

Bharzul Airship Dock by Tom Cartos

Background

This cavern high up in the side of the western cliff of Bharzul was originally carved out due to the presence of a large ore vein. Once the deposits had been fully mined, the space was temporarily used for storage before being converted into a makeshift airship hangar for visiting dignitaries from allied cities, but as Bharzul had no airships of its own it was rarely occupied.

In recent weeks there has been fervent activity in the hangar, mostly carried out behind closed doors. The reason for this activity became clear when the first new Bharzulian airship started patrolling the skies above the mountaintop city. There are now 4 of these repurposed craft, and it is clear they function very differently to the more commonly seen ships that have visited over the years. They are faster and more nimble but seem to have a much shorter flight time before needing to return to the dock.

Anyone hoping to learn how they work, or even get a ride on one might find their best option is to infiltrate the dock and have a look around.

Grid Information

GRID SIZE – 66x34 (300DPI)

VTT SIZE – 9240x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0x2/ANSI Ex2

Design Notes

Bharzul Airship Dock – Landing Strip

- **01 – Landing Strip** – This large decorative protrusion is used more as a guide to direct airships into the dock than an actual landing strip. However smaller craft can land directly on it if needed.
- **02 – Artillery Platform** – Previously lookout platform, the mechanical ballista were added recently.
- **03 – Hangar Doors** – These large sliding doors can only be opened from within the hangar. The levers on either side of the door need to be activated simultaneously to open.
- **04 – Hydraulic Lift** – Primarily used to transport goods from the supply room to the upper platform and docked airships.
- **05 – Supply Room** – General supplies needed to restock ships before take-off.
- **06 – Crystal Storage** – The crystals are ‘powered’ and used as an energy source to power the new airships. Currently the technology is still somewhat unstable, and the energy depletes quickly.
- **07 – Lab** – It appears very similar in set-up to the lab at Nasi Laguzol’s Water Wheel. It would seem others are also trying to refine his process.

- **08 – Bathrooms**
- **09 – Elevator** - The only way to access the hangar without flight is by taking the elevator up through the mountain from the bridge below.
- **10 – VIP Lounge** – Set aside for visiting dignitaries and VIPs to use while waiting for their ships to be prepared
- **11 – Waiting Room** – Usually used by staff or crew.
- **12 – Workshop** – Most general repairs and maintenance can be carried out within the hangar. This is the primary workshop.
- **13 – Spare Parts** – Parts are being manufactured elsewhere in the city before being bought up the elevator and stored here.

Bharzul Airship Dock – Platform

- **14 – Elevator** – The only way to access the hangar without flight is by taking the elevator up through the mountain from the bridge below.
- **15 – Cranes** – These cranes can be moved along the tracks on either side of the platform.
- **16 – Airship** – One of Bharzuls new airships. The airship doesn't actually land directly on the platform but is held in place by four mechanical arms.
- **17 – Gangway** – This access bridge can be raised and lowered to allow ships to land and depart.
- **18 – Control Panel** – This panel controls the mechanical arms and can also override the gangway, crane, and hydraulic lift controls.
- **19 – Access Platform** – Used to maintain the airships while docked, and for pre and post flight checks.