



ELVEN MAN'O WAR: *Huntress Paradigm*

Description: The Huntress Paradigm, most recent pride of the Elven fleet. Grown and magically formed from the Starwing plant, into it's ultimate Man o' War form, ready to do battle with the enemies of the people.

The Huntress Paradigm fills many roles from Explorer, diplomatic courier, escort, border patrol ship, and warship, as with other Man o' Wars class vessels.

Each Man o' War is powered by magic, from shipboard lighting system, heating, regenerative atmosphere, doors and so on.. As a living vessel, it can also repair itself, through rest and care, or via any magic that would heal a plant, such as druidic magic. Although the vessel is alive, it is not "aware" and has no intelligence or sentience of it's own.



The Elven Man o' Wars do not have Starcasters like normal ships, instead they have a natural ability to "jump" to Etherspace, a planar realm where time and distance are substantially different, moving in eddies and currents. Any journey through Etherspace regardless of the overall distance takes 1d100 hours. A navigator can attempt to find a faster eddie or current to shorten the journey by making a DC35 Navigation roll, success shortens the journey's duration by 1d20 hours for each point of success (upto 5 max). A Roll of 1 on the Navigation check means the ship gets lost in the tides of time in Etherspace (roll % on 01-90 ships is lost for an extra 1d100 hours, on 91-96 ship is lost for 1d100 extra days, on 97-98 it is lost for 1d100 weeks, on 99 it is lost for 1d100 months, and on 100 it is lost for 1d100 years!) unless they can make a second DC35 Navigation check.

Elven Man o' War: Colossal III Vehicle; **Hp** 350; **Top Spd** 20; **Acc** 3; **Dec** 3; **Hand** +2; **Sensor** +7; **Stealth** 6; **AC** 13 (-32 size, -5 Dex, +10 natural, +10 armor, +30 Magic shield); **SQ** vehicle, plant (cannot suffer critical hits), **hardness** 40; **Fuel** Indefinite/special
Stations: Sensor 2, Gunner 2, Crew 60.
Cargo: 300 tons.
Cost: 100,000,000 cr.
Weapon: 2 Magic "Pulse" Cannons (fire separately) **Fire arc:** Front; **Attack bonus:** +5 (+5 Rapid Fire bonus); **Damage:** 4d10+4x5; **Range:** 20 (rapid magic missile like pulses)
Weapon: 1 Aft Magic "Swarm" Emitter; **Fire arc:** Aft; **Attack bonus:** +0; **Damage:** 24d6 and 6d6 to everything in 30 feet (fires a swarm of exploding fireballs).

The vessel as a living thing, and as such needs care, water and exposure to sunlight, if it goes without these for any extended period, of more than 2 weeks, it begins to grow sick and wilt, turning brown and growing brittle, losing 2 top speed and 10 Hit points per day thereafter, becoming immobile before it eventually dies when it's hit points reach zero.

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