

Airships of Alvheim

*A Short Guide on
Navigation and Operation*

Important Terms and Ship Components

The front of the ship is referred to as forward, or fore.

The rear of the ship is known as aft.

While standing on the ship facing the front, the side of the ship on your right is known as starboard while the side on your left is known as port.

The ship is kept aloft by a giant balloon which contains air elementals who have been bonded in contract with the ship's soul. This alone does not negate the weight of the whole vessel. Floatstones are necessary as well to compensate for the mass.

The fore of the ship contains a captain's wheel. This wheel operates the rudder at the aft of the ship which directs the flow of the air and thus sets the direction of the vessel.

Each side of the ship features five air-oars. These leaf-shaped oars are magically enchanted to catch hold of the air surrounding the ship and use the rowing motion to propel the airship forward at great speeds. Instructions on how to operate those oars appears later in this guide.

There are a total of eight instrument panels that control major functions of the ship such as the routing of magical power, the buoyancy of the air balloon, and more. Two of these panels appear in each area of the ship, forward, aft, starboard, and port.

Operating Air Oars

It is essential that the rowing of the ship be purposeful and coordinated. To ensure that no errors are made during the deliberate strokes of each of the oars, the airship is programmed with an on-screen real-time rowing guide which provides not only a timed beat with which to meter the rowing of all ten participants but also specifies exactly which oars must be employed at any individual moment in time. Likewise, the direction and the position of the turning the captain's wheel is specified on-screen and must be timed with the rowing of the air-oars.

The on-screen diagram is oriented such that the fore of the ship appears at the top of the display and each oar on each side of the ship is color coordinated. When the icon that represents your oar on the screen moves, that is a signal that your oar must be rowed in a wide, circular motion, to catch as much of the air current as possible. Depending on the speed of the ship at the time you may have between two and three seconds to complete your rowing motion.

If you fail to properly employ your air-oar when directed, or if an air-oar is used at a time when it is not directed to on-screen, the resulting misuse of these apparatuses will incorrectly grasp the angle and speed of the air currents and result in damage being inflicted to the ship.

Normally rowing the ship with air-oars is only necessary at moments where accelerated speed is necessary, perhaps part of evasive action, and in those cases it is rare for rowing to be necessary for more than two or three minutes.

Operating Instrument Panels

There are a total of eight instrument panels spread throughout the ship. Two in the forward section, two in aft, two starboard, and two port. Each of these instrument panels is responsible for controlling two to three essential functions of the ship. Normally the settings on these panels do not need to be changed but if the vessel ever needs to make a flight maneuver, various instruments will need to be adjusted to make sure that the ship can successfully alter its flight speed and trajectory.

Each instrument panel features its own individual display monitor which specifies commands that must be input in order for the maneuver to succeed. Once these instructions are displayed, operators will have only a few minutes to make sure that the dials, switches, wires, and knobs on their panel are all correctly situated. There is a mounted bell on each instrument panel which is used to confirm to the ship's systems that the panel has been set and to receive the inputs just made by the operator.

Failure to correctly input all necessary commands in the allotted time or failure to input all commands correctly without error will cause conflict between the wrong settings, the external environment of the ship, and the requirements of executing the maneuver properly. These incompatibilities will doubtlessly result in damage to the vessel.

Damage and Repair

Various hazards that make up the airspace through which you will fly can cause damage to your vessel. Some of the damage might be preventable should your crew contain any Shield Bearers who have been blessed by the gods and are thus capable of wielding the shields equipped on the sides of the ship. Yet even so, overwhelming opposition or incorrect operation of the ship can result in damage occurring to the hull of the airship. Damage usually results in some manner of explosion which is likely to rock the entire vessel. Likewise flames will often erupt in the area of the damage.

Shipwright magic can be used to instantly repair damage on a limited basis but if your needs supersede the available arcane supply of your crew, the airship is equipped with several ship patch creation kits. These patches are created by properly weaving shipwright's everwood strands into a square pattern. Once a patch is created it can be stored for several hours before the magic imbued within it dissipates, so it is a wise precaution to have several already created before damage may occur rather than only reacting to it afterwards.

To employ a ship patch you need only place the patch over the damaged area, even if it is still aflame. Placing a patch requires the cooperation of two individuals who must lower the patch slowly and evenly onto the damaged area while singing an appeal to the everwood to knit and mend and integrate itself into the fabric and life of the vessel.


Other Things to Know

Your vessel will have a name, but also a true name that is known only to the captain. The captain of your airship possesses a vital soulbond to the craft, the nature of which is too profound and too unique to be described with any specificity here.

If a threat or opposition is imminent in your travels the onboard system will immediately issue a warning giving you time to prepare. Keep in mind that most major emergencies are of a type that can be predicted and your cargo hold is likely to contain a crate with the necessary supplies to help neutralize the threat that you are facing.

In general the skies above Alvhheim are treacherous. Though not all enemies have the capacity to cause a shipwide emergency, you should expect to be harried by various types of monsters. Some of these monsters will attack from afar hoping to weaken your vessel. Some of these monsters may try to board your vessel to attack people directly. Trust in the might of the Shield Bearers should you have them in your crew.

Above all, an airship can only function because of the kinship and trust shared by the members of the crew. Flight is a task that requires many minds, hearts, and hands in order to succeed and each of you is wholly dependent on one another, the soul of your craft, and the will of the gods. That your mission is worthy and that your honor is true, we, your shipwrights, wish you glory.



*May honor guide your
Path through the heavens
May glory greet you
In your safe return home*