cook

Crew - NPCs

These are the NPCs that belong to your crew

#	Name	Race / Class / Level	Ship Role	Berth / Station	Armament	Status
1	Carl Themareen	Human / Fighter / 4th	Marine	Forward Berths / Unknown	Chainmail / Battleaxe	Alive / Active
2	Madame Claire Victorine	Human / "Seamstress" / 0th	Passenger	Starboard Stateroom / None	None	Alive / Active
3	Jaabir al-Hamidi	Human / Diviner / 9th	Passenger	Port Stateroom / Bridge	Robe / Quarterstaff / Spells	Alive / Active
4	Sergeant Griffin Cromwell	Human / Fighter / 4th	2nd Mate	Enlisted Cabins / Bridge	Chainmail / Cutlass	Alive / Active
5	Ned Welstrand	Human / Artificer / 1st	Passenger	Infirmary / Infirmary	None	Alive / Injured
6	Eirik "Stonewall" Frosthelm	Dwarf / Fighter / 3rd	Marine Corporal	Enlisted Cabins / Unknown	Scalemail / Warhammer	Alive / Active
7	Brunhild "Forgefire" Stark	Dwarf / Artificer / 2nd	Master Gunner	Enlisted Cabins / Forward Battery	Scalemail / Dagger	Alive / Active
8	Frida "Wolf's Grace" Reinhardt	Human / Civilian	Physician	Enlisted Cabins / Infirmary	None	Alive / Active
9	Xen "Iron Raven" Vogt	Orc / Fighter / 3rd	Marine Corporal	Enlisted Cabins / Unknown	Chain / Shortsword	Alive / Active
10	Otto "Gravedigger" Keller	Dwarf / Fighter / 3rd	Master Gunner	Enlisted Cabins / Port Battery	Leather / Spanner (Mace)	Alive / Active
11	Lena "Doomcaster" Vogel	Human / Rogue / 3rd	Master Gunner	Enlisted Cabins / Starboard Battery	Leather / Shortsword	Alive / Active

Crew - Crew Allocations

The Lead Zeppelin requires a specific crew to be effective. * = required for the ship to lift off

#	Section	Role	Currently Assigned	Current Status
1	Command Crew	Captain*	Merrick Landon	Sufficiently Crewed
2	Command Crew	First Mate	Howl Of The Ice Moon	Sufficiently Crewed
3	Command Crew	Gunnery Officer	Greeco Substath	Sufficiently Crewed
4	Command Crew	Marine Officer	Gunter Shortreach	Sufficiently Crewed
5	Engineering and Support	Master Engineer*	Spanners Bilgewright	Sufficiently Crewed
6	Engineering and Support	Steam Systems Engineer		Issue - Missing Crew
7	Engineering and Support	Crystal Systems Engineer	Adelaide Zimen	Sufficiently Crewed
8	Engineering and Support	Physician	Frida Reinhardt	Sufficiently Crewed
9	Engineering and Support	Field Medic	1 x Field Medic (Wilfred)	Issue - Missing Crew
10	Engineering and Support	2 x Cook	Kramram 1 x Cook (Dane)	Sufficiently Crewed
11	Sailing Crew	Spell Driver*	Lyra du Vectari	Sufficiently Crewed
12	Sailing Crew	Navigator	ChoTaan Gathakanathi	Sufficiently Crewed
13	Sailing Crew	3 x Required Sailors*	3 x Sailors	Sufficiently Crewed
14	Sailing Crew	5 x Additional Sailors	5 x Sailors	Sufficiently Crewed
	Marines	2 x Marine Corporal 14 x Marine Private	1 x Marine Corporal (Eirik) 1 x Marine Corporal (Xen) 14 x Marine Private	Sufficiently Crewed
15	Gunnery - Forward Battery	1 x Master Gunner OR 1 x Senior Spell Gunner 2 x Gunners OR 2 x Spell Gunners	1 x Master Gunner (Otto) 2 x Gunners	Sufficiently Crewed
16	Gunnery - Port - Turret	1 x Gunner OR 1 x Spell Gunner	1 x Gunner	Sufficiently Crewed
17	Gunnery - Port - Battery	1 x Master Gunner OR 1 x Senior Spell Gunner 4 x Gunners OR 4 x Spell Gunners	1 x Master Gunner (Brunhild) 4 x Gunners	Sufficiently Crewed
18	Gunnery - Starboard - Turret	1 x Gunner OR 1 x Spell Gunner	0 x Gunner	Issue - Destroyed
19	Gunnery - Starboard - Battery	1 x Master Gunner OR 1 x Senior Spell Gunner 4 x Gunners OR 4 x Spell Gunners	1 x Master Gunner (Lena) 4 x Gunners	Sufficiently Crewed

Crew - Crew Costs

The Lead Zeppelin requires specific crew to be effective, which come at a cost

#	Role	Required / Optimal	Current	Hire Cost	Current Cost	Total Cost
1	Captain	1 / 1	1	250 - 500 GP	0 (PC)	0 (PC)
2	First Mate	0 / 1	1	25 GP	0 (PC)	0 (PC)
3	Gunnery Officer	0 / 1	1	30 GP	0 (PC)	0 (PC)
4	Marine Officer	0 / 1	1	30 GP	0 (PC)	0 (PC)
5	Master Engineer	1 / 1	1	250 GP	0 (PC)	0 (PC)
6	Steam Systems Engineer	0 / 1	0	125 - 250 GP	0 (Missing)	250 GP
7	Crystal Systems Engineer	1 / 1	1	125 - 250 GP	125 GP	250 GP
8	Physician	0 / 1	1	150 GP	150 GP	150 GP
9	Field Medic	0 / 1	1	25 GP	25 GP	25 GP
10	Cook	1 / 2	2	15 GP	0 (PC) + 15 GP	PC + 15 GP
11	Spell Driver	1 / 1	1	1000 - 3000 GP	0 (PC)	0 (PC)
12	Navigator	0 / 1	1	150 - 300 GP	0 (PC)	0 (PC)
13	Sailors	3 / 8	8	5 - 10 GP	40 GP	80 GP
14	Marine Corporal	0 / 2	2	10 GP	20 GP	20 GP
15	Marine Private	0 / 14	14	5 - 10 GP	25 GP	140 GP
16	Master Gunner	0 / 3	3	30 GP	90 GP	90 GP
17	Senior Spell Gunner	0 / 3	0	1000 GP	0 (Missing)	3000 GP
18	Gunner	0 / 18	10	5 - 30 GP	150 GP	540 GP
19	Spell Gunner	0 / 8	0	1000 GP	0 (Missing)	8000 GP

Total Current Costs

Assuming PCs work for free = 180 GP / month

Maximum Total Costs

(Assuming PCs hold indicated roles)

Fully Crewed at Minimum Skill Levels = 1945 GP / month (round = 2000 GP)

Fully Crewed at Maximum Skill Levels = 4905 GP / month (round = 5000 GP)

Fully Crewed at Minimum Skill Levels with Spell Gunners = 12945 GP / month (round = 13000 GP)

Fully Crewed at Maximum Skill Levels with Spell Gunners = 15905 GP / month (round = 16000 GP)

Crew - Marines and Gunners

These are the martial crew for the Lead Zeppelin campaign

#	Name	Race / Class / Level	Ship Role	Location	Armament	Equipment	Daily Rate	HP	Crew Unit	Status
1	Bryce, a Legionius Nauticus sailor	Human / Fighter / 2nd	Marine	Unknown / Unknown	Cutlass	Chainmail		14		Alive / Active
2	Rowan, a Legionius Nauticus sailor	Human / Fighter / 2nd	Marine	Unknown / Unknown	Cutlass	Chainmail		14		Alive / Active
3	Brom, a Legionius Nauticus sailor	Human / Fighter / 2nd	Marine	Unknown / Unknown	Cutlass	Chainmail		14		Alive / Active
4	Edmund, a Legionius Nauticus sailor	Human / Fighter / 2nd	Marine	Unknown / Unknown	Cutlass	Chainmail		14		Alive / Active
5	Simon, a Legionius Nauticus gunner	Human / Fighter / 2nd	Gunner	Starboard Turret	Shortsword	Leather		12		DECEASED
6	Roger, a Legionius Nauticus gunner	Human / Fighter / 2nd	Gunner	Port Turret	Shortsword	Leather		12		Alive / Active
7	Walter, a Legionius Nauticus gunner	Human / Fighter / 2nd	Gunner	Main Battery	Shortsword	Leather		12		Alive / Active

8	Borin, a Legionius Nauticus gunner	Human / Fighter / 2nd	Gunner	Main Battery	Shortsword	Leather		12		Alive / Active
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Watches

Day Watch (6am to 2pm)	Evening Watch (2pm to 10pm)	Night Watch (10pm to 6am)

Stat Blocks

#	Group	Physical	Mental	Passive Senses	Proficiencies	HD / AC	Initiative	Weapons
1	Carl Themareen Carl Themareen's Character Sheet - D&D Beyond	STR 17 (+3) DEX 12 (+1) CON 15 (+2)	INT 9 (-1) WIS 13 (+1) CHA 14 (+2)	Perception (Wis) 13 Investigation (Int) 9 Insight (Wis) 11	Perception Medium Armor Simple Weapons	2D8 / 16	+1	Spear (+x to Hit) 1d6+1 / 1d8 +1 Dagger (+x to Hit) 1d4+1
2								
3								

Honour Roll

#	Who	When	What
1			
2			

Standard Crew Unit Stat Block (20 crew)

SHIP'S CREW

*Huge unit of twenty humanoids (any),
any alignment*

Armor Class 12 (leather armor)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Languages any one language (usually Common)

Challenge 8 (3,900 XP)Proficiency Bonus +3

Unit. The unit can occupy another creature's space and vice versa and the unit can move through any opening large enough for a Medium humanoid. The unit can't regain hit points or gain temporary hit points. If the unit is reduced to 0 hit points, the unit breaks up and 5 bandits appear in the space previously occupied by the unit.

ACTIONS

Multiattack. The unit makes two attacks with its scimitars or two attacks with its light crossbows.

Scimitars. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) slashing damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 19 (4d8 + 1) piercing damage.

UNIT ACTIONS

The unit can take 2 unit actions, choosing from the options below. Only one unit action option can be used at a time and only at the end of another creature's turn. The unit regains spent unit actions at the start of its turn so long as it has half its hit points or more remaining.

Scimitar Attack. The unit makes one attack with its scimitars.

Crossbow Attack (Costs 2 Actions). The unit makes one attack with its crossbows.

General Notes

- Boarding hooks allocated = 0 out of 10 total
-

Costs, Expenses and Profits

Profit

Expenses One Off <ul style="list-style-type: none"> Expedition : Food 150 GP Expedition : Booze 10 GP Expedition : Ammo 200 GP Expedition : Repair Materials 100 GP Rebreathers x 11 3300GP <p style="text-align: right;">460 GP</p> Reoccurring <ul style="list-style-type: none"> Marines 10 GP/month/marine = 6 x 10GP 60 GP Gunners 10 GP/month/gunner = 1 x 10GP 10 GP <p style="text-align: right;">70 GP</p>		Income One Off <ul style="list-style-type: none"> None Reoccurring <ul style="list-style-type: none"> None 	0 GP 0 GP 0 GP 0 GP
Total Expenses	530 GP	Total Income	0 GP
		Profit (Income less Expenses)	-530 GP

Equity

<div>Assets</div> <div>Current Assets</div> <div><ul style="list-style-type: none">CashAccounts Receivable<ul style="list-style-type: none">Promissory Note from Ves</div> <div>Fixed Assets</div> <div><ul style="list-style-type: none">None</div>	<div>0 GP</div> <div>3000 GP</div> <div>0 GP</div>	<div>Liabilities</div> <div>One Off</div> <div><ul style="list-style-type: none">None</div> <div>Reoccurring</div> <div><ul style="list-style-type: none">Accounts Payable<ul style="list-style-type: none">None</div>	<div>0 GP</div> <div>0 GP</div> <div>0 GP</div>
Total Assets	3000 GP	Total Liabilities	0 GP
		Equity (Assets less Liabilities)	3000 GP
		Profit (Income less Expenses)	-530 GP
		Net Worth (Equity + Profit)	2470 GP

Source of Costs

Crew and Mercenaries

This lists the hiring costs for various types of crew and mercenaries. Taken from a combination of 5E and Basic Dungeons and Dragons rules.

#	Role	Type	Cost / Month
1	Marine, Poorly Skilled	Mercenary	5 GP
2	Marine, Moderately Skilled	Mercenary	10 GP
3	Marine, Highly Skilled	Mercenary	30 GP
4	Gunner, Poorly Skilled	Mercenary	5 GP
5	Gunner, Moderately Skilled	Mercenary	10 GP
6	Gunner, Highly Skilled	Mercenary	30 GP
7	Sailor, Novice	Sailor	5 GP
8	Sailor, Experienced	Sailor	10 GP
9	Sailor, Officer	Sailor	25 GP
10	Cook	Sailor	15 GP
11	Navigator, Novice (1st to 4th level)	Sailor	150 GP
12	Navigator, Experienced (5th to 10th level)	Sailor	300 GP
13	Captain, Novice (1st to 4th level)	Sailor	250 GP
14	Captain, Experienced (5th to 10th level)	Sailor	500 GP
15	Armorer, Blacksmith (maintains normal weapons and armor)	Specialist	100 GP
16	Armorer, Artificer (maintains technological weapons and armor)	Specialist	125 GP
17	Engineer, Novice (1st to 4th level)	Specialist	125 GP
18	Engineer, Experienced (5th to 10th level)	Specialist	250 GP
19	Medic, Novice (1st to 4th level, includes ships nurses and field medics)	Medical	25 GP
20	Medic, Experienced (5th to 10th level, includes ships doctors)	Medical	150 GP
21	Spell Driver / Pilot, Novice (1st to 5th level)	Mage	1000 GP
22	Spell Driver / Pilot, Experienced (5th level+)	Mage	3000 GP
23	Mage, Novice (1st to 5th level)	Mage	1000 GP
24	Mage, Experienced (5th level+)	Mage	3000 GP

Supplies and Sundries

This lists other ship costs.

#	Role	Type	Unit	Weight / Unit	Cost / Unit
1	Provisions, Water	Provisions	30 pax 30 days	¼ ton	1 GP
2	Provisions, Fresh	Provisions	30 pax 30 days	¼ ton	45 GP
3	Provisions, Preserved	Provisions	30 pax 30 days	¼ ton	30 GP
4	Provisions, Booze	Provisions	30 pax 30 days	100 lb	50 GP
5	Ammunition, Cannon Ball + Powder	Ammunition	10 Shots	200 lb	300 GP
7	Ammunition, Ballista Bolt	Ammunition	10 Bolts	100 lb	200 GP
8	Repair Materials, Light (Wood, etc)	Materials	1 major repair	1 ton	100 GP
9	Repair Materials, Heavy (Steel, etc)	Materials	1 major repair	1 ton	100 GP
10	Sordalite Coal	Fuel	24 hours	6 tons	60 GP
11	Steam Engine Water	Fuel	24 hours	30 tons	3 GP

Custom Ship Roles

Marine Ship Role

Character Level	Role Proficiency
1st	Improved Morale Booster, Board 'em!
5th	Specialist Crew, Advanced Training
11th	Aye Gunny, All Hands!
17th	Semper Fi, Improvise, adapt, and overcome

Ship Role - Marine Officer in Charge

Character Level	Role Proficiency
1st	Improved Morale Booster. Starting when you choose this role at tier 1, when attempting to improve the crew's morale you can spend an hour performing a special ritual. At the end of the hour you gain a bonus to your boost morale check equal to 1d6. Once you use this feature, you can't use it again for seven days.
1st	Board 'em! You can command 1 unit of crew (up to 20 crew, which can include yourself) to hurl boarding grapples at a target and move to board. The crew move 30' regardless of intervening terrain and gain +1 initiative. You can use this feature twice per short rest.
5th	Specialist Crew. Your skill allows you to train a ship's crew with a variety of specialist skills. Gain +1 maximum crew feats (AC pg 51).
5th	Advanced Training. Your mastery of weapons allows you to train your NPC crew to use alternate weapons and armour. By default crews are proficient in swords, crossbows and light armour (3 total proficiencies). Upon reaching this level crews under your command gain an additional proficiency (for a total of 4). As an Airship Downtime task you may permanently change one of the crew weapon or armour proficiencies to any weapon or armour proficiency you have (or have access to via specialist NPCs).
11th	Aye, Gunny. Your crew follows your exemplary leadership. You gain advantage on any skill check involving the discipline or leadership of the crew.
11th	All Hands! Your battlefield leadership inspires your crew into action. By default crews have 2 unit actions, any NPC crew you personally lead on the battlefield gains +1 unit actions.
17th	Semper Fi. You can spend 10 minutes inspiring your crew, shoring up their resolve to fight. When you do so, choose 1 unit of crew (up to 20 crew, which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each crew member can gain temporary hit points equal to your level + your Charisma modifier. These temporary hit points last until the next short or long rest. A crewman can't gain temporary hit points from this feat again until it has

	finished a short or long rest.
17th	Improvise, adapt, and overcome. Your expertise in leading others allows them to perform unique battlefield feats. You gain the Martial Adept feat and are able to command 1 unit of crew (up to 20 crew, which can include yourself) per round to perform a combat manoeuvre.

Gunner Ship Role

Character Level	Role Proficiency
1st	Field Repairs, Safety First
5th	Ya Point the Boom End, Lead the target
11th	Clear the breach, Weak spot
17th	Order broadside, Finest Shot in the Land

Ship Role - Gunnery Officer in Charge

Character Level	Role Proficiency
1st	Field Repairs. You are able to effect repairs to ships guns at efficient speed. When undertaking the Repairs Airship Downtime task for damage to ships guns, you may do so at ½ the cost and time required.
1st	Safety First. You have a keen eye for safety around guns. You may re-roll any mishap for any gun or battery on an attuned ship.
5th	Ya Point the Boom End. You have an innate skill in commanding gunnery crews. The crew of any attuned ship automatically gain the “Cannon Experts” feat, which does not count towards the maximum number of crew feats.
5th	Lead the target. You are able to make precise gunnery shots even over great distances. On an attuned ship, a gun or battery that you are directly commanding (within sight, up to 30’) may add your proficiency bonus to hit.
11th	Clear the breach. You are able to command gunnery crews to a furious level of efficiency. On an attuned ship, a gun or battery that you are directly commanding (within sight, up to 30’) may fire twice as fast (round up).
11th	Weak Spot. As an action you can look for a weakness in the defences of the enemy’s vessel. Make an Intelligence check with a DC of 15 (adjusted for conditions) to spot a weakness and give advantage on the next attack roll by your allies (with whom you can communicate) that targets that weakness until the start of your next turn.
17th	Order broadside. You lend your uncanny timing to your gunnery crew. On an attuned ship, a ready gun or battery that you are directly commanding (within sight, up to 30’) may use your reaction to fire at a valid target.
17th	Finest Shot in the Land. Your gunnery skills are the stuff of legend. You gain advantage on any non-combat dice roll related to gunnery, including social rolls.

Helmsman Ship Role

“Grab something and hold on or you’ll be falling until your next birthday!!”

The helmsman flies the ship in the most efficient manner possible. Time is money. The navigator plots the course, the helmsman follows the course, punctuated by short bursts of ensuring the guns are all pointed in the right direction.

Role Proficiency. The helmsman can add their proficiency bonus whenever they make a skill check to manoeuvre the ship they are attuned to. If they are already proficient in the requisite skill to make the check their proficiency bonus is doubled for that check.

Character Level	Role Proficiency
1st	Optimise Load, Ride the Lightning
5th	In the Flow, Leaf on the Wind
11th	Advanced Combat Manoeuvres, Evasive Action
17th	Fluster, Manoeuvre Training

Optimise Load: The Helmsman orders the crew to move cargo and passengers around until the ship is perfectly balanced. All manoeuvring rolls gain +1 until the loadout changes (shift change, mealtime, etc).

Ride the Lightning: The pilot taps into inner reserves to run long term. They can man the helm for 36 hours straight, but fall into a deep sleep for 16 hours afterwards. If awoken early they gain an exhaustion point. Once used this cannot be tapped again the helmsman takes a long rest.

In the Flow: At tier 2, helming the ship becomes second nature. Once the helmsman has been attuned to a ship for more than a week, they can cast momentum for free once per short rest.

Leaf on the Wind: The helmsman goes into a deep focus, gaining advantage on all manoeuvring rolls for 1 minute. All other rolls are made at Disadvantage. You can use this feature once per short rest.

Advanced Combat Manoeuvres: While the helmsman is piloting during combat, all gunnery crews receive a bonus to attack and damage rolls equal to double the helmsman's proficiency bonus.

Completely Defensive: At tier 3, you can choose manoeuvre completely defensively. By declaring that you are ‘fully defensive’, the ship gains +5 AC until the start of your next turn, and no ship weapons can be fired until the start of your next turn.

Fluster: At tier 4, once per round you can use a ship action to perform a ‘jink’ with the ship - making it look like you’re going one way when really going another. If an opposing spelldriver sees the movement then make a contested spelldriving roll. If successful the opposition ship halts as its spelldriver attempts to compensate incorrectly. All attacks against it are made at disadvantage until the start of its next turn.

Manoeuvre Training: The crew trains in manoeuvres with the helmsman. All combat manoeuvres are performed with a +2 bonus for the next month (or until the crew changes significantly).

Archive

Random crap here...

The Crew of the The Sunfire Fury

Brom Glorybluff is a 18 year old male human sailor.

He has long, black mohawk and green eyes. He has soft, sunburned, white skin. He stands 5'8" tall and has a beefy build. He fidgets intermittently. He is a pacifist and courageous, to a fault.

Edmund Woodleaf is a 41 year old male human sailor.

He has short, braided, auburn hair and brown eyes. 5'7" tall and has an athletic build. He is always prepared and slightly lazy.

Bryce Mournhell is a 18 year old male human sailor.

He has long, curled, brown hair and gray eyes. 5'11" tall and has a beefy build. He always keeps score. He runs everywhere instead of walking.

Rowan Farlight is a 29 year old male human sailor.

He has long, curled, red hair and gray eyes. 5'9" tall and has a beefy build. He has an unfinished tattoo of a dragon on his back. He will ponder the pros and cons before making a decision.

Simon Truegust is a 20 year old male human sailor.

He has cropped, curled, auburn hair and black eyes. 5'6" tall and has an anorexic build. He has a tattoo of a medusa on his right arm and a tiny tattoo of the word night translated into draconic on his left hand. He is very cowardly.

Roger Darkdraft is a 50 year old male human sailor.

He has short, curled, black hair and gray eyes. He has smooth brown skin. 5'8" tall and has a muscular build. He rarely speaks.
He is on the run from a crime

Borin Morningfall is a 29 year old male human sailor.

He has cropped, wavy, silver hair and golden eyes. 6'3" tall and has a massive build. He has an angular face with a medium beard. He acts on impulse. He shares everything he owns.

Walter Commonbrook is a 56 year old male human sailor.

He has a bald head and gray eyes. 5'8" tall and has a round build. He gestures profusely during a conversation. He has a beautiful singing voice.

The Honour Roll

Old crew from the past...

#	Name	Race / Class	Ship Role	Status	Detail of Dispatch
1	Trythagorus	Male Half Orc Fighter / Gunner (The Gilded Carrack)	Gunner	KIA	Killed during the crash of the Lucrator on the Lost Island.
2	Rylan Singleforce	Male Titaran Mercenary (Duststones Fists)	Marine	KIA	Killed on the Lost Island, by a construct dinosaur with chainsaws for a face.
3	Egmadern Mesty	Male Human Mercenary (Duststones Fists)	Marine	Discharged	Survived the lost island, and returned to Orhaz.
4	Cibrock Frithban	Male Human Mercenary (Duststones Fists)	Marine	KIA	Killed on the Lost Island, by a construct dinosaur with chainsaws for a face.
5	Ciidore Naliithe	Male Elf Mercenary (Duststones Fists)	Marine	MIA	Missing on the Lost Island and left for dead.
6	Occi	Male Elf Mercenary (Duststones Fists)	Marine	KIA	Killed during the crash of the Lucrator on the Lost Island.
7	Simon	Male Human Naval Legionnaire	Gunner	KIA	Killed by anti-air cannon during a run on the East Gate in Ezdin during the Civil War.