Feather Class Skycoach

"Black Feather"

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Skycoach Class (40 ft. by 15 ft.)

Creature Capacity 8 (Crew + passengers)
Cargo Capacity -

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, hcarmed, deafened, exhausted, frightened, incapacitated. paralyzed, petrified, poisoned, prone, stunned, unconsious

Hull
Armor Class 15
Hit Points 300 (damage threshold 15)

Helm
Move up to the speed of the ship's enchanted sordalite crystal, 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.

Bow Mount This Skyship has a single mount on the bow of the hull.

- **Bow:** Spell Cannon

Stern Mounts This Skyship has three mounts on the stern of the hull.

- **Port Mount:** Propeller Engine
- **Starboard Mount:** Propeller Engine
- **Center Mount:** Miniature Spell Jet Thruster

Ship Components

Helm

Armor Class 16
Hit Points 50
Crew Minimum 1 spelldriver

Spell Cannon

Armor Class 18
Hit Points 25
Crew Minimum 2 (at least one spelldriver)

Propeller Engines (2)

Armor Class 15
Hit Points 25
Crew Minimum -

Miniature Spell Jet Engine

Armor Class 18
Hit Points 30
Crew Minimum -

Actions
On its turn, the skycoach's captain can take the movement action twice. It can't use an action if the station does not have the requisite crew or is inactive.

   Movement: Enchanted hull with 1 spell jet thruster and 2 propeller engines. The ship can use its helm to move with its enchanted hull and other means of thrust. The ship must already have been moving under its spelldriver's momentum spelldriving mode.

   Travel (fly). 60 mph **Speed (fly).** 60 ft.

Movement without upgrades: Using only the enchanted hull for movement reduces the overall speed. The ship must already have been moving under its spelldriver's momentum spelldriving mode.

   Travel (fly). 20 mph **Speed (fly).** 20 ft.

Skycoaches

Found in almost every city, town, and village in Sordane, skycoaches are small airships used as a domestic taxi service transporting people and goods. The skycoach is an often-underappreciated but crucial part of many cities' infrastructure.

Unlike other airships, skycoaches have their hull enchanted to propel them they typically do not have any engines or sails. In larger cities, however, express coaches are a common sight, equipped with propeller engines or miniature spell jet thrusters to improve their speed. This often lends the skycoach a quiet flying experience, save for the propeller equipped ones, while it hovers through the air, the walls and floors creaking as the ship moves through the city. For this reason skycoaches run through the day and night with minimal disturbance to sleeping citizens.

The crux of the skycoach is the amount of maintenance they need. Typically being made from cheap materials and getting constant use leads to them degrading quickly, being scrapped and replaced with some regularity. Some larger cities are known to hand down their skycoaches to smaller villages with less infrastructure under the guise of a gift.

Propulsion Upgrades

Propeller Engines (2)

Armor Class 15
Hit Points 25
Propeller Engines: *Travel Pace:* +10 mph. *Speed:* Fly +10 ft.
Improvements: A ship with more than two propeller engines gains a +2 bonus to its AC and to Dexterity saving throws.
Damaged: -5 ft. speed and -5 mph travel pace per 25 damage taken. Once the propeller engine's speed becomes 0 it is inactive; however, it can be repaired by the ship's boatswain or repair drone. If the propeller engine is reduced to 0 hit points it is destroyed and must be replaced.

Miniature Spell Jet Thruster

Spell jet thrusters pull their massive power requirement from the sordalite crystal of the ship. They vary drastically in size and style, but typically provide the same benefit relative to the size of ship they are installed on.

Armor Class 18
Hit Points 30
Spell Jet Thruster: *Travel Pace:* +20 mph. *Speed:* Fly +20 ft.
Improvements: A ship with more than two spell jet thrusters gains a +3 bonus to its AC and to Dexterity saving throws.
Damaged: -5 ft. speed and -5 mph travel pace per 25 damage taken. Once the spell jet thruster's speed becomes 0 it is inactive; however, it can be repaired by the ship's boatswain or repair drone. If the spell jet thruster is reduced to 0 hit points it is destroyed and must be replaced.

Armament

Spell Cannon (Single)

Spell cannons are arcane weapons through which spelldrivers cast damaging spells. When you equip a ship with a spell cannon, you must decide where the spell cannon is placed—aft, bow, port, or starboard. A minimum of two crew members are required to operate a spell cannon, one of which must be a spelldriver.

Armor Class 18
Hit Points 25
Crew Minimum 2 (at least one spelldriver)

Spelldriving Modes

Momentum

Casting Time: 1 action
Cost: 1 spelldriving point
Duration: 24 hours

This mode grants the spelldriver control over the airship's helm. The spelldriver can make the ship start and stop as well as move it in any direction the ship could naturally move. When the spelldriver controls the ship, it is unusable by normal means; but the spelldriver can give control back to the crew during the mode's duration in order to focus on other tasks. The spelldriver can resume control at any time until the mode ends.

Accelerate

Casting Time: 1 action
Cost: 2 spelldriving points
Duration: Concentration, up to 1 minute

This mode allows the ship to move at an incredible pace. When you cast this spell, the speed of each propulsion component in use doubles.

Shields

Casting Time: 1 reaction, which you take when the ship is hit by an attack
Cost: 1 spelldriving point
Duration: 1 round

An invisible barrier of magical force appears and protects the ship. Until the end of the ship's next turn, all of its components have a +5 bonus to AC, including against the triggering attack.

Full Power

Casting Time: 1 action
Cost: 3 spelldriving points
Duration: Concentration, up to 10 minutes

This mode allows the ship to give you all that she's got. When you use this mode, the ship's movement triples the base speed of propeller engines and quadruples the base speed of spell jet thrusters.

While running in this mode, the ship has to pass a DC 12 Constitution saving throw every 5 turns (or every 30 seconds outside of combat). On a failed save, each propeller and spell jet thruster engine takes 2d10 + 10 force damage.

Activating full power does not interrupt momentum, should it be active, but will end accelerate if it is currently active on the ship. Once full power ends for any reason, a previously active momentum will continue until it too has ended.

Protection

Casting Time: 1 action
Cost: 1 spelldriving point
Duration: 1 minute

You ward the ship against attack. For the duration of the mode, any creature that targets the ship with an attack or a harmful spell must first make a Wisdom saving throw against your spell save DC. If the attack or spell comes from a ship, the ship's captain must make the saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This mode doesn't protect the warded ship from area effects, such as the explosion of a *fireball*. If the ship or its crew make an attack or cast a spell that affects an enemy creature, this mode ends.

Spell Cannon

Casting Time: 1 action
Cost: 1 spelldriving point per spell level (see below)
Duration: Instantaneous

When you cast a spell while at a spell cannon station on a ship, you can choose to spend a number of spelldriving points up to the level of the spell cast (1 for a cantrip) to cast the spell through the ship's spell cannon.

The spell must have a range of at least 30 feet and it must deal damage. This spell does not use up a normal spell slot for the spelldriver casting the spell. When cast, the spell grants the following benefits:

- **Damage:** For each spelldriving point spent to cast the spell, it adds an extra damage die to the spell's effect.
- **Area of Effect:** If the spell targets an area, the spell's area of effect increases by a number of feet equal to 10 times your spellcasting modifier (minimum of 10 feet).
- **Range:** The range of the spell doubles.

If a concentration spell is cast through the spell cannon, that cannon becomes unavailable to other spelldrivers as long as the spell is still active. Once the spell ends the cannon can be used as normal.

Example 1: A wizard casts *fire bolt* through the spell cannon, spending 2 spelldriving points (minimum of 1 spelldriving point as a cantrip). The spell's range doubles from 120 to 240 feet. On a hit, the damage increases by 2d10 for the 2 spelldriving points spent to cast the spell for a total of 3d10 points of fire damage.

Example 2: A wizard casts *fireball* through the spell cannon, spending 3 spelldriving points (minimum of 3 spelldriving points as a third-level spell). The spell's range increases from 150 to 300 feet. With an Intelligence of 15, and a spellcasting modifier of +2, the spell's area of effect increases from a 20-foot-radius sphere to a 40-foot-radius sphere (+10 feet per spell casting modifier). On a hit, the damage increases by 3d6 for the 3 spelldriving points spent to cast the spell for a total of 11d6 fire damage.