

TL6(10): Magic-powered pirate airship

Called the "scourge of the kingdom," the Ghoulie more than lives up to its monstrous reputation. The screams of the tormented minds powering the Ghoulie's engines can be heard as it descends upon some helpless village to pillage it and retrieve more brains for fuel.

The Ghoulie was created more than 30 years ago by the King's younger brother, a necromancer, to help him usurp the throne. His experiment went amiss, however, and the necromancer became Captain Reaver, with his head spiked to the ship's bowsprit. Commanding his eighty zombie sailors, Captain Reaver prays upon the weaker towns and ships of the kingdom, using the Ghoulie's speed to escape from cumbersome armies.

The Ghoulie itself is a hideous sight. The crazy-patched human skin of its envelope pulses like an alien heart, while putrid arms brandish cutlasses out the windows. Over twenty guns bristle from the sides of the wooden gondola, while cargo nets contain grisly ballast to dump on attackers. Rigging stretches everywhere. Lovecraft himself could not have conceived of a ghastlier apparition.

Notes - The Ghoulie can sustain the loss of one segment of the envelope and not lose buoyancy, by dumping ballast and possibly some cannonballs. The Aether refinery takes 2 days to refill each segment of the envelope, or 20 days to refill them all! All people seeing the Ghoulie for the first time must make a WIL check vs. Difficulty 7, or flee in terror. The zombies themselves carry cutlasses and pistols. Finally, the zombies can charge themselves on the brain-drainer to turn themselves into deadly zombie bombs! Of course, each zombie can only do it once.

Campaign Info - The Ghoulie is too lightly armed and armored to withstand the king's army. However, it has two advantages: it is much faster than any other vessel, and the defenses of the day are not prepared to deal with aerial craft. Captain Reaver uses this to his advantage, making hit and run strikes before defenses can be prepared.

The Ghoulie has several disadvantages as well. First, the "aether" in its envelope is actually hydrogen gas, highly flammable if it can be gotten to. This is difficult because of a magical forcefield that helps stabilize the envelope, and which is sufficient to stop anything but siege weapons. If breached, the airship does become very vulnerable, but the shield can be regenerated in about half an hour. This necromantic protection causes a DV of 1 to anyone coming within a few centimeters of the envelope. Second, Captain Reaver is the brains behind the Ghoulie. If his head were somehow removed from the Ghoulie, the zombies would have nobody to command them. Of course, both these vulnerabilities would require brave and foolhardy adventurers to exploit.

Designed by: Andy Wills

Specifications:

Configuration:	Cylinder ₁ , partial optimum streamlining (gas bag)		
Length:	150.0m	Size modifier:	-6
Width:	30.0m	Toughness:	x.03
Depth:	30.0m		

	Area	Volume	Mass
Design figures:	15,525m ²	101,250m ³	33,000kg

Structure:	Stitched human skin, AV1(26)		
Stats:	-	-	27,168kg
Bulkheads(10)			2,716kg

Other:			
Ballast	-	-	3,000kg

Lift generated			113,375kg
Buoyancy			80,491kg

Configuration:	Box ₂ , partial optimum streamlining (gondola)		
Length:	30.0m	Size modifier:	-5
Width:	6.0m	Toughness:	x.06
Depth:	4.5m		

	Area	Volume	Mass
Design figures:	684m ²	810m ³	80,000kg

Structure:	Composite armor, AV6		
Stats:	-	4.1m ³	20,520kg

Surface:	Organic armor, AV9 (64mm), AV2 on top (14mm)		
Stats:	-	35.1m ³	24,556kg

Power plant:	AV6, TL10 normal magical (brain-eater)		
Stats:	100kw	-	.25m ³ 300kg
Crew (1):	-	1.0m ³	80kg

Power train:	AV6, TL6 Indirect to thin medium (propellers)		
Stats:	-	.25m ³	300kg

Fuel:	Brains (enhanced fuel), 2 days		
Stats:	-	.6m ³	600kg

Aether refinery:	Refines 375kg aether (hydrogen) per hour		
Stats:	-	-	6,250kg

Other:			
Zombies (80)	-	80.0m ³	8,000kg
Swivel guns (6), 100 shots ea.	-	-	250kg
12-pdrs (15), 75 shots ea.	-	-	16,500kg
Brig & accessways	-	115.0m ³	-
Rating 1 Magical sensor	-	-	20kg

Subtotals (gondola):	-	236.3m ³	77,376kg
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Spare capacity:	-	573.7m ³	2,624kg
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Normal available buoyancy	-	-	3,114kg
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Performance:

Base top speed:	9m/sec (32kph/20mph)
Adjusted:	9m/sec (32kph/20mph)

Base acceleration:	.6
Adjusted:	.3

Base deceleration:	.5
Adjusted:	.25

Base Turn Mode:	1
Adjusted:	1

Bugs:

Power planet needs 2x maintenance