

DINZER PEREGRINE-CLASS FLYER

The Peregrine-class flyer is a single-engine high-speed multirole tactical aircraft originally developed by the Shadow Honour artificer guild of Charidge for the Imperial Navy of Odonburg. Designed as a quick-response, air superiority day fighter, it evolved into a successful all-weather multirole tactical aircraft.

A Peregrine-class flyer has the following features:

Ceilings. The ceilings in the fuselage and cabins are 8 feet high with 6-foot-high doorways.

Doors. The flyer's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check. The controls at the front of the flyer can raise or lower the doors.

Light. The interior of the flyer is illuminated by permanent *light* spells powered by the flyer's emerald reactor. The flyer also has exterior lights that can create a beam of bright light in a 120-foot cone and dim light for another 120-feet.

1 - COCKPIT

The pilot of the flyer sits in the cockpit in the captain's chair. While seated in the captain's chair, the pilot can cast the following spells:

At will: *comprehend languages*, *scrying* (the sensor is always located in the fuselage and cannot move), *true strike*
1/day: *find the path*

2 - PASSENGER CABIN

The cabin holds six chairs which can recline, allowing a passenger to rest comfortably in the chair. Each chair has a *cubby of nourishment* set into the right armrest. The cubby generates a soft, flavorless food tablet that dissolves on your tongue and provides as much nourishment as 1 day of rations and one pint of cold drinking water. Once the cubby generates a food tablet, it can't do so again for 8 hours.

3 - ACCESS DOORS

At both the east and west sides of the flyer's entry, two access doors lower allowing creatures to enter the flyer.

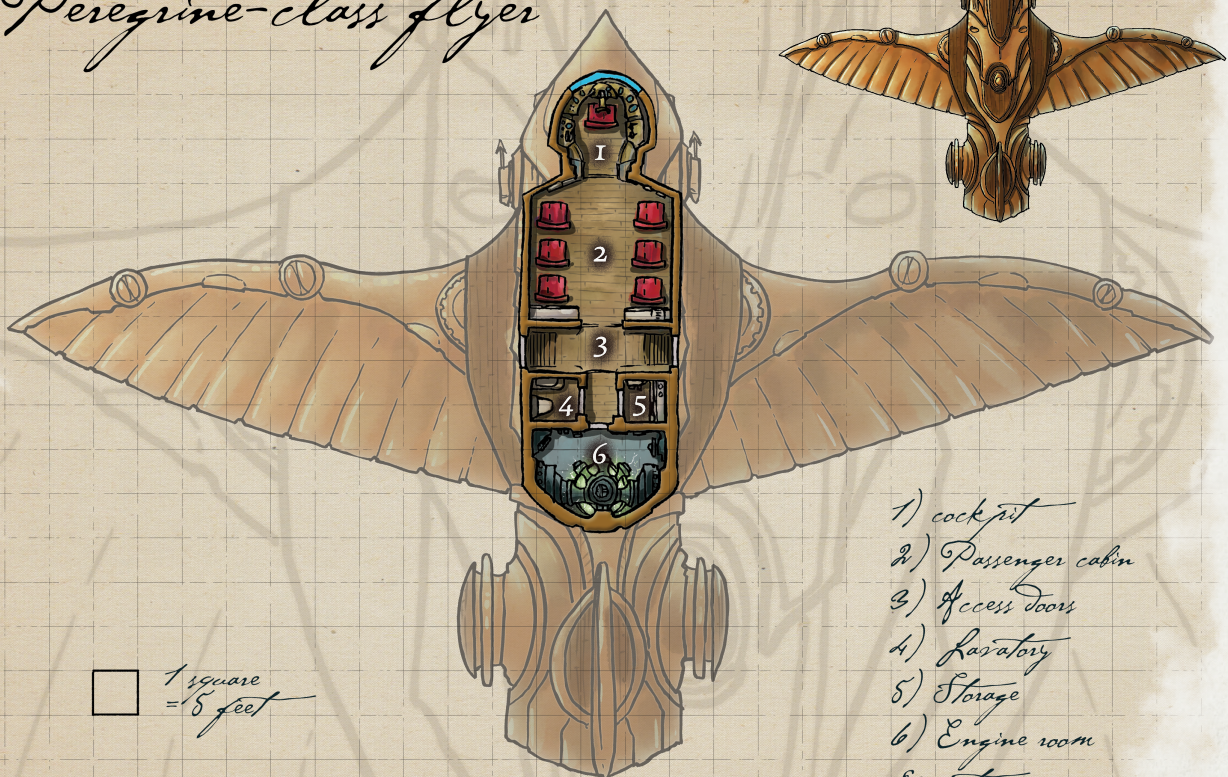
4 - LAVATORY

A soft, padded bench with a hole carved in the center fills this room. Below the bench is a chamber pot with a *portable hole* in its bottom. As soon as waste passes into the chamberpot, and a creature exits through the lavatory door, a *prestidigitation* spell is cast on the creature to clean and disinfect it and remove any unpleasant odors.

5 - STORAGE

The storage locker is protected by an iron door and has AC 19, 18 points, and immunity to poison and psychic damage. Often, weapons and magic items are stored here.

Peregrine-class flyer



- 1) cockpit
- 2) Passenger cabin
- 3) Access doors
- 4) Lavatory
- 5) Storage
- 6) Engine room & reactor

6 - ENGINE ROOM

The engine room has the following features:

Arc Propulsion Engine. The force energy drawn from the Emerald Odonburgite within its emerald reactor powers the flyer's Shadow Honour Levi-tech arc-propulsion engine (APE).

Emerald Reactor. The flyer is powered by a Quickshroud 1.87 dl emerald reactor.

Tool Chests. The room includes two tool chests. Both chests act as *bags of holding*, containing enough tools and spare parts to completely rebuild the ship almost from the ground up. The only irreplaceable object is the ship's Emerald Odonburgite crystal.

EXAMPLE CREW

It only takes one crew to fly a Peregrine-class flyer, a pilot. Often the pilot is a **mage** with proficiencies in Arcana and Vehicles (air).

PEREGRINE-CLASS FLYER

Gargantuan vehicle (70 ft. by 30 ft., 135 ft. wingspan)

Creature Capacity 1 crew, 6 passengers
Cargo Capacity 4 tons
Travel Pace 220 miles per hour (5,280 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	0	0	0

Saving Throws Dex +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the flyer can take 2 actions, choosing from the options below. It can't take actions if it has no crew.

Fire Eldritch Cannons. The flyer can fire its eldritch cannons.

Move. The flyer can use its helm to move with its wings.

APE Move (Costs 2 Actions). The flyer can use its helm to move with its arc-propulsion engine.

Hull

Armor Class 17

Hit Points 300 (damage threshold 15)

Control: Helm

Armor Class 18

Hit Points 50

Move up to the speed of one of the flyer's movement components. If the helm is destroyed, the flyer can't fire its eldritch cannons.

Movement: Wings

Armor Class 15

Hit Points 100; -5 ft. speed per 25 damage taken

Speed (air) 120 ft. (hover)

Movement: Arc-Propulsion Engine

Armor Class 15

Hit Points 200; -25 ft. speed per 50 damage taken

Speed (air) 500 ft. (on the same turn the flyer uses it action to move 250 ft. or more in one round, attacks made against it are made with disadvantage)

Weapon: Eldritch Cannons (2)

Armor Class 15

Hit Points 30 each

Ranged Weapon Attack: +8 to hit, range 300 ft., one target. *Hit:* 11 (2d10) force damage.

Credits: design and concept by DMDave, cartography and art by Miska's Maps