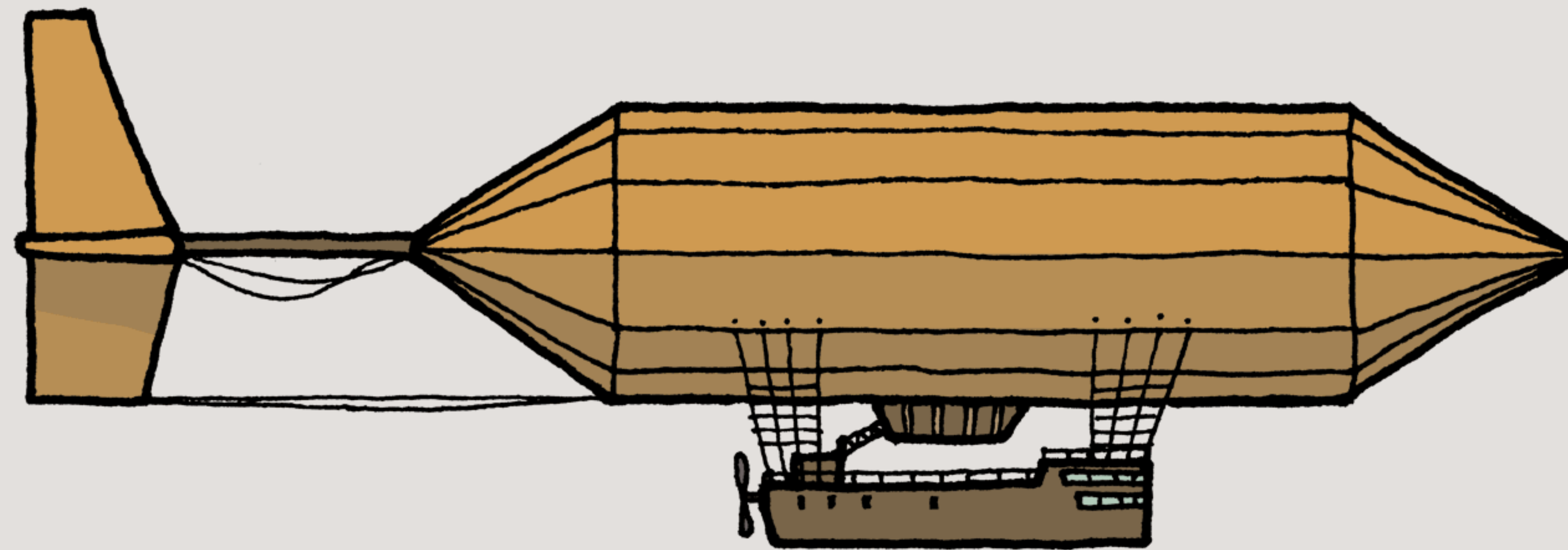
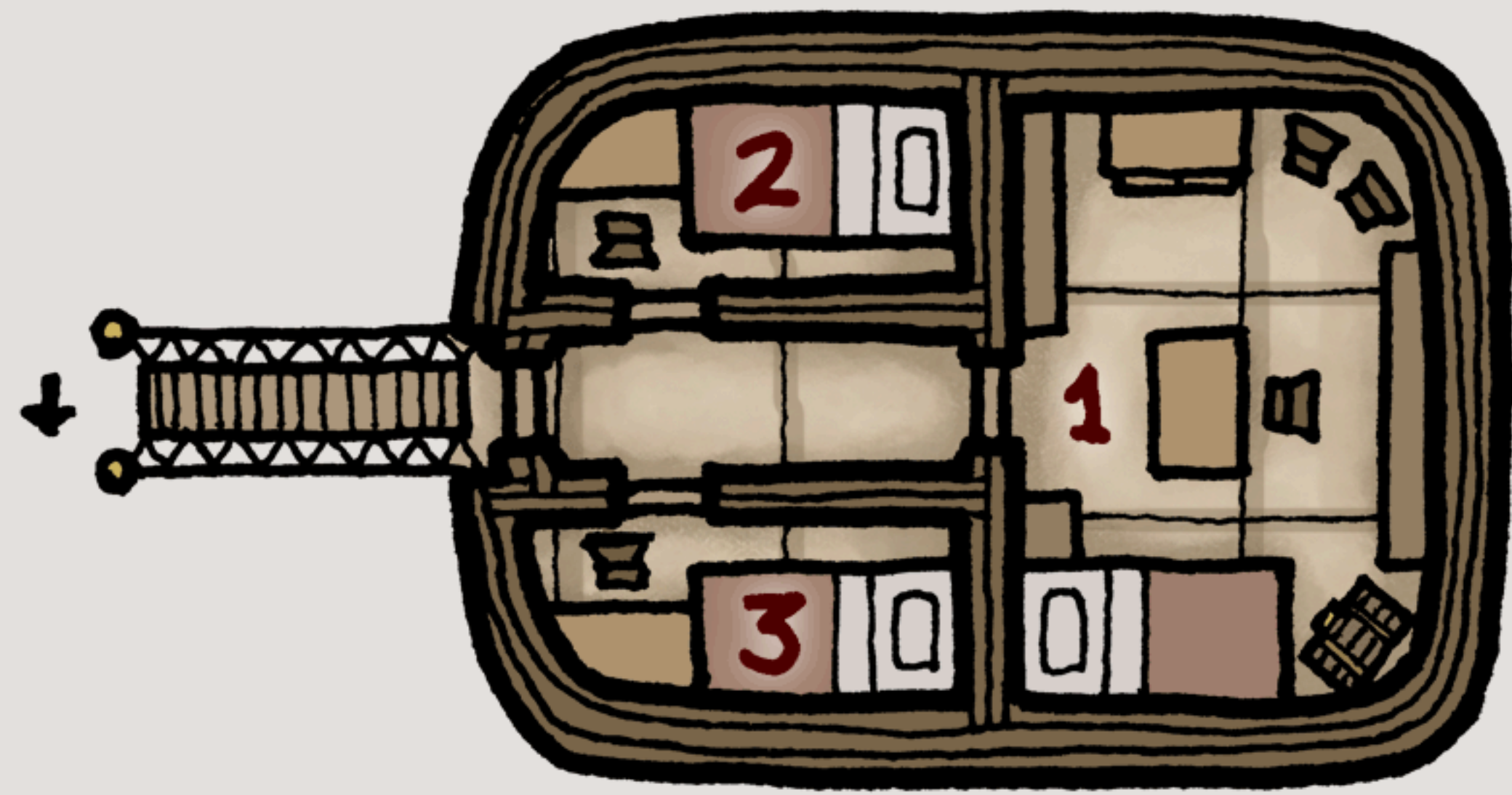
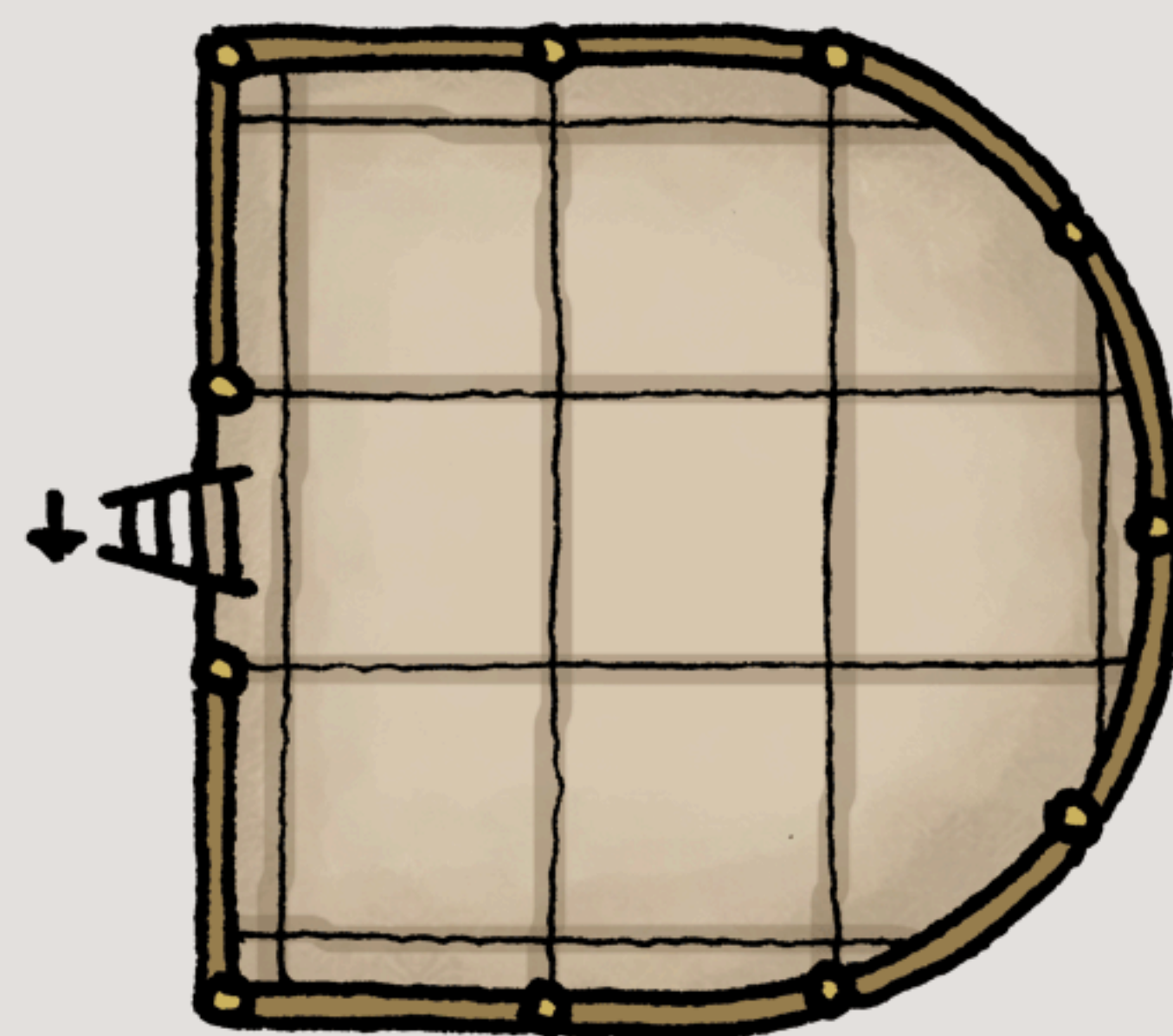
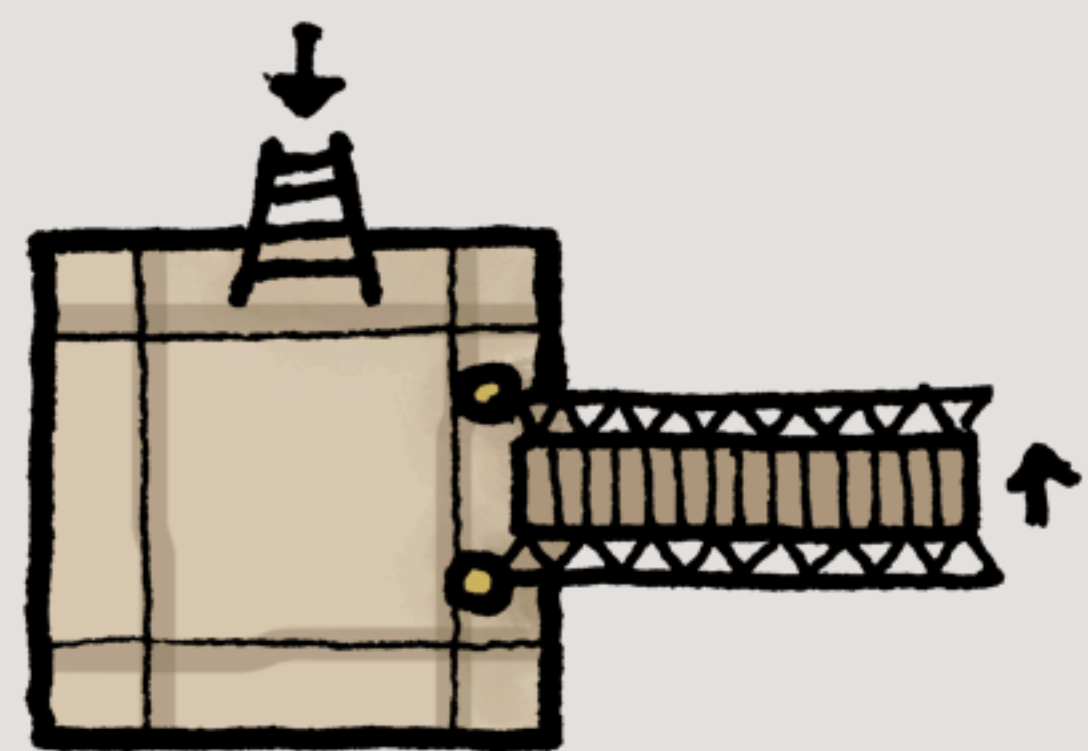


# UPPER GONDOLA



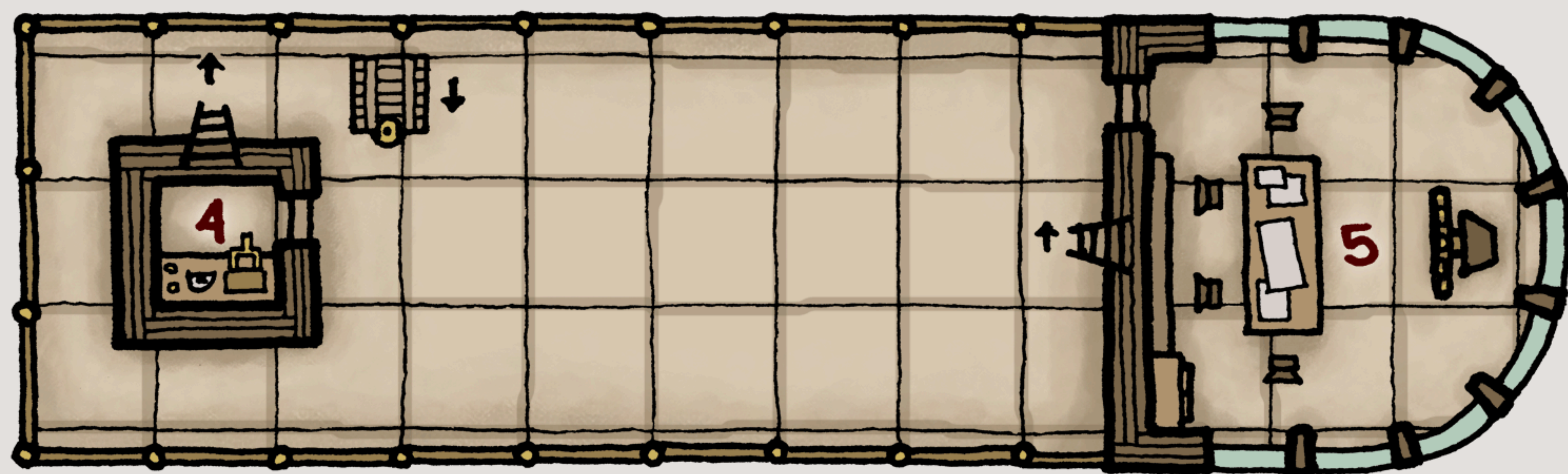
# FORECASTLE



# LOWER DECK



# MAIN DECK



# HELM

# HOLD



- 1 - Captain's Cabin
- 2 - Crew Cabin
- 3 - Crew Cabin
- 4 - Engine Controls

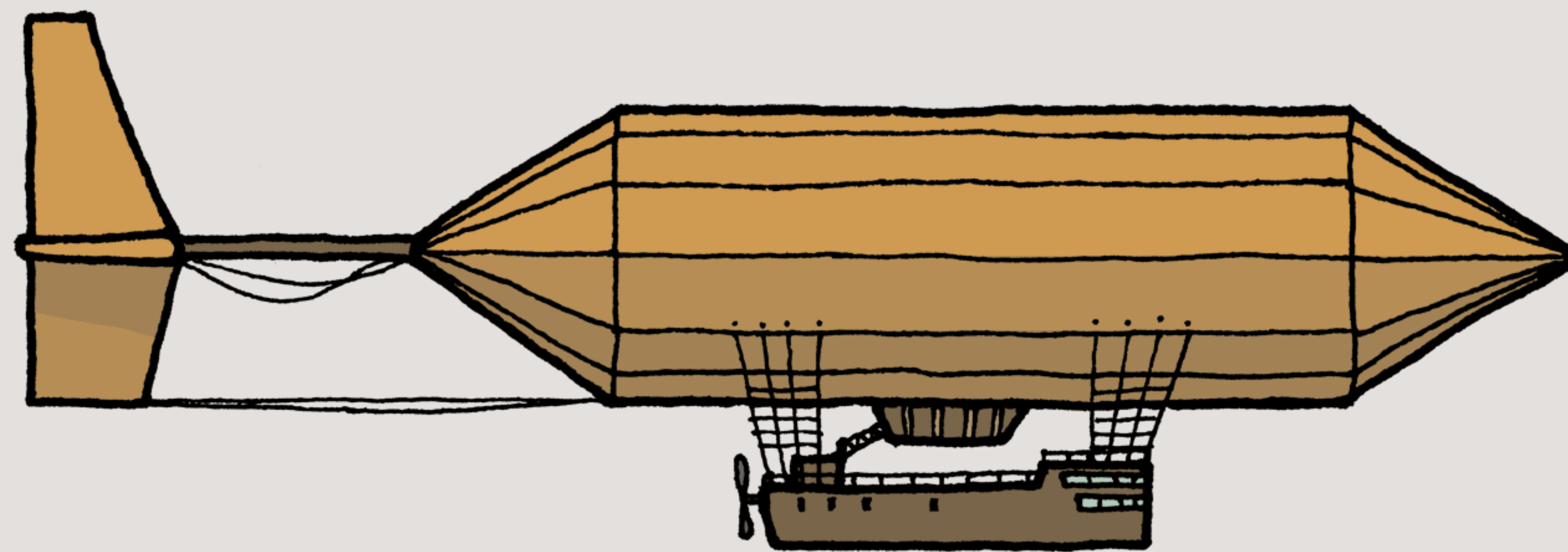
- 5 - Navigation Room and Helm
- 6 - Engine Room
- 7 - Head
- 8 - Galley

- 9 - Crew Cabin
- 10 - Crew Cabin
- 11 - Crew Cabin
- 12 - Crew Cabin

- 13 - Mess Hall and Crew Lounge
- 14 - Cargo Hold
- 15 - Fuel Storage or Secure Hold



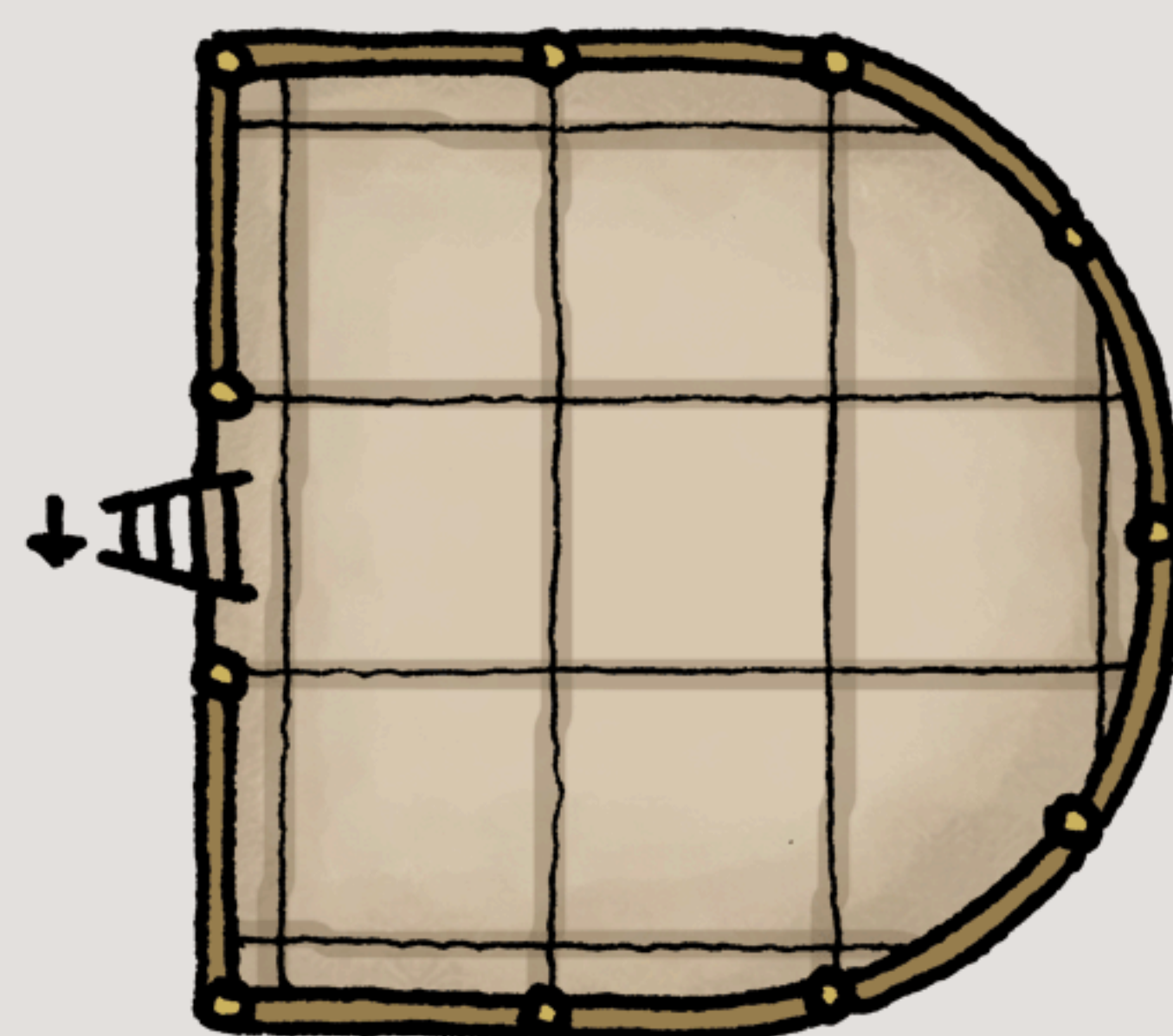
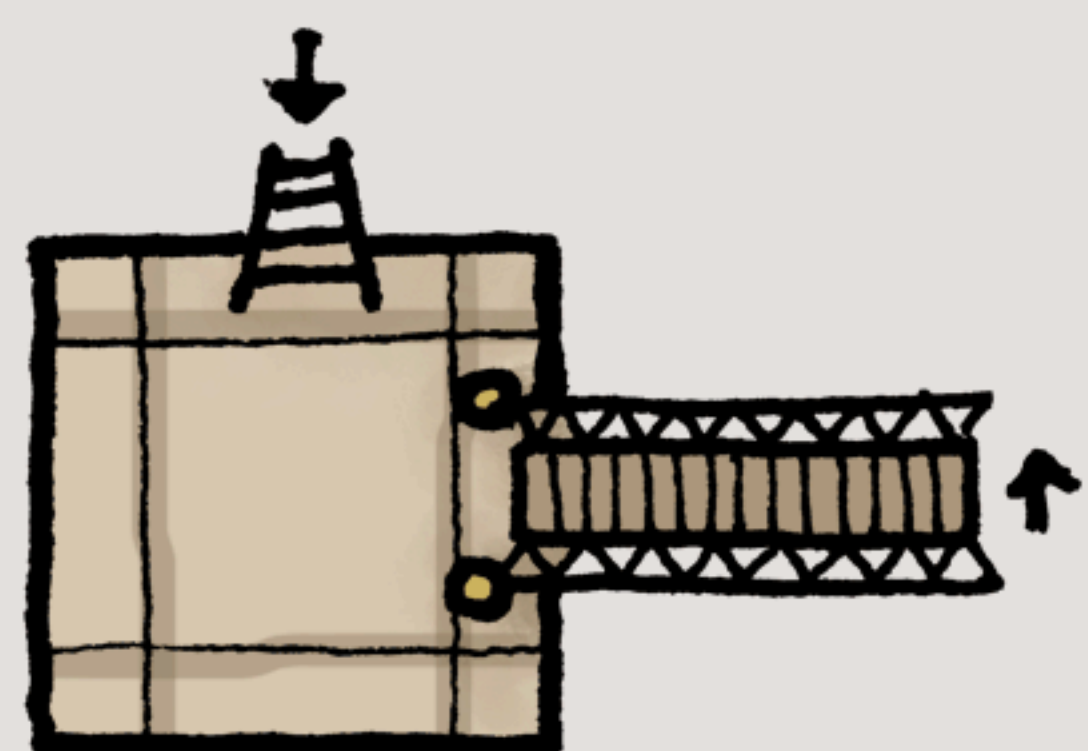
# UPPER GONDOLA



# THE CENTURY PELICAN

PATREON.COM/MILBYSMAPS  
MILBYSMAPS.COM

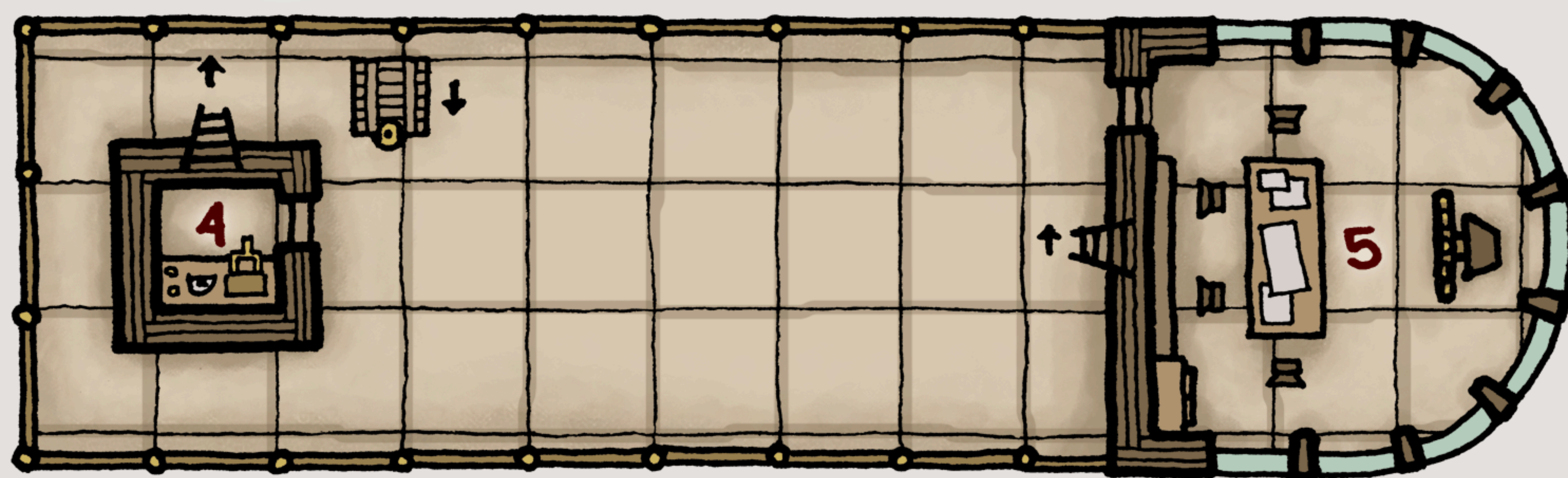
# FORECASTLE



# LOWER DECK



# MAIN DECK



# HELM

# HOLD



- 1 - Captain's Cabin
- 2 - Crew Cabin
- 3 - Crew Cabin
- 4 - Engine Controls

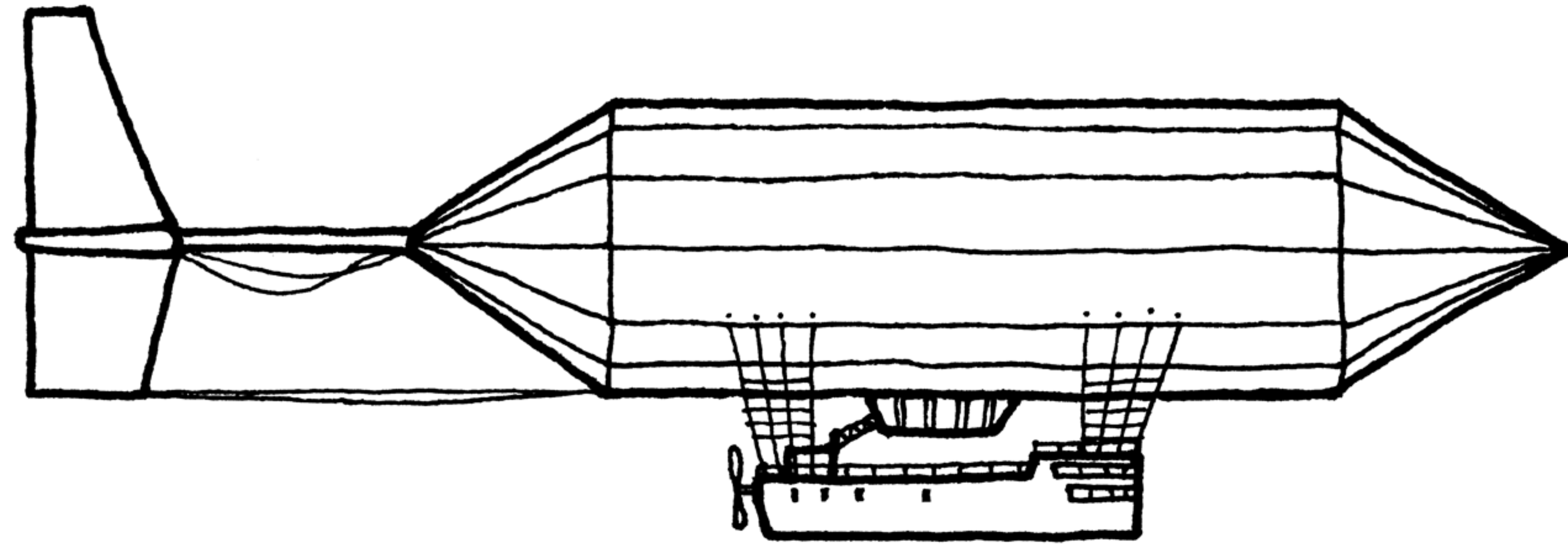
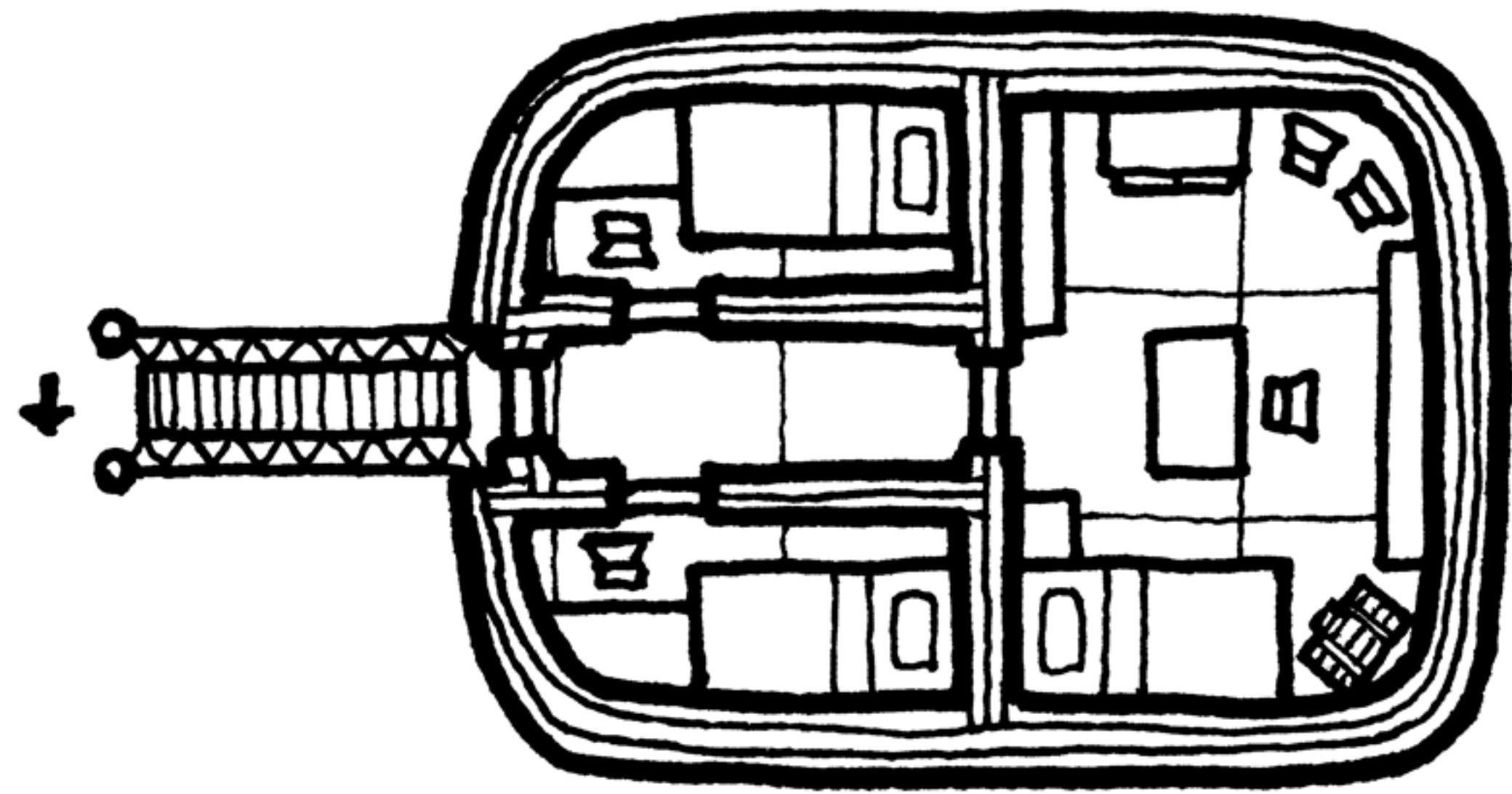
- 5 - Navigation Room and Helm
- 6 - Engine Room
- 7 - Head
- 8 - Galley

- 9 - Crew Cabin
- 10 - Crew Cabin
- 11 - Crew Cabin
- 12 - Crew Cabin

- 13 - Mess Hall and Crew Lounge
- 14 - Cargo Hold
- 15 - Fuel Storage or Secure Hold



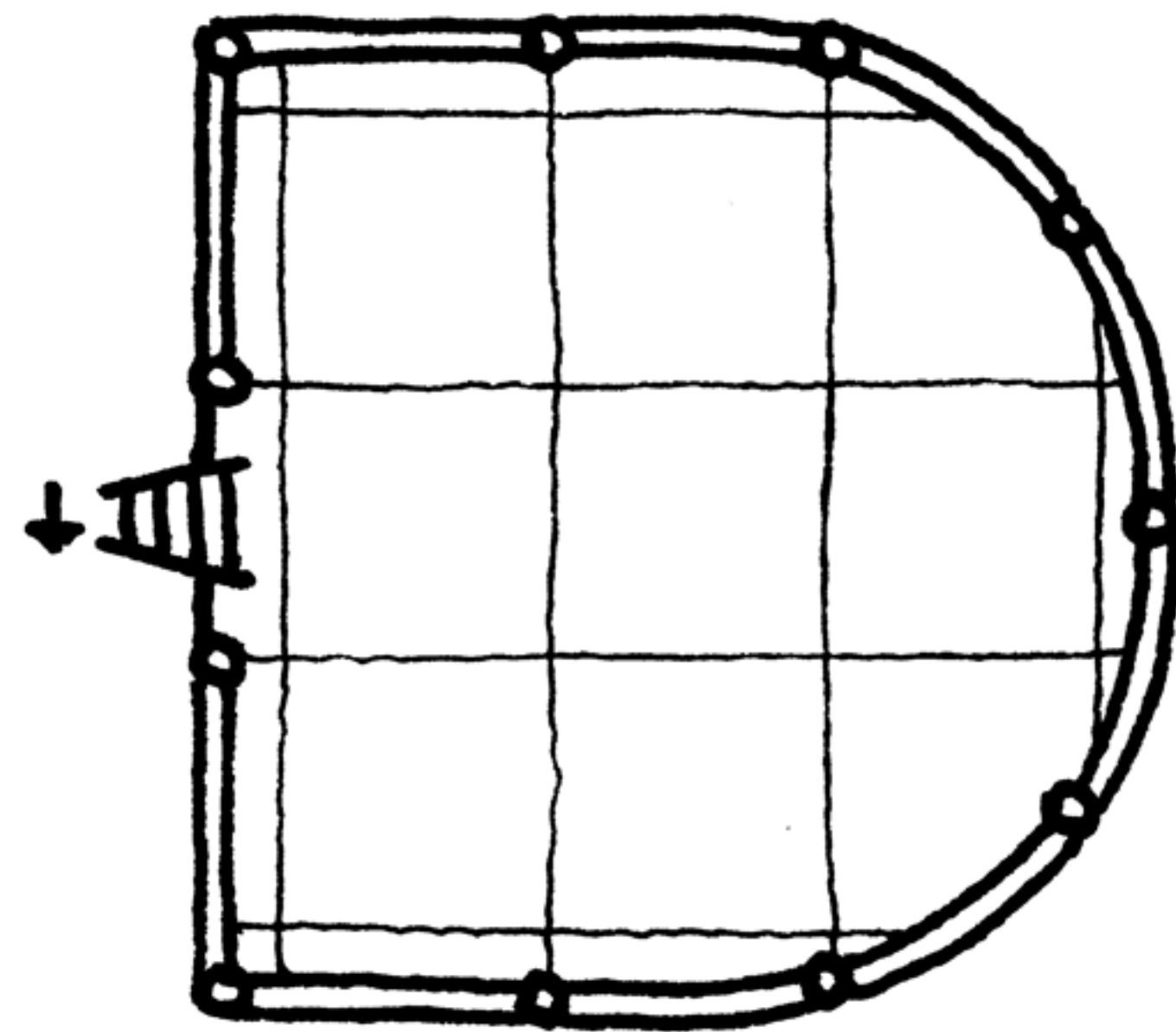
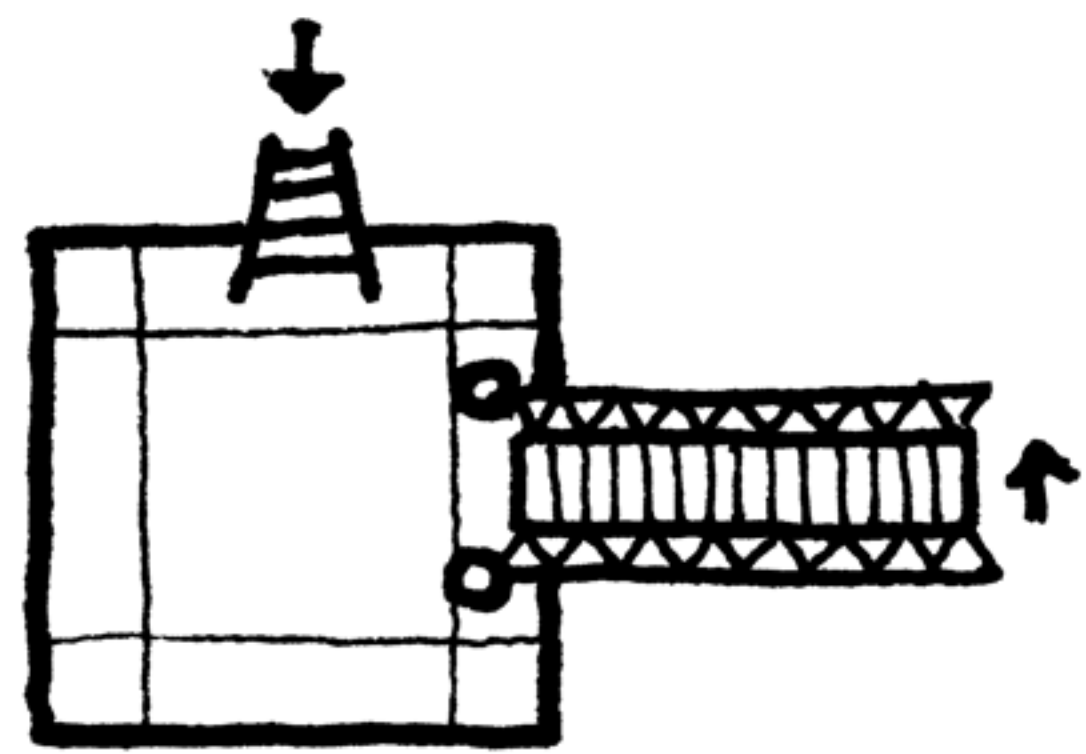
# UPPER GONDOLA



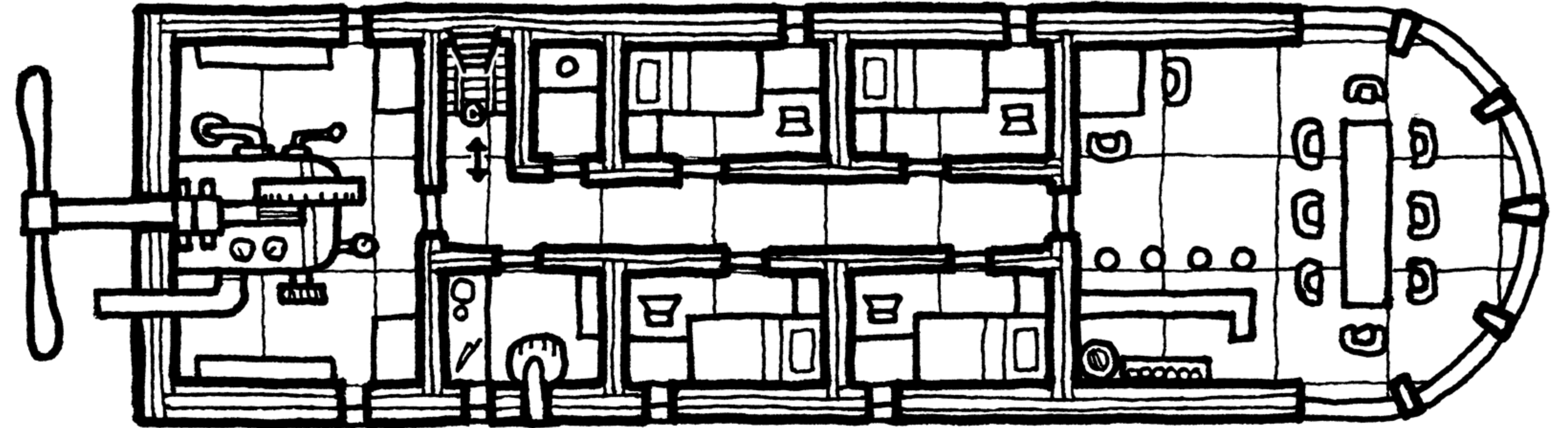
# THE CENTURY PELICAN

PATREON.COM/MILBYSMAPS  
MILBYSMAPS.COM

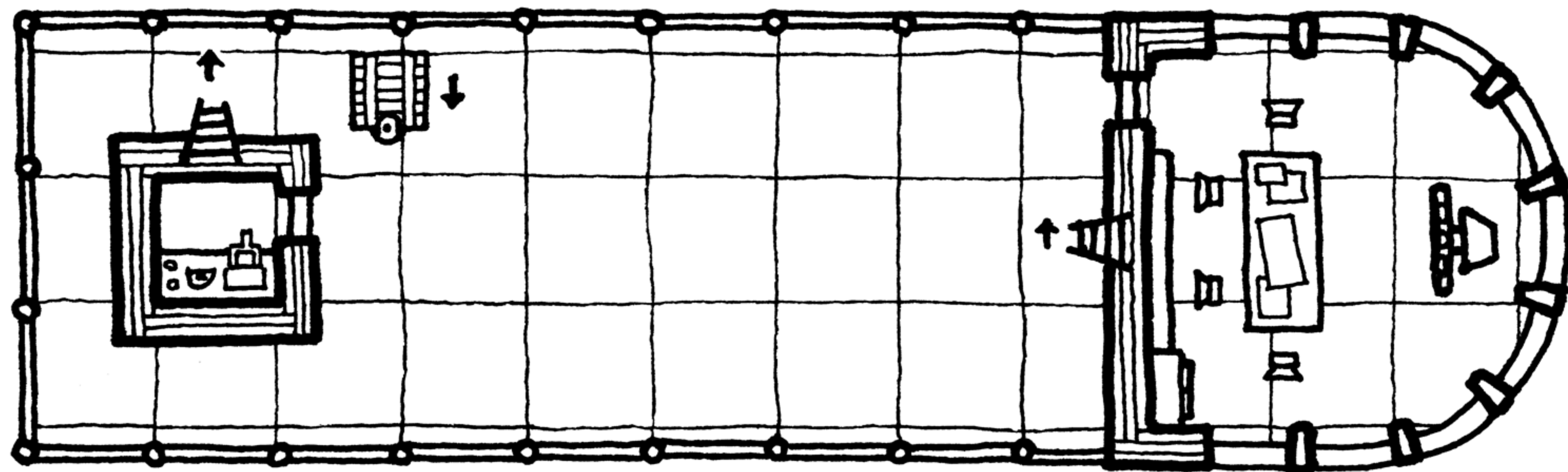
# FORECASTLE



# LOWER DECK

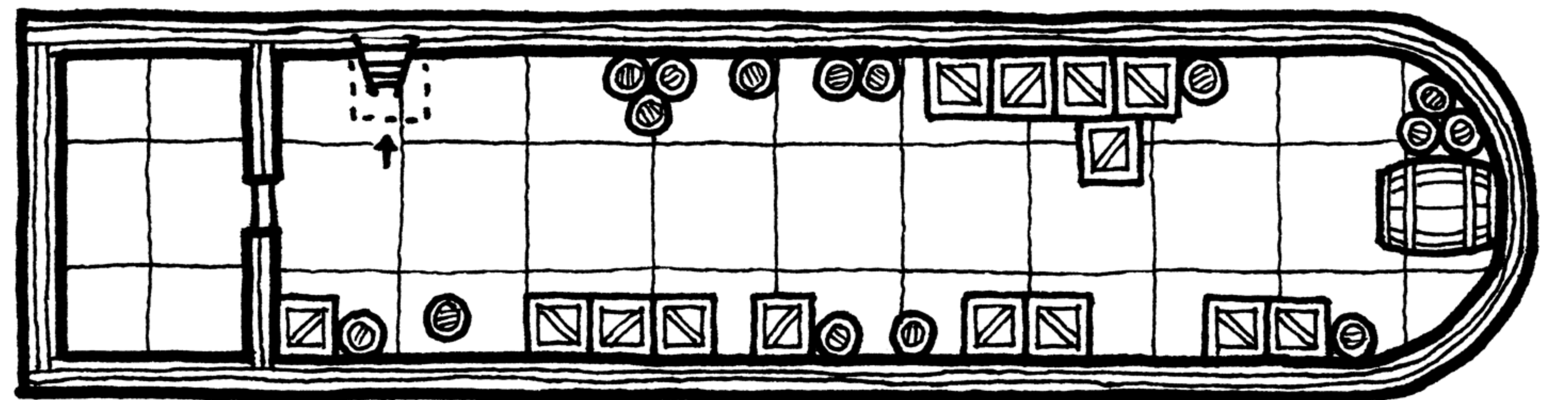


# MAIN DECK

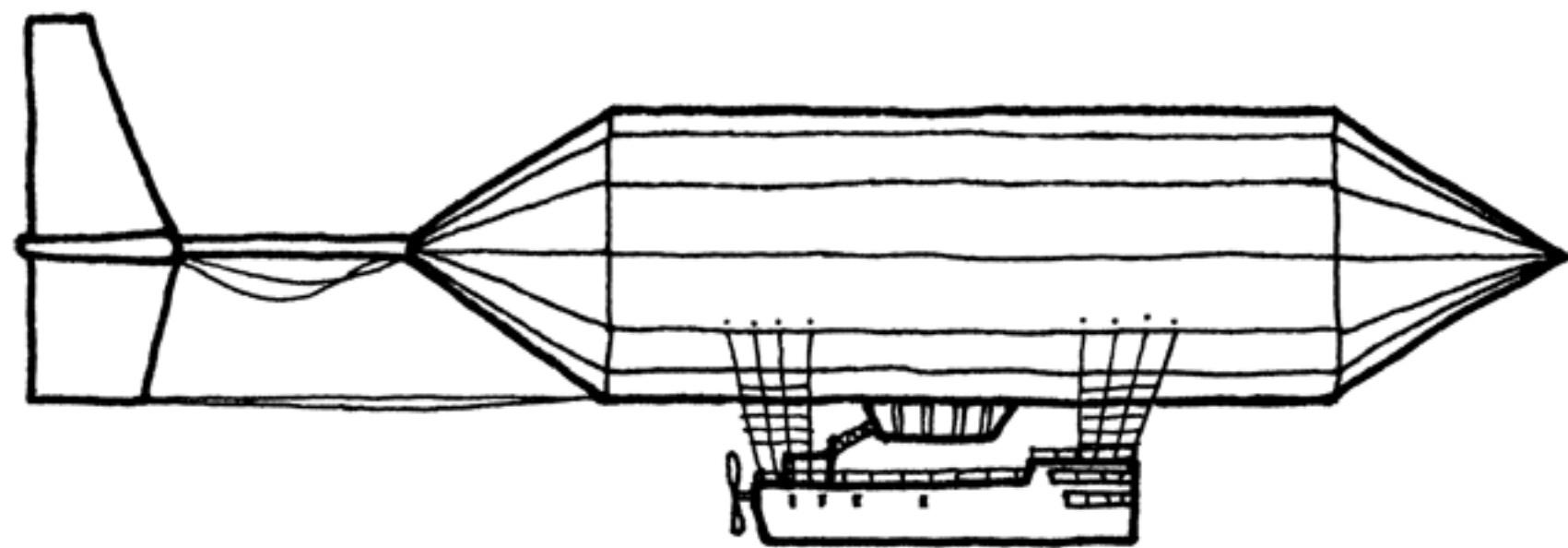


# HELM

# HOLD







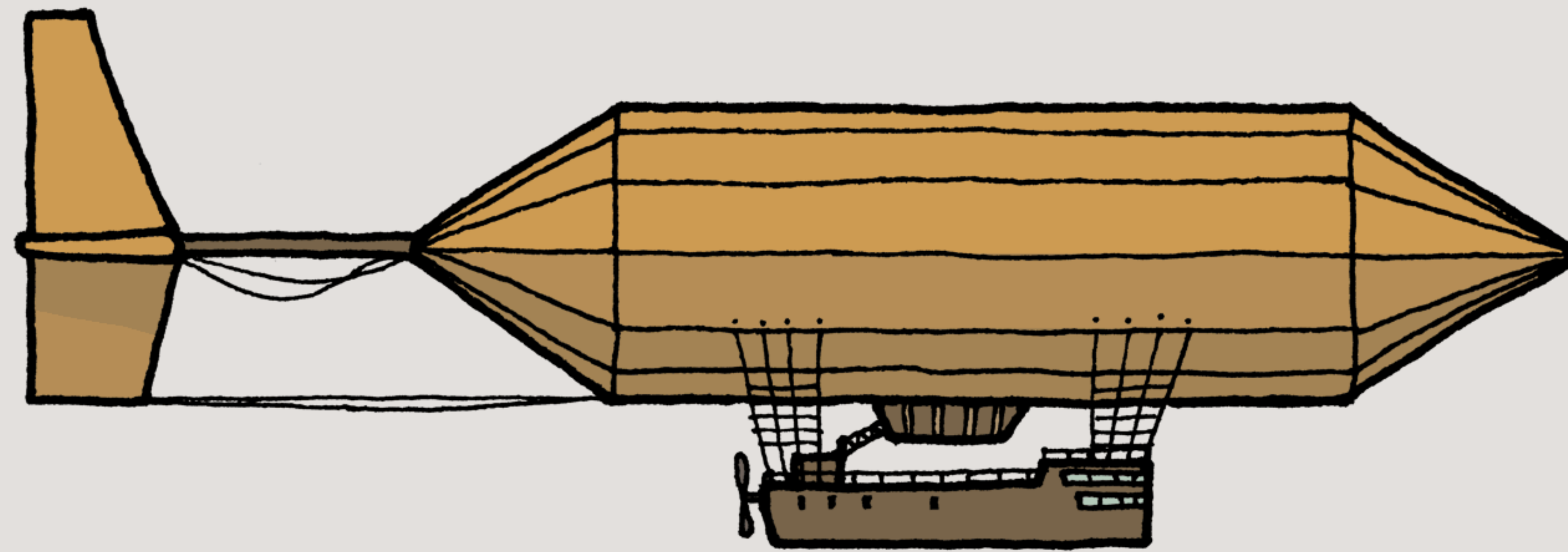
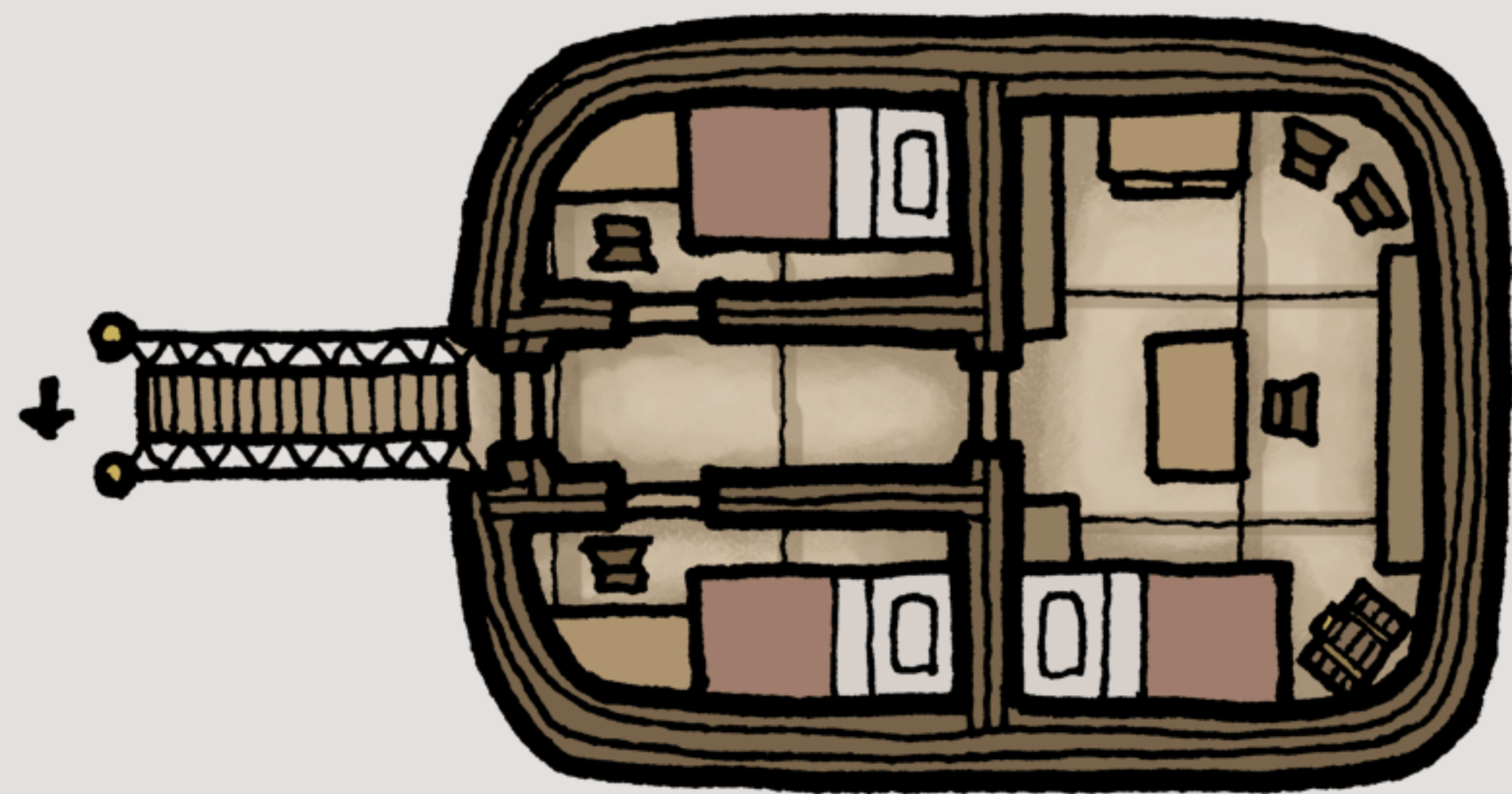
- This airship was mostly designed to be a good airship for a party to travel in. It's reasonably well-equipped, but nothing too extravagant.
- I strongly recommend against thinking too hard about physics with this. Or with any fantasy airship.
- This ship could probably be operated by as few as 2-3 people. A night crew would be required to keep it flying non-stop, however.

- If you wish, this ship could be armed with a ballista on the forecastle deck or the main deck. Or both.
- If this airship's engine requires fuel, consider using the room at the back of the hold as storage, or just as a giant fuel tank.
- Since many DMs create their own lore in regard to how airships operate in their world, several different engine types are available with this map:

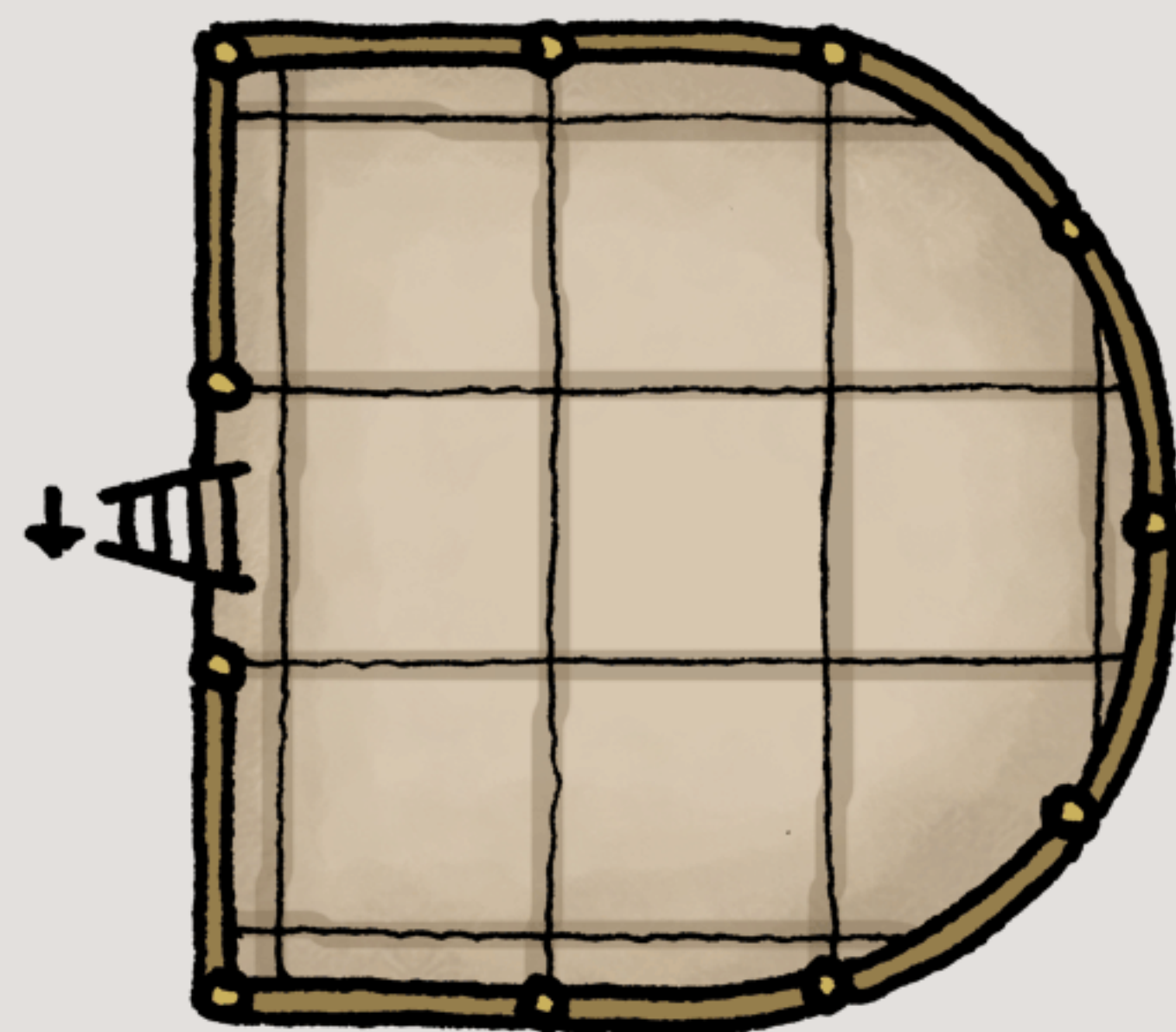
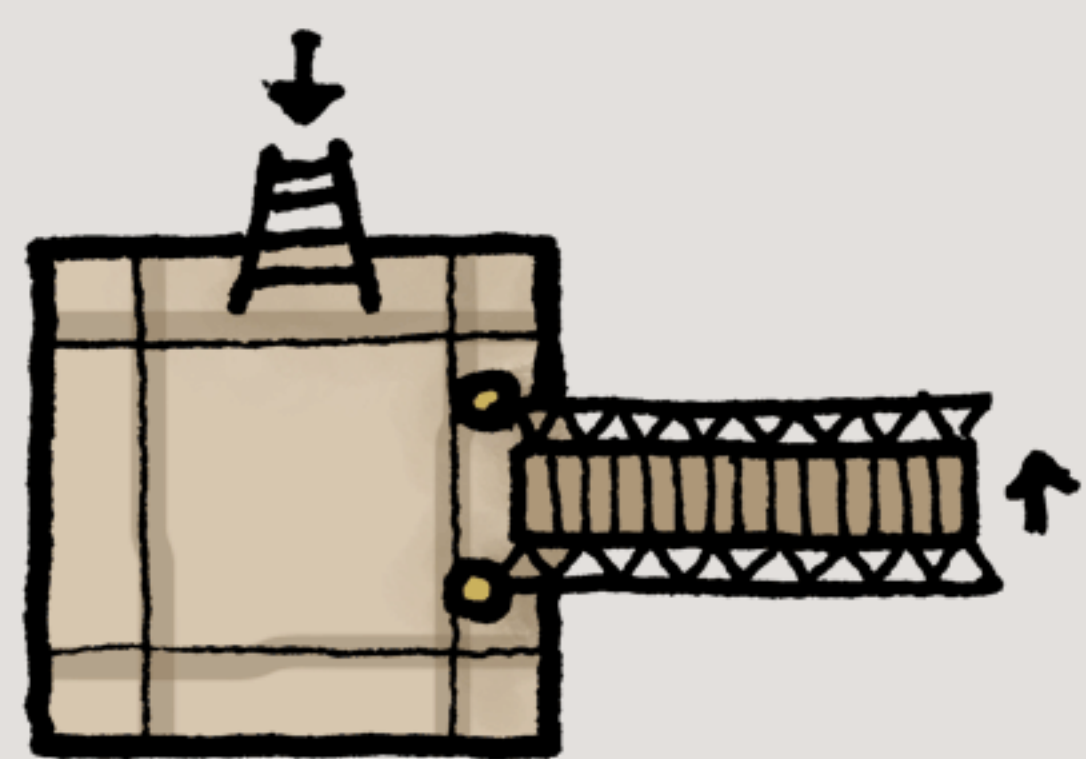
- The mechanical engine could represent a device of gnomish design, a steam engine or just a regular old motor.
- The magical engine could be an elemental-trapped-in-a-jar type of power source or an it's-magic-and-it-works-stop-asking-questions kind of thing.
- The no-engine version is for those whose airships are driven by sails. The sails aren't pictured, but they wouldn't usually be an important part of the map anyway.
- The generic engine is a black lump for DMs whose airships are powered by, like, hamster wheels or anything else that's not covered by the other options.



UPPER GONDOLA



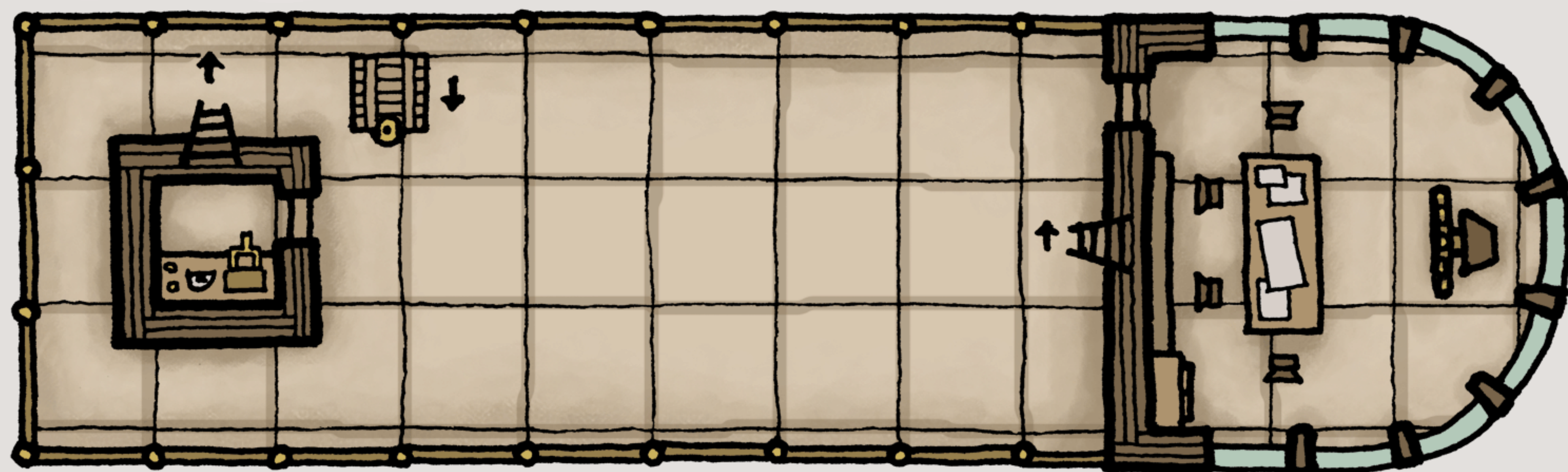
FORECASTLE



LOWER DECK

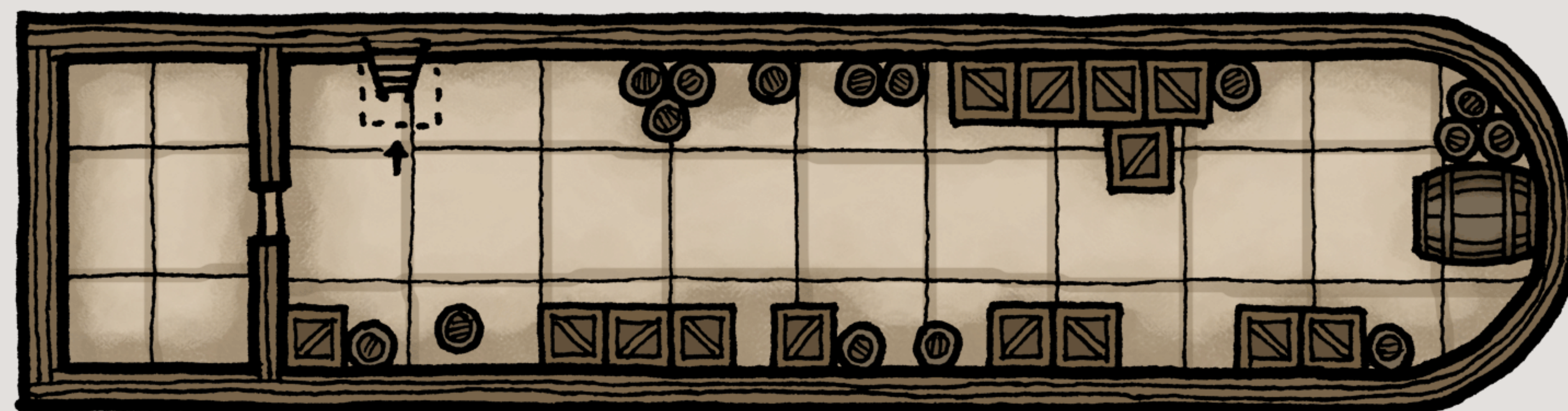


MAIN DECK



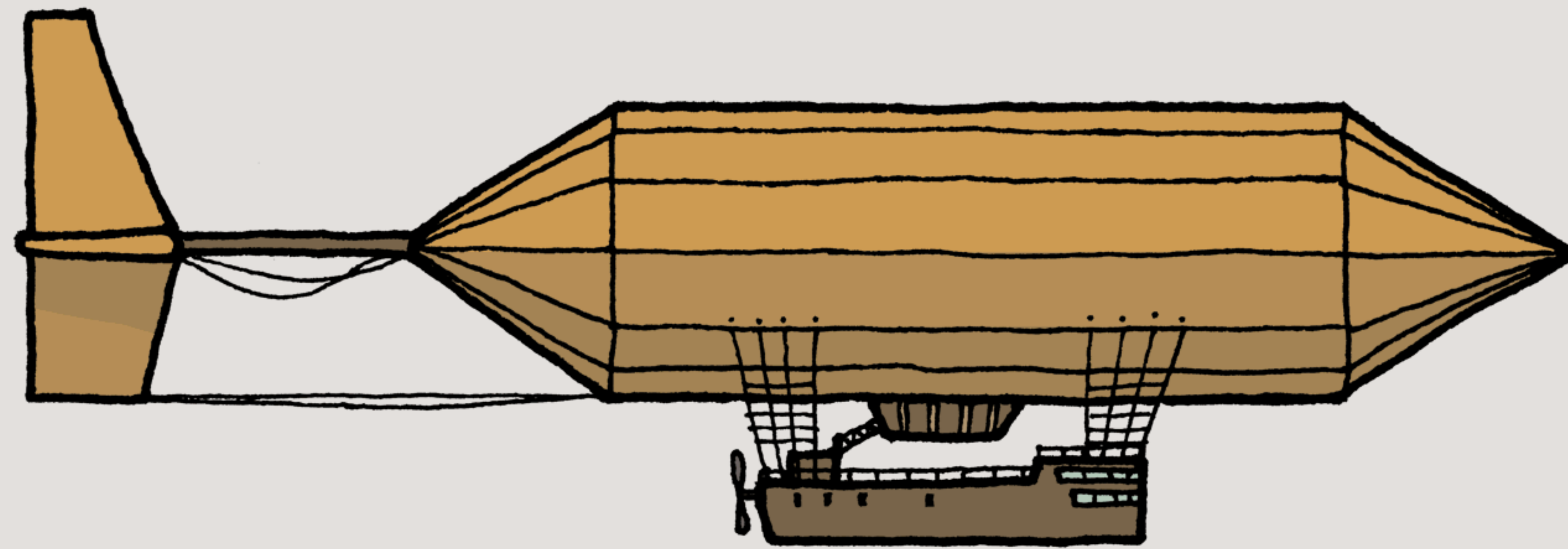
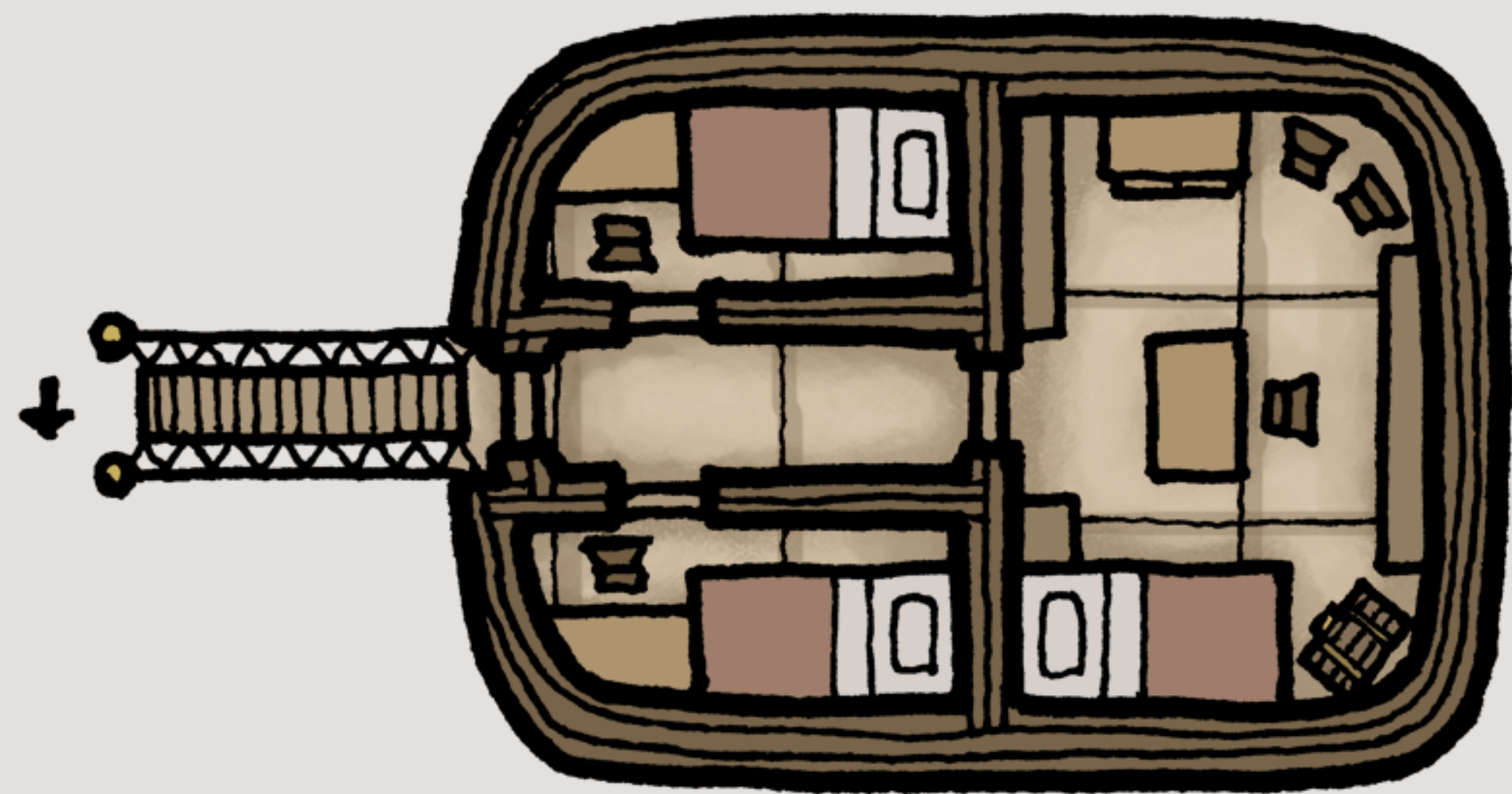
HELM

HOLD

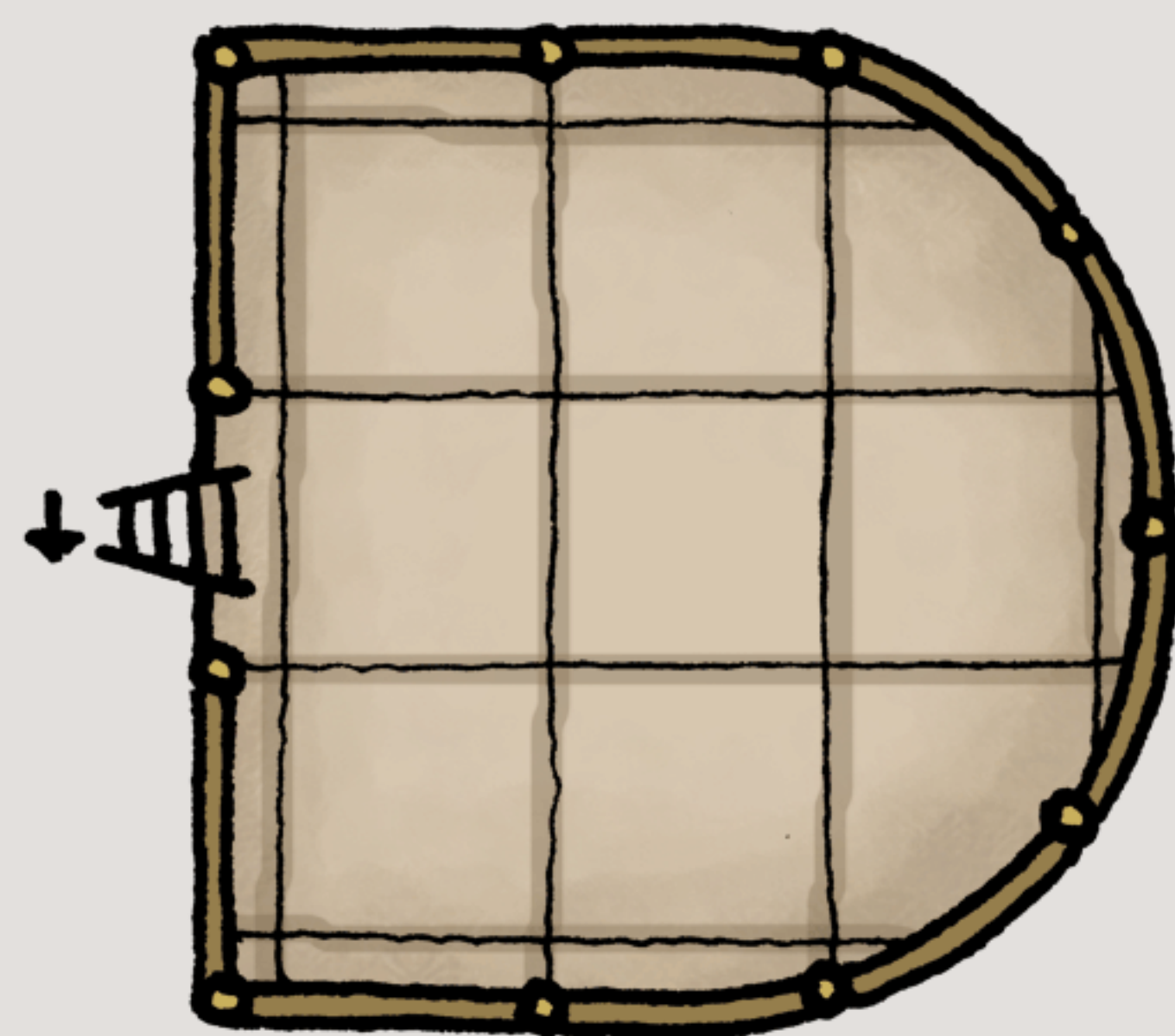




UPPER GONDOLA



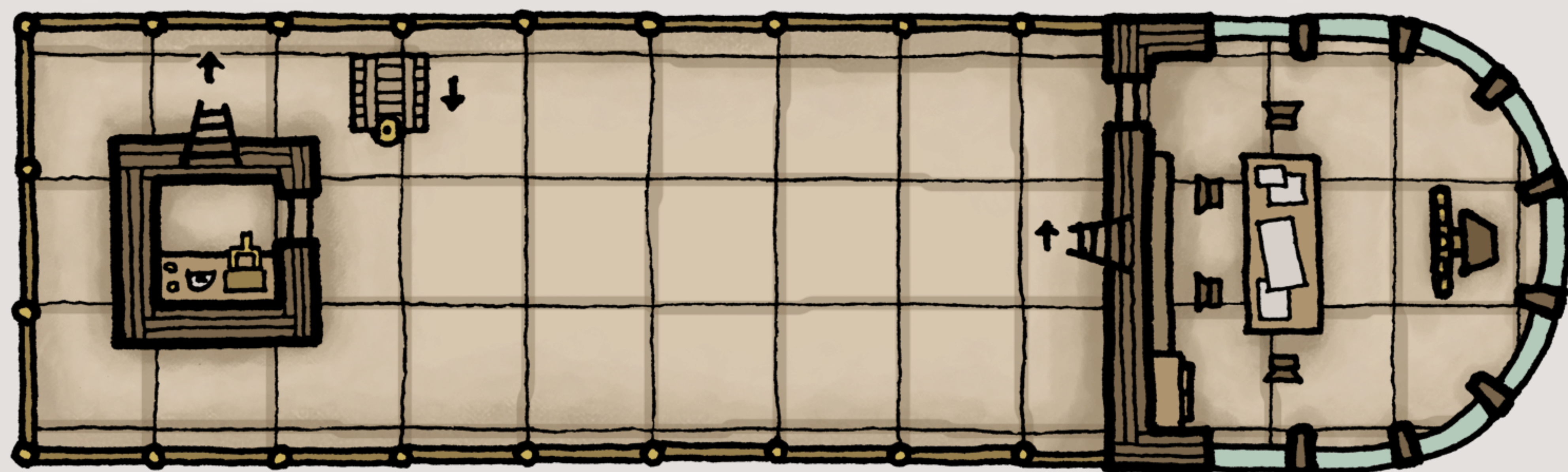
FORECASTLE



LOWER DECK



MAIN DECK



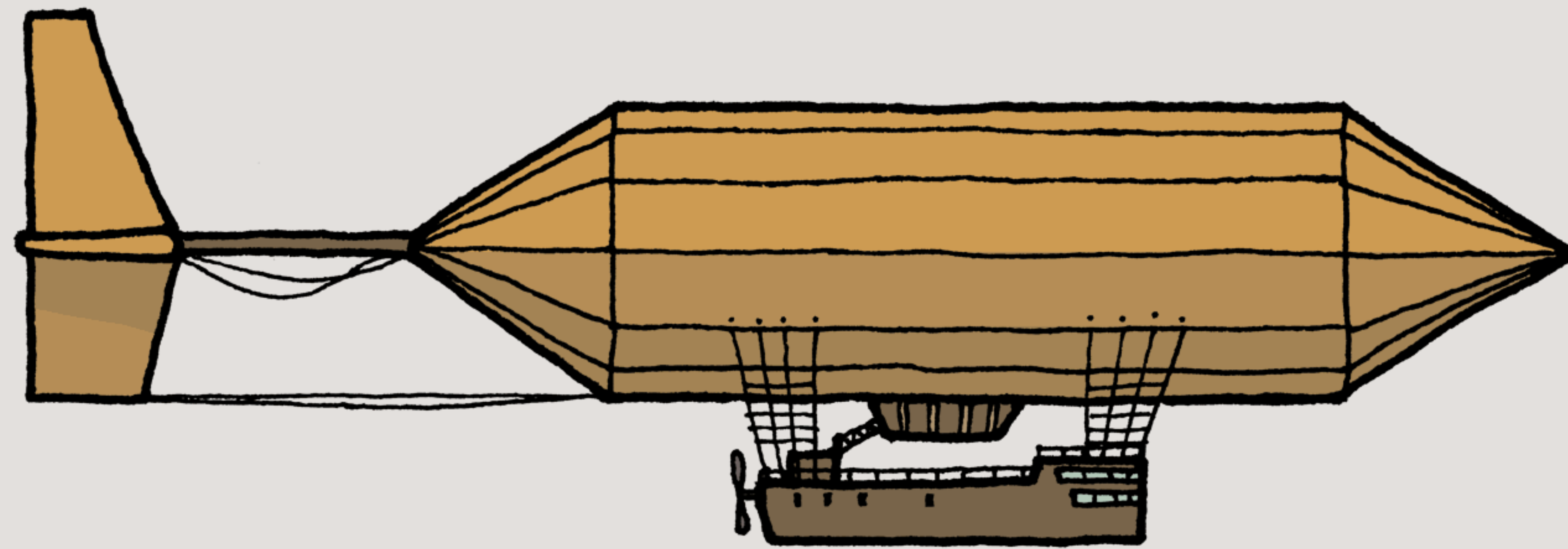
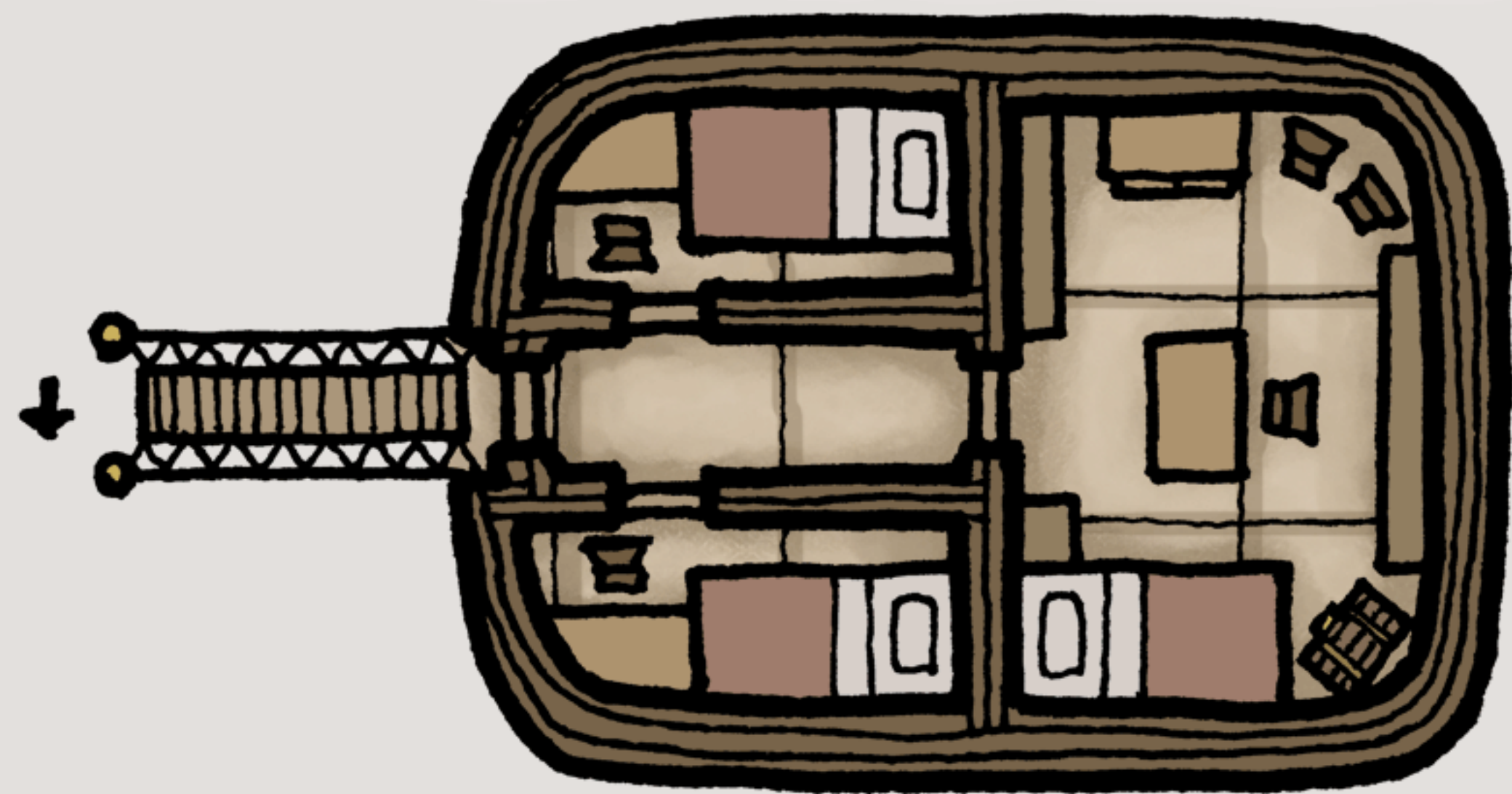
HELM

HOLD

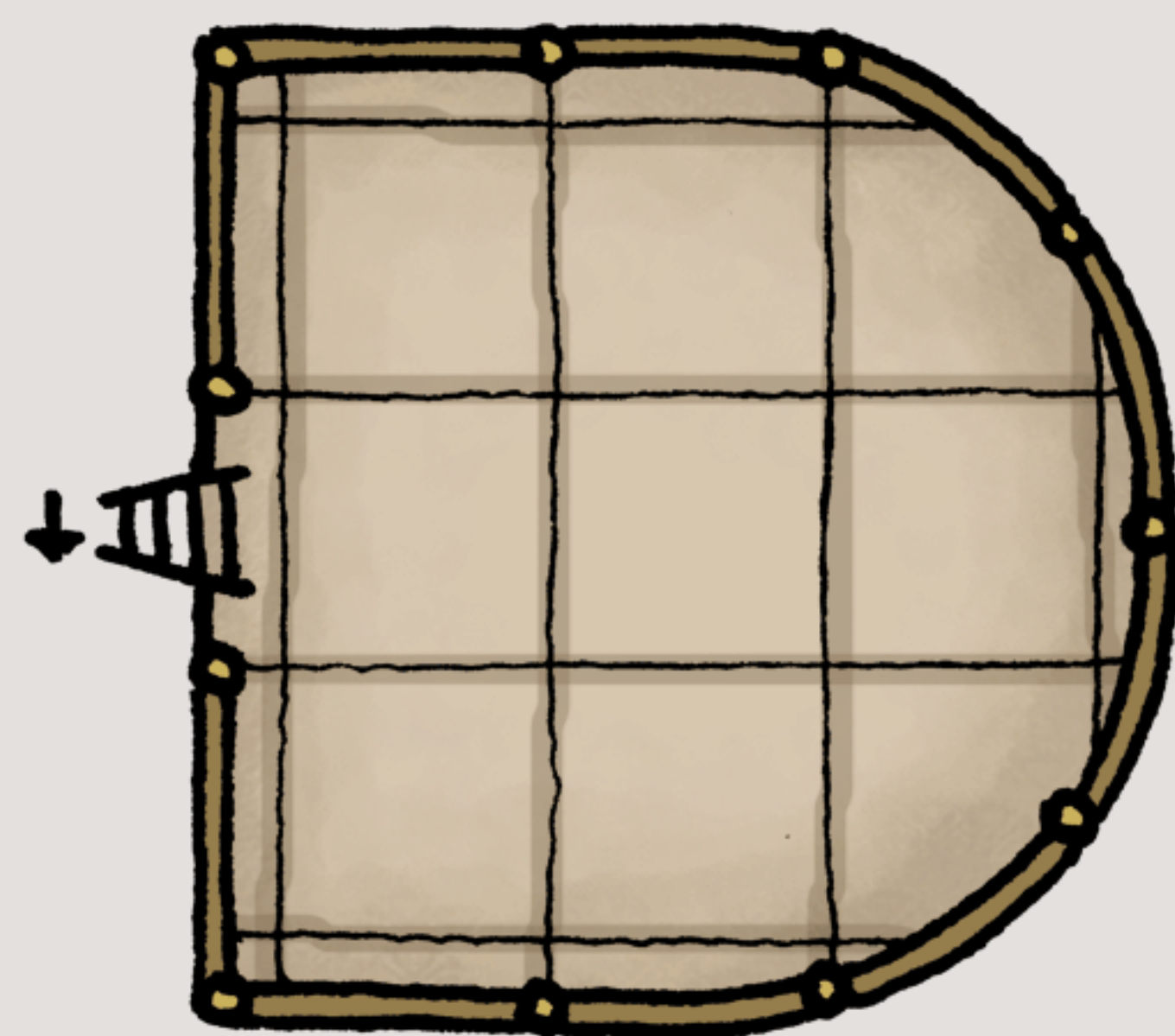




UPPER GONDOLA



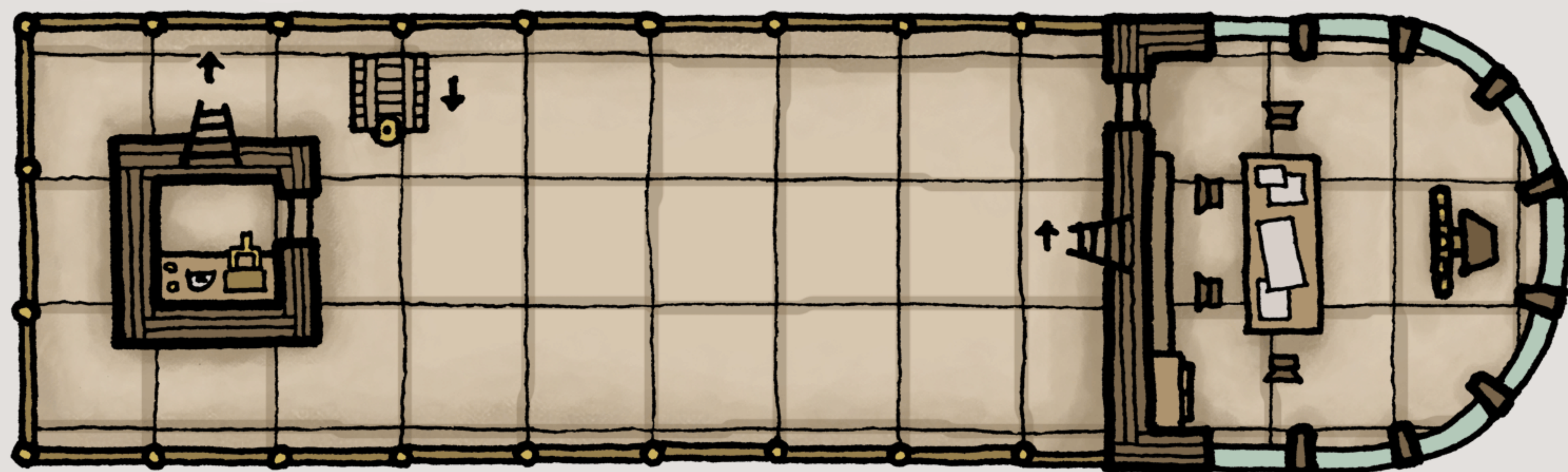
FORECASTLE



LOWER DECK



MAIN DECK



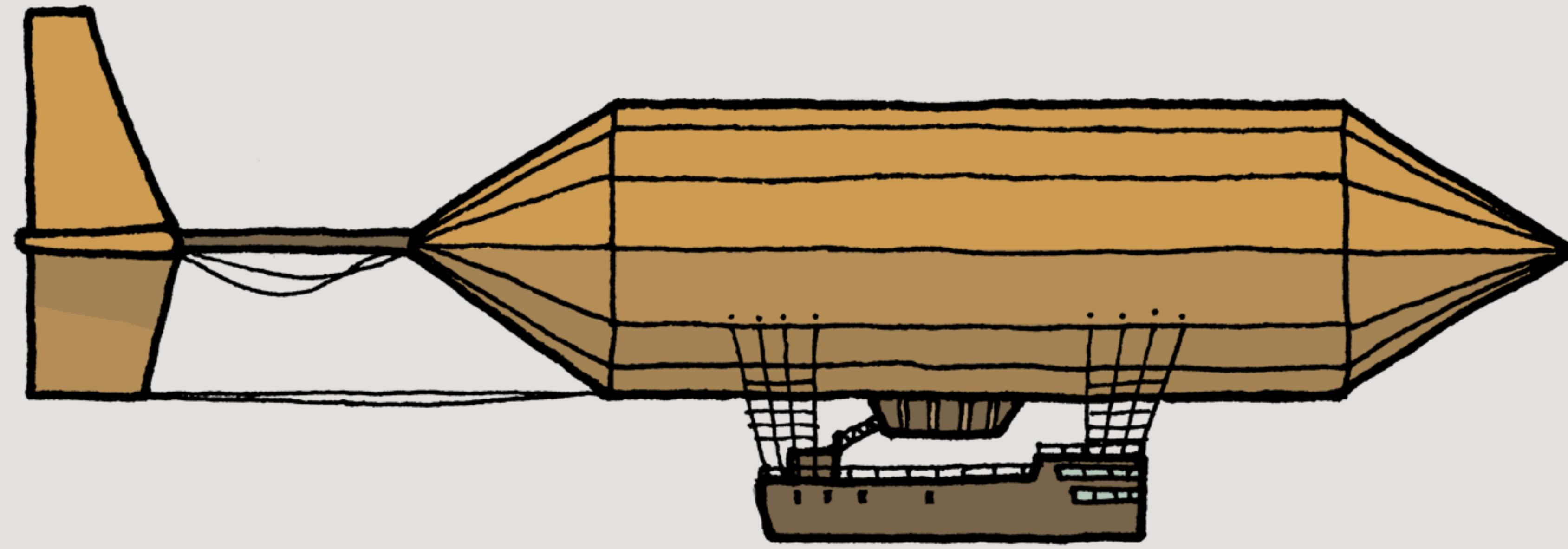
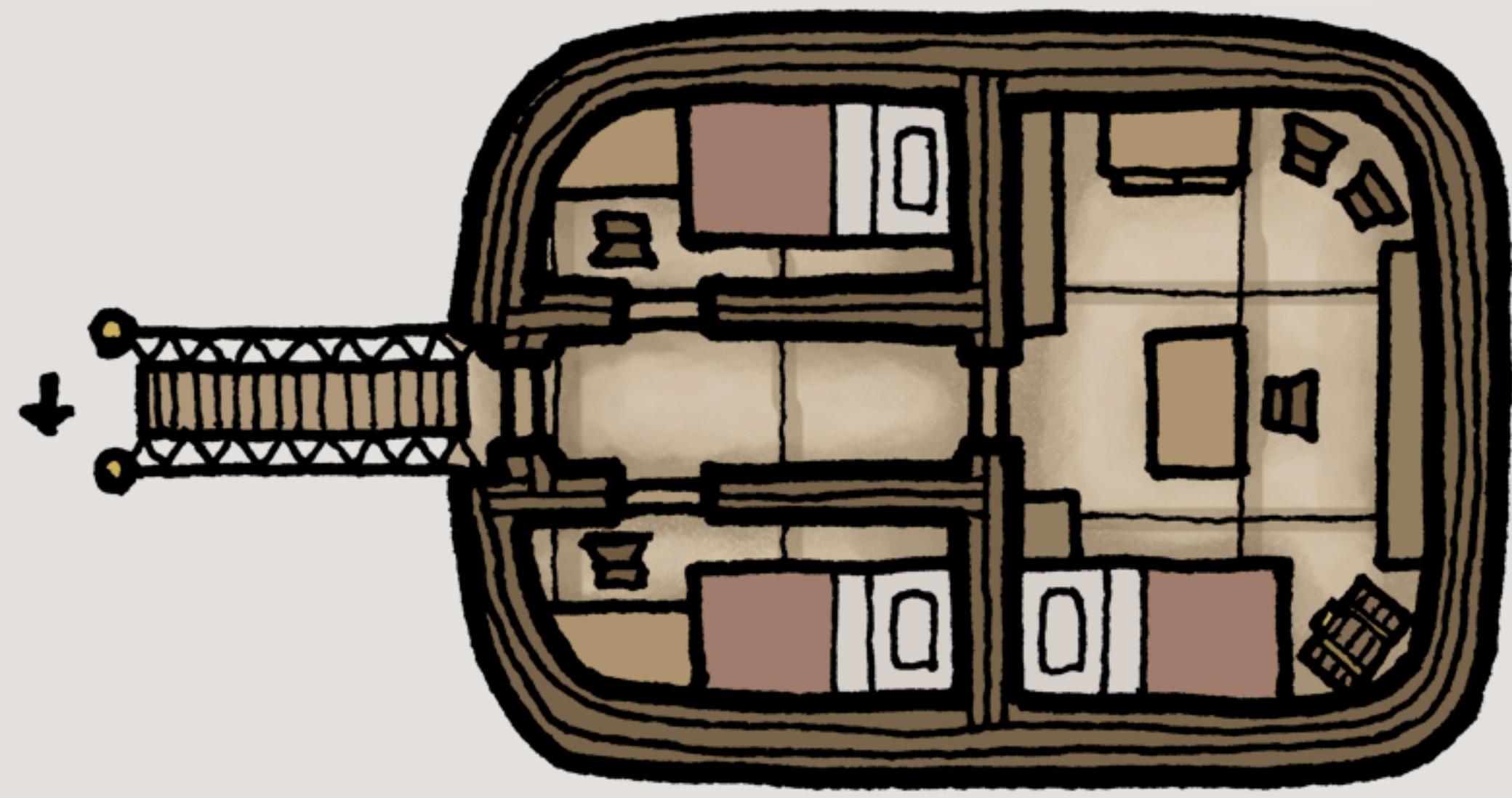
HELM

HOLD

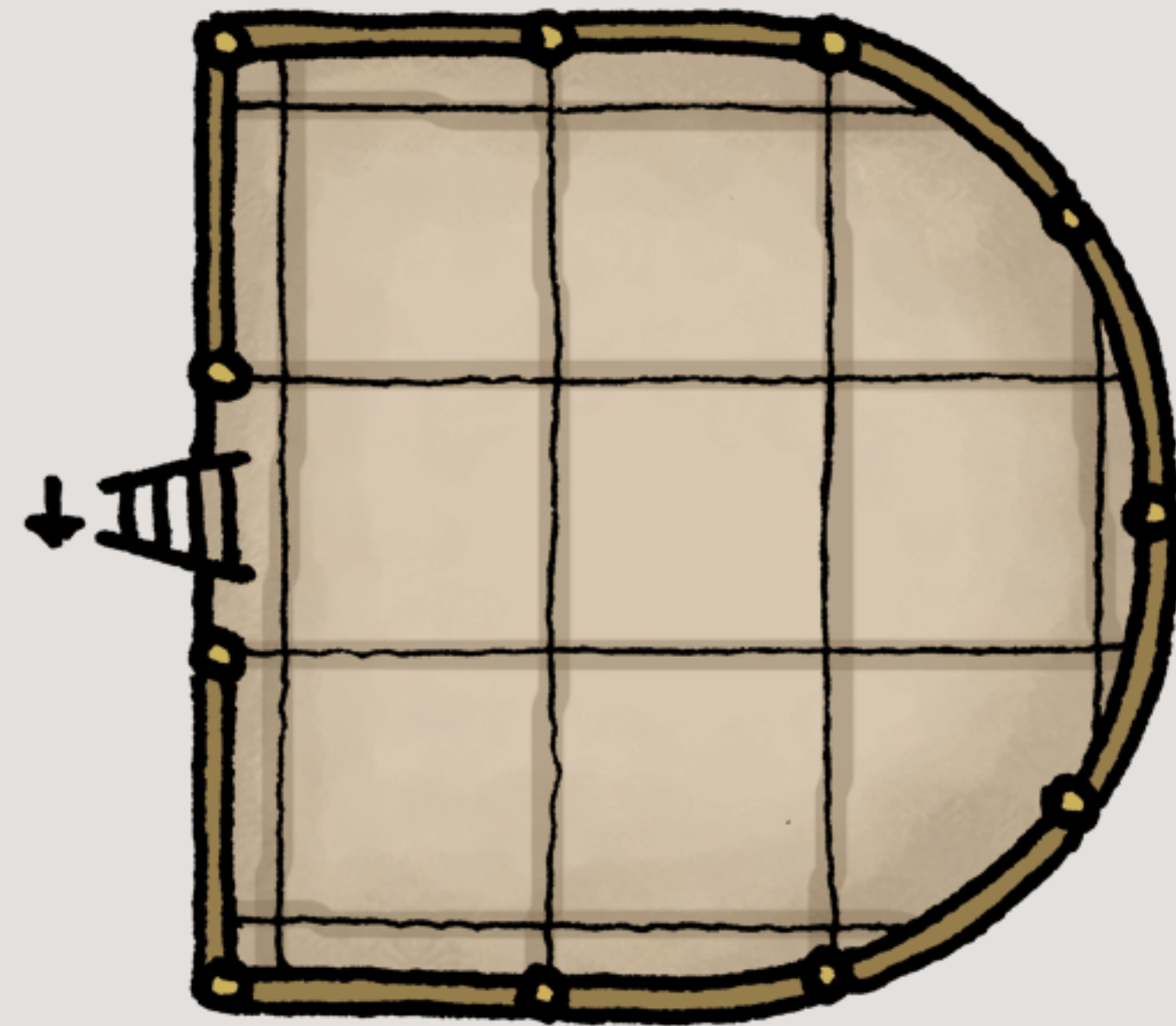
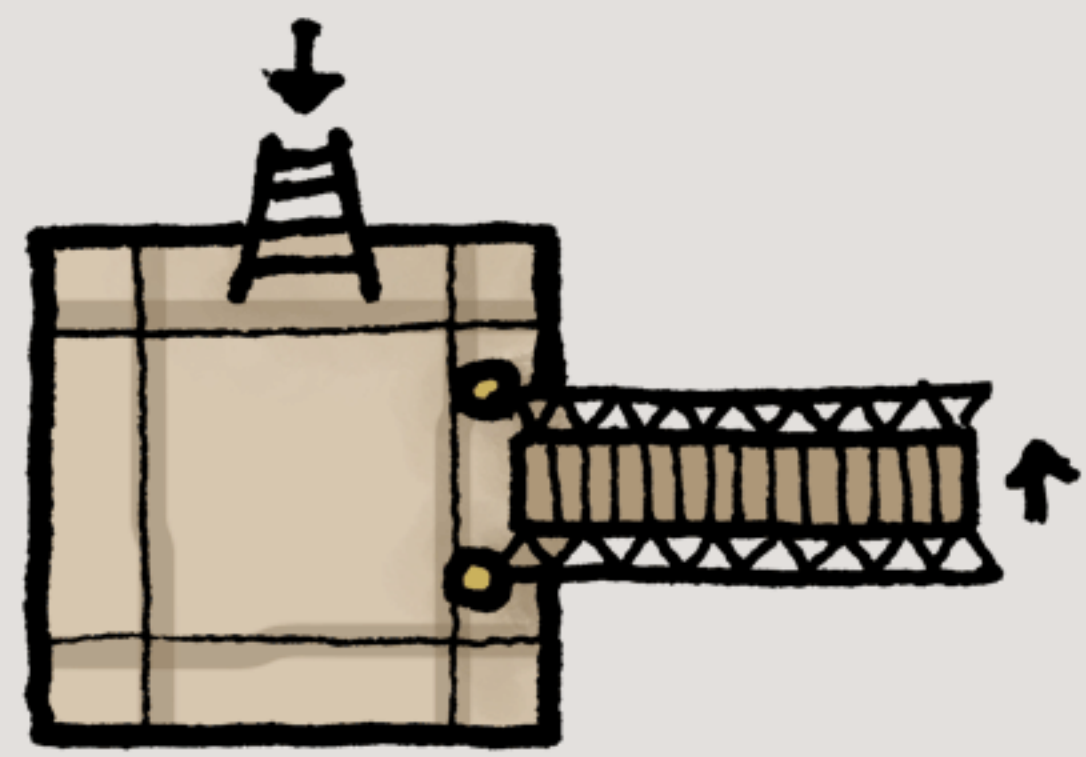




# UPPER GONDOLA



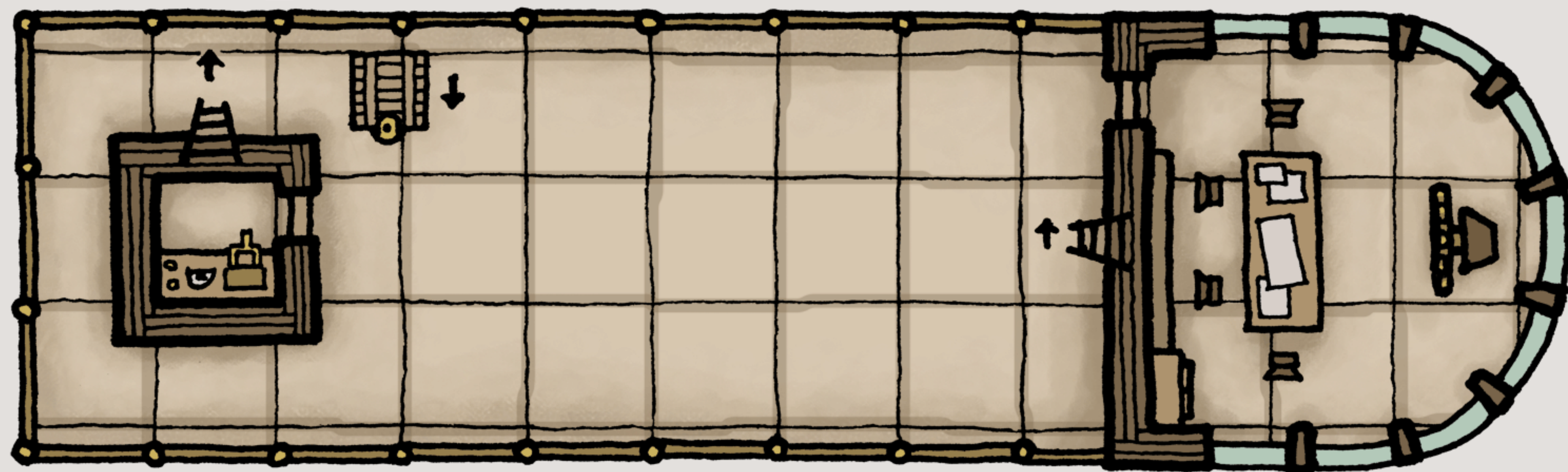
# FORECASTLE



# LOWER DECK



# MAIN DECK



# HELM

# HOLD

