

# SORDANE STORIES

# GLICK CLASS SCIENCE VESSEL



# GLICK CLASS SCIENCE VESSEL

When the first glick class science vessel appeared in Sordane, most airships mistook them for mutations of the jelly titan. It was only upon closer inspection that the glick's observation ring and bio-cannons were spotted, and people realized that the cuthari had released another monstrosity upon the skies. Of all the creatures used for cuthari ships, the glick is the least noticeably altered, but that is only on the surface level. Using their unnatural fleshweaving technology, the cuthari managed to hollow out the enormous creature to create this airship, building several flesh-covered decks within it.

Glick class airships are perhaps the most vital ship within the hivemind fleet. These enormous vessels serve as mobile research and experiment facilities for the cuthari, allowing them to perform their blasphemous acts anywhere in Sordane. Additionally, the cuthari often form drug chambers on these ships, allowing them to manufacture their various wonder drugs. The most important aspect of the glick, however, is found on the third deck, where the creature's brain is used as a cuthari command center. Using it, the cuthari are able to vastly extend their telepathic network, allowing the hivemind to communicate over large distances with ease. As this expands the cuthari's information network, most nations are filled with unease when glick class vessels enter their airspaces.

Unlike normal airships, the glick doesn't have a traditional bow, port, starboard, or stern. The creature used as the base for the airship has a circular body, and it is often confusing to guests aboard the ship when they are given directions. The only identifying feature to aid in direction is the balcony built onto the operations room on the second deck, which has been deemed the glick's "bow." In reality, this has little bearing on the ship as it has no thrusters and can move in any direction, and it has four giant eyes, one watching each angle of approach, ensuring the captain is always aware of the surroundings.

**Build Cost.** As the knowledge and method behind constructing the glick class science vessel is known only by the cuthari, there is no set price for the ship's hull. It may be possible for players to bargain with the cuthari to gain access to a glick class science vessel, in which case it is up to you as the GM to list a hull price you believe is reasonable.

**Decks.** The glick consists of four decks.

**Ceilings.** The ceilings throughout the ship are 8 feet high with 6-foot-high doorways.

**Doors.** The ship's doors are created using the creature's muscle tissue (AC 16, 50 hit points). The doors are immune to poison and psychic damage. The doors have no locks; therefore, they cannot be picked. Creatures invading a glick class science vessel can open the doors only by breaking them, or by forcing them open with a successful DC 20 Strength (Athletics) check.

**Light.** The ship's interior is dimly lit by hanging purple arcane lights.

**Hull.** The ship's hull is 160 feet long and 160 feet wide.

The ship's decks are built into the body of a gargantuan creature that the cuthari have twisted into an unrecognizable form. Including the creature's enormous tentacles, it is approximately 170 feet tall.

## EXAMPLE GLICK CREW

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A glick class science vessel is usually outfitted for experimental and research purposes; the focus is rarely placed on the ship's combat abilities. The typical crew for a non-player-operated glick class science vessel includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One captain (page 215)
- Four other officers: a first mate (page 216), a bosun (page 215), a navigator (page 216), and a medic (page 216)
- Thirty spelldrivers (page 217)
- Fifteen cuthari researchers

Page numbers for the crew are in reference to the *Airship Campaigns* book & PDF.

## SHIP DECK GUIDE

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While most airships in Sordane are used for naval or transport purposes, the glick class science vessel is designed around research as its main goal. For this reason there is very little fire power aboard the ship, with the majority of the space being designated for laboratories and the crew's quarters.

### TOP DECK: CAPTAIN'S QUARTERS AND LABORATORIES

The top deck of the glick consists of the captain's quarters along with two laboratories for the ship's researchers. The space between the captain's quarters and the laboratories serves as a common space.

**Captain's Quarters.** The bow of the top deck serves as the captain's quarters.

**Laboratories.** To the stern of the top deck are two laboratories. They are separated from each other by a full wall and a door. These rooms are often filled with various equipment for the cuthari to use in their research, along with preserved creature parts and other components.

### SECOND DECK: BARRACKS, OFFICERS' QUARTERS, OPERATIONS ROOM, DRUG CHAMBER, AND RESEARCH CENTER

The second deck of the glick is the largest and perhaps the busiest part of the airship. Given the importance of the cuthari's drugs and research, the crew's quarters are placed nearby to ensure if any problems arise they can protect their valuable assets.

**Barracks.** The barracks is situated toward the ship's bow, on its left. The room is filled with several support beams, each with multiple hammocks strung up, providing simple sleeping arrangements for the crew.

**Officers' Quarters.** Adjacent to the barracks and to the right of the ship's bow is the glick's officers' quarters. The space is used by the airship's senior officers, along with high-ranking spelldrivers.

**Operations Room.** Toward the bow of the second deck is the operations room. The space is regularly used by the captain and senior crew members to plan the ship's next course of action. A balcony is also constructed in this space, allowing occupants to see outside of the ship; aside from the observation ring on the fourth deck, it is the only space from which one can actually see outside of the glick. When diplomats or VIPs stay aboard the glick, the captain sleeps in the operations room.

**Drug Chamber.** On the left side of the ship's stern is the cuthari's drug manufacturing chamber. This space is filled with large vats and former citizens of Sordane who willingly relinquished their lives to become vat beasts, creatures that synthesize the drugs within their bodies. This chamber is regularly watched by researchers and spelldrivers.

**Research Center.** The right of the ship's stern is used solely for research purposes. Here the cuthari collect any data received from their experiments in the laboratories, attempting to find ways to use it to the benefit of the hivemind.

### THIRD DECK: CUTHARI COMMAND CENTER AND GUN DECK

The third deck of the glick consists of the cuthari command center and the ship's only gun deck.

**Cuthari Command Center.** At the heart of the third deck is an enormous brain which serves as a cuthari command center. While this was originally the brain of the creature formed into the ship, it now primarily functions as a communication node for the hivemind.

**Gun Deck.** The outer ring of the third deck is equipped with ten cuthari bio-cannons facing in all directions except for the ship's stern.

### FOURTH DECK: SACRIFICE CHAMBER, GALLEY, STORAGE, EXPERIMENTAL CREATURE HOLD, AND OBSERVATION RING

The lowest deck of the glick serves as mainly storage for the crew's food along with any creatures they have captured.

**Sacrifice Chamber.** The sacrifice chamber, like the storage hold, is typically empty; however, on longer voyages where the brains won't keep long enough, willing sacrifices are held in a drug-fueled state in these chambers.

**Galley.** Adjacent to the sacrifice chamber is the ship's galley. Unlike on regular airships the galley is never manned by a cook; instead, the space is filled with preserved brains to sustain the crew.

**Storage Hold.** As the ship rarely has need for large stores of food, the storage hold on the glick is typically filled with experiment supplies for the researchers, along with weapons for the crew.

**Experimental Creature Hold.** This space is full of large metal cages filled with all manner of beasts and monsters found in Sordane. The crew often goes hunting for the researchers, bringing back live experimental subjects for them.

**Observation Ring.** This observation ring, which takes up half of the fourth deck, is the only space that provides a full 360° view of the glick's surroundings. This ring is typically staffed by multiple spelldrivers in case the ship comes under attack.



## GLICK CLASS SCIENCE VESSEL

*Gargantuan vehicle (160 ft. by 160 ft.)*

**Creature Capacity** 50 (crew and passengers)

**Cargo Capacity** 75 tons

**Hull Mounts:** 4 Left (Port), 4 Right (Starboard),  
3 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 (natural armor)

**Hit Points.** 950 (damage threshold 20)

### HELM

The glick class science vessel has no helm; instead, the captain can telepathically command it. The glick can move up to its movement speed, with up to two 90-degree turns. If the captain dies, the glick enters its death throes, dissolving over the next 1d12 + 10 minutes.

### HULL MOUNTS

The glick has a combination of hull-mounted modules that grant it additional fighting capabilities. These hull-mounted modules add new actions.

**Port Mounts.** This airship has 5 port side mounts, spread across the third deck of the glick.

- **Stern:** *Cuthari Bio-Cannon*
- **Upper Port:** *Cuthari Bio-Cannon*
- **Central Port:** *Cuthari Bio-Cannon*
- **Lower Port:** *Cuthari Bio-Cannon*
- **Bow:** *Cuthari Bio-Cannon*

**Starboard Mounts.** This airship has 5 starboard side mounts, spread across the third deck of the glick.

- **Stern:** *Cuthari Bio-Cannon*
- **Upper Port:** *Cuthari Bio-Cannon*
- **Central Port:** *Cuthari Bio-Cannon*
- **Lower Port:** *Cuthari Bio-Cannon*
- **Bow:** *Cuthari Bio-Cannon*

## SHIP COMPONENTS

### Cuthari Bio-Cannons (10)

**Armor Class:** 18

**Hit Points:** 50

**Crew Minimum:** 1

### Hivemind Tentacles (10)

**Armor Class:** 16

**Hit Points:** 100

**Crew Minimum:** —

## ACTIONS

On its turn, the glick'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:** The glick class science vessel can move up to its movement speed.

**Travel Pace:** 50 mph **Speed (fly):** 50 ft.

**Fire Port Bio-Cannons (5): Ranged Weapon Attack:** +6 to hit, range 1,000/4,000 ft., one target. **Hit:** 27 (6d8) bludgeoning damage plus 27 (6d8) necrotic damage.

**Fire Starboard Bio-Cannons (5): Ranged Weapon Attack:** +6 to hit, range 1,000/4,000 ft., one target. **Hit:** 27 (6d8) bludgeoning damage plus 27 (6d8) necrotic damage.

**Constrict. Melee Weapon Attack:** +6 to hit, reach 100 ft., one target. **Hit:** 33 (6d10) bludgeoning damage, and the target is grappled (escape DC 22). Until the grapple ends, the target takes 33 (6d10) bludgeoning damage at the start of each of the glick's turns. The glick class science vessel can constrict up to two ships at a time.

**Pull.** The hivemind tentacles begin retracting, pulling one grappled ship 50 feet straight toward the glick.

**Psychic Pulse.**

**Casting Time.** 1 minute

**Range.** 1,500 feet

**Cost.** 10 spellcasting points

**Duration.** 1 round

When this mode is activated, the spellcaster causes the glick to release a pulse of psychic energy. Each creature within 1,500 feet of the glick class science vessel who is not aboard must succeed on a DC 18 Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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