# Sintel Class Light Cruiser

## The Twilight Drift
### Formerly the ES Stallheart

*Sintel Class (150 ft. by 60 ft.)*

**Creature Capacity** 100 (Crew + passengers)
**Cargo Capacity** 100 Tons
**Hull Mounts** 3 Port, 3 Starboard, 1 Stern
**Travel (fly).** 10 mph **Speed (fly).** 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 24 (+7) | 4 (-3) | 20 (+5) | 0 | 0 | 0 |

**Saving Throws** Dex (-1) *Only with 2 active spelldrivers
**Damage Immunities** poison, psychic
**Condition Immunities** blinded, charmed, deafened, exhausted, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## Hull
**Armor Class** 17 (15 natural armor + 2 for more than two propeller engines)
**Hit Points** 500 (damage threshold 20)

## 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.

**Minimum Crew** 2 spelldrivers (1 at helm, 1 at shard furnace)

## 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 Mount* This airship has 3 port side mounts: 2 on the the aft portion of the hull and 1 on the forward portion of the hull.

- **Upper Stern:** Small Propeller Engine
- **Lower Stern:** Small Propeller Engine
- **Bow:** Hookshot Cannon

*Starboard Mounts* This airship has 3 starboard side mounts: 2 on the the aft portion of the hull and 1 on the forward portion of the hull..

- **Upper Stern:** Small Propeller Engine
- **Lower Stern:** Small Propeller Engine
- **Bow:** Hookshot Cannon

*Stern Mount* This airship has 1 stern mount.

- **Stern Mount:** Large Propeller Engine

## Ship Components

### Helm
**Armor Class** 16
**Hit Points** 50
**Crew Minimum** 1 spelldriver

### Shard Furnace
**Armor Class** 18
**Hit Points** 50
**Crew Minimum** 1 spelldriver

### Small Propeller Engines (4)
**Armor Class** 16
**Hit Points** 50
**Crew Minimum** -

### Large Propeller Engine
**Armor Class** 18
**Hit Points** 100
**Crew Minimum** -

### Hookshot Cannons (2)
**Armor Class** 18
**Hit Points** 100
**Crew Minimum** 4 per cannon

### Light Cannons (22)
**Armor Class** 18
**Hit Points** 50
**Crew Minimum** 3 per cannon

## Actions
On its turn, the skyship's captain can command the ship's crew to take actions from the list detailed below. It can't use an action if the station does not have the requisite crew.

   **Movement:** 5 propeller engines. The ship can use its helm to move with its propeller engines. The ship must already have been moving under its spelldriver's momentum spelldriving mode.

   **Movement without propellers**: Sintel Class skyships have no capability of movement without the use of propellers. Damage to either port or starboard engines results in a reduction of -15 speed per engine. Damage to stern engine results in a reduction of -30 speed.

   **Fire Port Light Cannons (11).** Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.

   **Fire Starboard Light Cannons (11).** Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.

   **Fire Hookshot Cannons (2).** Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.

   **Reel.** The crew operating the hookshot may reel in the hookshot to pull the grappled ship closer to it. The grappled ship moves 50 feet towards the grappling ship.

# Shard Blimps

Shard blimps are easily the most common ships in Hyelanis. There are fewer overall classes of shard blimps when compared to the more powerful Sordalite ships, but they are far more plentiful as most passenger and merchant ships are shard blimps. They each have a shard furnace below deck and a Featherhatch Canvas envelope above it. These ships make use of relatively small shards of Sordalite magically burning inside the shard furnace and filling the envelope with magical vapors, giving the ship its power of flight. Due to the cost-saving nature of these ships, they are usually much slower and less well armed than Sordalite ships.

## Shard Furnace

Every Shard Blimp has its envelope filled with a magical off-gassing of Powdered Sordalite Fuel that has been energized with magical energy inside of a Shard Furnace. Unlike other skyships that are powered by very large Sordalite crystals, Shard Blimps require a spelldriver to be attuned to the Helm for horizontal control and another spelldriver attuned to the Shard Furnace for vertical control, in addition to having a constant supply of fuel being added to the Furnace.

**1 Barrel of Powdered Sordalite Fuel = ~400 Miles**

## Sintel Class Light Cruiser

Although dated, Sintel Light Cruisers are a mainstay of the Empire's navy. It is an extremely versatile ship as in its nearly 500 years of service, it has seen almost every iteration and configuration possible. Generally, it is a very cheap and robust gunboat for the navies of the kingdoms of the Empire. They can also be fully armed high-tech Sordalite gunboats or completely weaponless cargo or troop transports. Even swift-moving scout ships completely loaded with propulsion modules are not unheard of for this signature ship.

**Decks.** The sintel has two lower decks and one upper half deck on the bow and stern of the ship. In addition, they typically have a bridge cabin on the upper deck of the stern.

**Ceilings.** The ceilings in the lower decks, holds, and cabins are 8 feet high with 6-foot high doorways.

**Doors.** The ship's doors are made of wood and have AC 15, 18 hit points. A 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.

**Envelope.** The ship's envelope is 160 feet long and 70 feet in diameter. It is made of heavy Featherhatch Canvas.

**Hull.** The ship's hull is 160 feet long and 50 feet wide. It is made of sturdy hardwoods and metals.

# Propulsion

## Small Propeller Engines (4)

**Armor Class** 16
**Hit Points** 50
**Propeller Engines:** *Travel Pace:* +1.5 mph. *Speed:* Fly +15 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 15 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.

## Large Propeller Engine

**Armor Class** 18
**Hit Points** 100
**Propeller Engines:** *Travel Pace:* +4 mph. *Speed:* Fly +30 ft.
**Damaged:** -10 ft. speed and -1 mph travel pace per 30 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.

# Armament

## Light Cannon (22)

Cannons use 1 lb. of Wyrmspark per shot to propel heavy balls of cast iron through the air at destructive speeds. Cannons come in two sizes: light and heavy. A minimum crew of 3 can use one of the ship's actions to ready, aim, and fire the weapon. A ship can use a single action to fire the cannons from one side of the ship. Both light and heavy cannons have all of the same condition and damage vulnerabilities, resistances, and immunities as the ship's hull.

## Hookshot Cannon (2)

A minimum of four crew members operate a single cannon from below deck. Boarding hookshots allow a ship to grapple a ship being chased in order to bring it alongside to board. To fire boarding hooks, the ship must make a single hookshot attack. On a hit, the target ship is grappled. Until this grapple ends, the ship's crew can use its movement to board the target ship. As an action, the target ship can make a DC 22 Strength check, ending the grapple on a success.

- **Reel:** Action: The crew operating the hookshot may reel in the hookshot to pull the grappled ship closer to it. The grappled ship moves 50 feet straight back towards the grappling ship.

# 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 (if installed).

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.

## Locate Jetstream

**Casting Time:** 1 action
**Cost:** 3 spelldriving point
**Duration:** 1 hour

This mode magically enhances the spelldriver's vision to make it sensitive to the energy emitted by the jetstreams. The spelldriver can naturally see any jetstreams within a five-mile radius as transparent blue tubes, as well as the direction they flow.

# THE TWILIGHT DRIFT

## CREW

### COST

- Officers: 2 gp/day
- Petty Officers: 1 gp/day
- Spelldrivers: 1 gp/day
- Crew: 2 sp/day
- Soldiers: 6 sp/day

### CURRENT COST/DAY: 13 gp 8sp

### OFFICERS

- Captain: Harvin
- First Mate: Estrid
- Master at Arms: Everywhere
- Navigator: Rylan Blackwood - Human
- Ship's Bosun: Aella Comler - Human
- Medic: Elora Willowbrook - Half-Elf
- Cook: Finn O'Malley - Halfling
- Midshipman: Alister

### PETTY OFFICERS

- Quartermaster: Bran - Human

### SPELLDRIVERS (2)

- Miri Shadowhand - Human
- Eldrin Swiftwind - Half-Elf

### CREW (14)

- Gilda - Human
- Hera - Halfling
- Ivor - Human
- Jessa - Human
- Maeve - Human
- Quinn - Half-Elf
- Rian - Human
- Saoirse - Human
- Valen - Human
- Willow - Halfling
- Xander - Human
- Yara - Half-Elf
- Zephyr - Human
- Anya - Human

## CARGO

- See Party Inventory (DNDBeyond)

### LEVEL 1: TOP DECK

The top deck of the sintel is typically configured with the control helm on the bow and a cabin on the stern of the ship. This cabin is used for the activities of navigation, battle discussions, and other operational functions of the ship. The middle section of the top deck has five cannon positions on each side. In addition to this, at the stern and bow of the ship, there are two half decks. Both of these ship sections have a door entering onto the middle deck of the ship.

**Bow Half Section.** The section in the front of the ship is mostly used for storing cannonballs and food; however, it can also be used to transport cargo.

**Stern Half Section.** The section at the back of the ship is the mess and galley of the ship where sailors relax and let loose while they eat their meals together.

### LEVEL 2: THE ENGINE DECK

The second level of the ship is the first full interior level. It has many uses. It includes the ship's brig and the main gun deck, but the most important part is the engine room. It is arguably the most important deck of the ship.

**Ship's Brig.** The brig is in the bow of the ship's second level. It has two main cells that are each 15 ft. x 10 ft. Their doors and bars are made of iron.

**Gun Deck.** The middle of the second level is the ship's main interior gun deck. It is separated from the front brig by a full wall and a large iron door. It is equipped with wyrmspark cannons with the capacity for six cannons on each side.

**Engine Room.** The stern of the second level is where the engine room is located. It is separated from the gun deck by a full wall and a large iron door. Shard blimp sintels often have smaller engines than their Sordalite cousins due to the sheer size of typical Sordalite components. This room is filled with engines, operating mechanisms, and supplies for repairs, and Powdered Sordalite Fuel for the Shard Furnace in the case of shard blimps.

### LEVEL 3: PASSENGER QUARTERS

The lower level of the ship is where the crew, soldiers, and passengers sleep. The lower deck typically has a bow storage room separated away from the rest of the cabins and barracks sections. On a typical configuration of a sintel ship, you will find anywhere from 4 to 10 individual cabins in the middle of the lowest section along with a general crew and soldier barracks towards the stern. The barracks is often packed full of sailors while the cabins house the captain, officers, and passengers.