

# AIRSHIP

## APPENDIX E

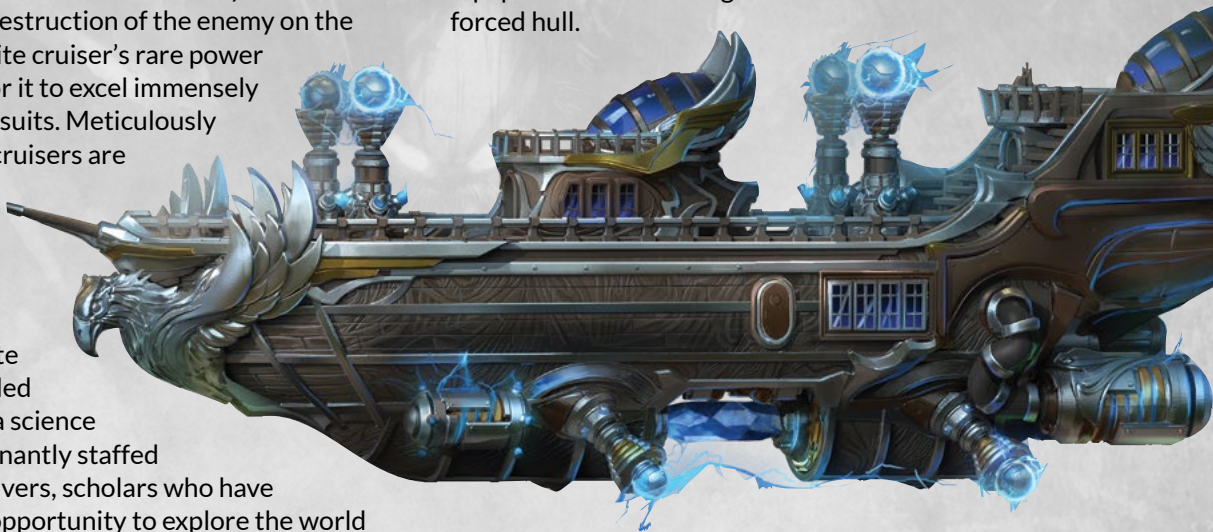
### TESLITE CRUISER

Even among unique airships, the teslite cruiser stands as a distinctly unique creation. Rare both in function and design, it's a relatively uncommon sight in the skies of Sordane. Multiple iterations of the teslite cruiser can be found. There are the more common scientific variations that strive for knowledge and navigate the vast expanse to unravel the mysteries of the world and then there are the military variations. Their sole focus is destruction of the enemy on the battlefield. The teslite cruiser's rare power capabilities allow for it to excel immensely at both of these pursuits. Meticulously crafted, the teslite cruisers are a feather in the cap of the skilled shipbuilders of Cin'dar.

Surprisingly agile for its size, the teslite cruiser is not intended for large crews. As a science vessel, it is predominantly staffed by beginner spelldrivers, scholars who have eagerly seized the opportunity to explore the world from the skies in their pursuit of knowledge. As a military vessel, it is crewed by some of the most powerful mages in the Cin'darian navy. Though often used for science missions, the teslite cruiser is not defenseless even in its most passive variation. Its unique equipment, the sordalite coil, allows it to unleash lightning strikes upon any assailants, while a sordalite-generated electrical field acts as a formidable shield, repelling cannon fire with lethal precision.

The constant discharge of electricity from the ship's sordalite coils might deter the cautious, as many perceive it as a potential danger. However, unless these coils are engaged, they pose minimal risk, and injuries are a rare occurrence. The tell-tale energy crackle of a teslite cruiser gives many in Cin'dar comfort as they soar overhead while also striking fear into the enemies of the empire.

**Build Cost.** Though it is a rare ship to be found in Sordane's skies, the teslite can still be spotted in expedition sites across the world. With most being used as mobile research bases for scholars and scientists. Because of this, the teslite is built with a reinforced hull. The cost of a typical teslite cruiser is approximately 60,000gp due to the unique equipment added during its construction and reinforced hull.



**Decks.** The teslite consists of three decks including two half-decks to the stern of the top deck.

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

**Doors.** The ship's doors are a mix of iron doors (AC 19, 36 hit points) and wooden doors (AC 15, 18 hit points). The doors are immune to poison and psychic damage. A door's lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

**Light.** Hanging lanterns cast bright light throughout the ship.

**Hull.** The ship's hull is 215 feet long, 60 feet wide, and 75 feet tall. Both its interior and exterior are made up of a mix of sturdy hardwoods and metals.





## TESLITE CRUISER

*Gargantuan vehicle (215 ft. by 60 ft.)*

**Creature Capacity** 30 (crew and passengers)

**Cargo Capacity** 20 tons

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

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.** 17 (reinforced hull)

**Hit Points.** 600 (damage threshold 17)

### HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

### HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new actions or improve the ship's momentum.

**Port Mounts.** This airship has 4 port side mounts: 2 on the stern of the hull and 2 on the bow of the hull.

- **Lower Stern:** *Spell Jet Thruster*
- **Lower Stern:** *Mini Sordalite Coil*
- **Lower Bow:** *Mini Sordalite Coil*
- **Lower Bow:** *Sordalite Amplifier*

**Starboard Mounts.** This airship has 4 starboard side mounts: 2 on the stern of the hull and 2 on the bow of the hull.

- **Lower Stern:** *Spell Jet Thruster*
- **Lower Stern:** *Mini Sordalite Coil*
- **Lower Bow:** *Mini Sordalite Coil*
- **Lower Bow:** *Sordalite Amplifier*

### SHIP COMPONENTS

#### Helm

**Armor Class:** 18

**Hit Points:** 50

**Crew Minimum:** 2 spelldrivers

#### Mini Sordalite Coil (4)

**Armor Class:** 16

**Hit Points:** 100

**Crew Minimum:** 1 spelldriver

#### Sordalite Amplifier (2)

**Armor Class:** 15

**Hit Points:** 75

**Crew Minimum:** —

#### Sordalite Coil (4)

**Armor Class:** 17

**Hit Points:** 150

**Crew Minimum:** 2 spelldrivers

#### Spell Jet Thrusters (2)

**Armor Class:** 18

**Hit Points:** 150

**Crew Minimum:** —

### ACTIONS

On its turn, the airship'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:** 2 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its *spelldrivers'* momentum spelldriving mode.

**Travel Pace:** 70 mph **Speed (fly):** 70 ft.

#### Electrical Field.

**Casting time.** 1 reaction

**Cost.** 3 spelldriving points

**Duration.** 1 round

A field of electrical energy surrounds and protects the ship. Until the end of the ship's next turn, all of its components have a +4 bonus to AC, including against the triggering attack. Each cannon attack that misses the airship due to this spelldriving mode is repelled back at the attacking ship. Make an attack roll for each attack that missed, using the statistics of the opposing ships weapons.

#### Levin Shower.

**Casting time.** 1 action

**Cost.** 6 spelldriving points

**Duration.** Instantaneous

You cause lightning to fill the sky and strike violently at anything near you. Each creature or vehicle within a 2,000 foot-radius centered on your airship must make a Constitution saving throw versus your spell save DC. On a failed save, a creature takes 9d8 lightning damage, or half as much damage on a successful one. A creature on board an airship does not need to make this saving throw.



## EXAMPLE TESLITE CREW

Being a scientific vessel, a decent amount of the crew aboard teslite cruisers are spelldrivers. Despite this, as they enter deadly environments regularly during their studies, soldiers are still a necessity to ensure the cannons are operational and the ship is protected at all times. The typical crew for a non-player-operated teslite includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One captain (page 215)
- Five other officers: a bosun (page 215), a cook (page 215), a first mate (page 216), a medic (page 216), and a navigator (page 216)
- Fifteen spelldrivers (beginners) (page 217)
- Five sailors (page 217)

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

## SHIP DECK GUIDE

While other airships are used as transport or war vessels, the teslite is almost exclusively used as a scientific discovery airship. Because of this it lacks traditional ship functions such as gun decks. Instead the space is outfitted for the crew to study and rest.

### TOP DECK: CAPTAINS QUARTERS, LABORATORY, AND OBSERVATION DECK

The top deck of the teslite used as the ship's observation deck; in addition to this there is a laboratory and a half deck housing the captains quarters.

**Captains Quarters.** The stern of the main deck is reserved for the captain. Occasionally this space is used as an operations room should the need arise. Directly above the captain's quarters is the ship's helm.

**Laboratory.** Built in the center of the top deck is a room serving as the crew's laboratory. Additionally the laboratory has a staircase descending to the first deck and a ladder which leads to a small balcony overlooking the top deck.

**Observation Deck.** The observation deck of the teslite is typically outfitted with four sordalite coils, allowing the ship to protect itself should it be attacked.

### FIRST DECK: CREW CABINS, KITCHEN AND MESS HALL

The first deck of the ship is the crew's cabins, kitchen and mess hall.

**Crew Cabins.** At the bow of the first deck are the crew's cabins. There are a total of six cabins built into the teslite, and the space is shared equally between both the officers and regular crew.

**Kitchen.** To the stern of the first deck is the teslites kitchen. It is separated from the ship's makeshift mess hall by a full wall and two doors.

**Mess Hall.** Placed between the kitchen and cabins is a makeshift mess hall. Despite this space being the passage between the top deck and the engine room, crew can often be found here resting and eating.

### SECOND DECK: ENGINE ROOM AND STORAGE

The second deck serves as the ship's engine room and storage space. When necessary the storage space also doubles as additional sleeping quarters.

**Engine Room.** To the stern of the second deck is the teslite cruiser's engine room. Due to the sordalite crystal taking up the central space of the second deck, this room is only accessible via ladder through the mess hall.

**Storage.** To the bow of the second deck is a small space that is primarily used for storage. In rare cases that the crew need additional sleeping space, this area is emptied and fit with bedrolls providing a temporary and uncomfortable bedroom.





## MINI SORDALITE COIL

Though a smaller version compared to the regular sordalite coils, these devices are still powerful attachments in their own right. Unlike their larger counterparts, the miniature coils are used to help protect the airship from enemy attacks, creating an electrical field to stop and repel cannon-fire.

**Armor Class:** 16

**Hit Points:** 100

**Crew Minimum:** 1 spelldriver

**Electrical Field:**

**Casting time.** 1 reaction, which you take when the ship is hit by an attack

**Cost.** 4 spelldriving points

**Duration.** 1 round

A field of electrical energy surrounds and protects the ship. Until the end of the ship's next turn, all of its components have a +3 bonus to AC, including against the triggering attack. Each cannon attack that misses the airship due to this spelldriving mode is repelled back at the attacking ship. Make an attack roll for each attack that missed, using the statistics of the opposing ships weapons.

**Improvements:** For every two additional mini sordalite coils equipped to the airship, the spelldriving point cost of electrical field is reduced by 1 (to a minimum of one) and its AC bonus increases by 1.

**Ships Allowed:** Soralites.

## SORDALITE AMPLIFIER

These devices are used to passively store sordalite energy over time, allowing it to increase the flow of power to the airships engines. These amplifiers are typically used on airships equipped with only a couple of spell jet thrusters, increasing their power to allow the ship to keep up with airships with far more engines.

**Armor Class:** 15

**Hit Points:** 75

**Crew Minimum:** —

**Electrical Field:**

**Improvements:** An airship equipped with a sordalite amplifier increases the output of a propeller engine or spell jet thruster but 1.5 times its normal capacity. For example, a spell jet thruster would have a Speed (fly) of 35 feet instead of 20. For each sordalite amplifier equipped by an airship an additional engine can be powered.

**Ships Allowed:** Soralites.

## SORDALITE COIL

These large towers are a fusion of sordalite technology and science, allowing them to draw the energy from sordalite to affect the weather in the local area. Unlike other airship attachments, due to their size and weight, sordalite coils need to be placed on the airships deck. Despite the power these coils can produce, they are rarely used on airships due to their unstable nature. As such, they typically only find use on science vessels.

**Armor Class:** 17

**Hit Points:** 150

**Crew Minimum:** 2 spelldrivers

**Levin Shower:**

**Casting time.** 1 action

**Cost.** 6 spelldriving points

**Duration.** Instantaneous

You cause lightning to fill the sky and strike violently at anything near you. Each creature or vehicle within a 1,000 foot-radius centered on your airship must make a Constitution saving throw versus your spell save DC. On a failed save, a creature takes 5d8 lightning damage, or half as much damage on a successful one. A creature on board an airship does not need to make this saving throw.

**Improvements:** For every two additional sordalite coils equipped to the airship, the radius of levin shower increases by 1,000 feet and its damage increases by 4d8.

**Ships Allowed:** Soralites.

