

# The Lumionhound Hound

- **1. WHAT THIS SHIP IS (IN PATHALIS TERMS)**

- This is a **small independent skyship**, commonly used for:
  - short-haul passenger transport
  - light cargo
  - specialist contracts (like this one)

It is **not**:

- a warship
- a government vessel
- a long-range explorer
- a luxury liner

It sits in the sweet spot of Pathalis society:

*Licensed, tolerated, useful, replaceable.*

Which is exactly where a Guild adjacent crew belongs.

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## 2. SIZE, CAPACITY, AND TONE

From the image scale and layout, this ship comfortably supports:

- **Crew:** 4–6 (ideal)
- **Passengers:**
  - 6 comfortably
  - up to ~10 if squeezed and short-term
- **Cargo:**
  - light to moderate
  - trade goods, crates, tools, fuel, provisions
  - not bulk freight

This reinforces:

- why money is tight
  - why jobs matter
  - why hunting a sky serpent is worth the risk
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### **3. DECK-BY-DECK**

#### **MAIN DECK (ACTION SPACE)**

This is where the **final fight** happens.

##### **Key features visible:**

- Open central deck (excellent combat map)
- Fore spike / ram (not a weapon, but useful for positioning)
- Port and starboard **aether engines**
- Stern access to interior

Narratively:

- exposed
- dangerous
- loud
- perfect for a creature attack

This is where the adult sky serpent engages the ship.

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#### **LOWER DECK (LIVING & OPERATIONS)**

This is where character moments happen.

##### **Visible areas:**

- Forward storage / cargo space
- Central open floor (passengers or supplies)
- Small aft compartment with:

- bunks
- personal effects
- worktables
- Rear **aether core / engine housing**

This reinforces:

- cramped living
- shared space
- everyone knowing everyone's business