

SORDANE STORIES

SORDANE RACING SKIFFS #1



RACING SKIFFS

These small airships have had a varied history in Sordane. They were found in use as support ships to larger frigates and dreadnoughts in the military and as transport ships in cities. Over time, the development of other military class airships and the use of sky coaches for transport left skyskiffs in an awkward place. Little was done to develop them as, although they were sleeker and faster than other airships, their lack of crew and storage space, and weak sordalite crystals heavily limited their desirability.

This all changed when a group of bandits known as the Crystal Runners used a skyskiff to rob a noble, the smaller hull allowed it to easily maneuver around the crowded city skies, escaping the local guard in their bulky coaches. The display caught the attention of skiff owners, who began using them for deadly but thrilling races throughout the world. With the advent of skiff racing, skyskiffs boomed in popularity, which eventually led to the formation of the Skiff Racing Commission, a global organization

dedicated to regulating these races in the majority of nations across Sordane.

Though their popularity has risen, there are still few advancements in skiff technology as they lack the same military application as other airships. Occasionally there will be new designs added to the approved racing regulations, however, the ship is still limited by the small sordalite crystal powering it, a restriction put in place by the Skiff Racing Commission to prevent widespread destruction in cities.

Build Cost. The build cost of racing skiffs can vary wildly depending on the hull's sturdiness and the amount of attachment ports. A standard hull typically costs around 6,000 gp, but some top of the line skiffs are known to cost upwards of 20,000 gp.

Hull. Racing skiff hulls are built to match the Skiff Racing Commissions regulations, and are typically 25 feet long and 13 feet wide, though a few feet of leeway is granted. The materials used are generally sturdy wood reinforced with metal.



BASHEN CLASS SKIFF

Gargantuan vehicle (25 ft. by 13 ft.)

Creature Capacity 4 (crew)

Cargo Capacity —

Hull Mounts: 3 Left (Port), 3 Right (Starboard), 1 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0	0	0

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. 200 (damage threshold 18)

HELM

Move up to the speed of the ship's 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 3 port side mounts: 2 on the stern of the hull and 1 on the bow of the hull.

- **Upper Stern:** *Twin Crystal Thruster*
- **Lower Stern:** *Spell Jet Thruster*
- **Lower Bow:** *Skiff Cannon*

Starboard Mounts. This airship has 3 starboard side mounts: 2 on the stern of the hull and 1 on the bow of the hull.

- **Upper Stern:** *Twin Crystal Thruster*
- **Lower Stern:** *Spell Jet Thruster*
- **Lower Bow:** *Drain Cannon*

Stern Mounts. This airship has 1 stern mount.

- **Lower Stern:** *Flame Thruster*

SHIP COMPONENTS

Helm

Armor Class 18

Hit Points 50

Crew Minimum: 1 spelldriver

Drain Cannon

Armor Class 16

Hit Points 75

Crew Minimum: 1

Skiff Cannon

Armor Class 15

Hit Points 50

Crew Minimum: 1

Flame Thruster

Armor Class 17

Hit Points 75

Crew Minimum: —

Spell Jet Thrusters (2)

Armor Class 18

Hit Points 150

Crew Minimum: —

Twin Crystal Thrusters (2)

Armor Class 19

Hit Points 175

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: 1 flame thruster, 2 spell jet thrusters, and 2 twin crystal thrusters. The ship can use its helm to move with its thrusters. The ship must already have been moving under its spelldrivers' momentum spelldriving mode.

Travel Pace: 85 mph **Speed (fly):** 85 ft.

Fire Drain Cannon: *Ranged Weapon Attack:* +6 to hit, range 240/960 ft., one target. *Hit:* 16 (3d10) piercing damage and the target is impaled. At the start of its turn, if an airship is impaled by the drain cannon's harpoon it must make a DC 15 Constitution saving throw. On a failure, the impaled airship's sordalite crystal is disrupted causing one of its attachments (chosen randomly) to lose power until the end of its next turn.

Fire Skiff Cannon: *Ranged Weapon Attack:* +6 to hit, range 300/1,200 ft., one target. *Hit:* 22 (5d8) bludgeoning damage.

Smokescreen (1 Charge per Flame Thruster). As an action the thruster releases a thick smoke trail behind you. All attacks targeting you from behind have disadvantage as long as the smoke remains. The smoke lasts until the start of your next turn.

Twin Crystal Burst (2). As an action you activate the suthalite within the twin crystal thruster and the airship makes a Constitution saving throw (DC 10 + 1 for each use). On a success, each twin crystal thruster attached to the ship has its speed doubled until the end of the turn. On a failure, each twin crystal thruster stalls until the end of the airship's next turn.

HASTA CLASS SKIFF

Gargantuan vehicle (25 ft. by 13 ft.)

Creature Capacity 4 (crew)

Cargo Capacity —

Hull Mounts: 2 Left (Port), 2 Right (Starboard), 1 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

HULL

Armor Class. 18 (15 natural armor + 3 for more than two spell jet thrusters)

Hit Points. 150 (damage threshold 14)

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 2 port side mounts: 1 on the stern of the hull and 1 on the bow of the hull.

- **Upper Stern:** *Spell Jet Thruster*
- **Lower Bow:** *Spell Jet Thruster*

Starboard Mounts. This airship has 2 starboard side mounts: 1 on the stern of the hull and 1 on the bow of the hull.

- **Upper Stern:** *Spell Jet Thruster*
- **Lower Bow:** *Spell Jet Thruster*

Stern Mounts. This airship has 1 stern mount.

- **Central Stern:** *Skiff Cannon*

SHIP COMPONENTS

Helm

Armor Class: 16

Hit Points: 50

Crew Minimum: 1 spelldriver

Skiff Cannon (2)

Armor Class: 15

Hit Points: 50

Crew Minimum: 1

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 three actions from the list detailed below. The captain can choose to hold one action for use as a reaction if the airship has a component that allows it.

Movement: 4 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: 80 mph **Speed (fly):** 80 ft.

Fire Stern Skiff Cannon: *Ranged Weapon Attack:* +6 to hit, range 300/1,200 ft., one target. *Hit:* 22 (5d8) bludgeoning damage



LINX CLASS SKIFF

Gargantuan vehicle (25 ft. by 13 ft.)

Creature Capacity 4 (crew)

Cargo Capacity —

Hull Mounts: 2 Left (Port), 2 Right (Starboard), 1 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

HULL

Armor Class. 16 (natural armor)

Hit Points. 175 (damage threshold 16)

HELM

Move up to the speed of the ship's 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 2 port side mounts: 1 on the stern of the hull and 1 on the bow of the hull.

- **Lower Stern:** *Skiff Cannon*
- **Upper Bow:** *Spell Jet Thruster*

Starboard Mounts. This airship has 2 starboard side mounts: 1 on the stern of the hull and 1 on the bow of the hull.

- **Lower Stern:** *Skiff Cannon*
- **Upper Bow:** *Spell Jet Thruster*

Stern Mounts. This airship has 1 stern mount.

- **Central Stern:** *Twin Crystal Thruster*

SHIP COMPONENTS

Helm

Armor Class: 16

Hit Points: 50

Crew Minimum: 1 spelldriver

Skiff Cannon (2)

Armor Class: 15

Hit Points: 50

Crew Minimum: 1

Spell Jet Thrusters (2)

Armor Class: 18

Hit Points: 150

Crew Minimum: —

Twin Crystal Thruster

Armor Class: 19

Hit Points: 175

Crew Minimum: —

ACTIONS

On its turn, the airship's captain can command the ship's crew to take three actions from the list detailed below. The captain can choose to hold one action for use as a reaction if the airship has a component that allows it.

Movement: 2 spell jet thrusters and 1 twin crystal thruster.

The ship can use its helm to move with its thrusters. The ship must already have been moving under its spelldrivers' momentum spelldriving mode.

Travel Pace: 55 mph **Speed** (fly): 55 ft.

Fire Port Skiff Cannon: *Ranged Weapon Attack:* +6 to hit, range 300/1,200 ft., one target. *Hit:* 22 (5d8) bludgeoning damage.

Fire Starboard Skiff Cannon: *Ranged Weapon Attack:* +6 to hit, range 300/1,200 ft., one target. *Hit:* 22 (5d8) bludgeoning damage.

Twin Crystal Burst. As an action you activate the suthalite within the twin crystal thruster and the airship makes a Constitution saving throw (DC 10 + 1 for each use). On a success, each twin crystal thruster attached to the ship has its speed doubled until the end of the turn. On a failure, each twin crystal thruster stalls until the end of the airship's next turn.



FALCON CLASS SKIFF

Gargantuan vehicle (20 ft. by 13 ft.)

Creature Capacity 4 (crew)

Cargo Capacity —

Hull Mounts: 2 Left (Port), 2 Right (Starboard), 1 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0	0	0

Saving Throws Dex +3

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

HULL

Armor Class. 16 (16 natural armor + 3 for more than two spell jet thrusters)

Hit Points. 175 (damage threshold 16)

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 2 port side mounts on the stern of the hull.

- **Central Stern:** *Spell Jet Thruster*

- **Lower Stern:** *Spell Jet Thruster*

Starboard Mounts. This airship has 2 starboard side mounts on the stern of the hull.

- **Central Stern:** *Spell Jet Thruster*

- **Lower Stern:** *Spell Jet Thruster*

Stern Mounts. This airship has 1 stern mount.

- **Central Stern:** *Spell Jet Thruster*

SHIP COMPONENTS

Helm

Armor Class: 16

Hit Points: 50

Crew Minimum: 1 spelldriver

Spell Jet Thrusters (5)

Armor Class: 18

Hit Points: 150

Crew Minimum: —

ACTIONS

On its turn, the airship's captain can command the ship's crew to take three actions from the list detailed below. The captain can choose to hold one action for use as a reaction if the airship has a component that allows it.

Movement: 5 spell jet thrusters. The ship can use its helm to move with its engine and thrusters. The ship must already have been moving under its spelldrivers' momentum spelldriving mode.

Travel Pace: 100 mph **Speed (fly):** 100 ft.

FLAME THRUSTER

Flame thrusters are a considerably weaker version of the spell jet thruster that is used almost exclusively for sky skiff racing. When activated the flame produced by the thruster is able to emit a thick trail of smoke behind it, obscuring the enemy's view.

Armor Class: 17

Hit Points: 75

Twin Crystal Thruster: *Travel Pace:* +15 mph. *Speed:* Fly +15 ft.

Smokescreen (1 Charge per Flame Thruster): The flame produced by the thruster releases a thick smoke trail behind you. Attacks targeting you from behind have disadvantage.

Damaged: -5 ft. speed and -5 mph travel pace per 20 damage taken. Once the flame thruster's speed becomes 0 it is inactive; however, it can be repaired by the ship's boatswain or repair drone. If the flame thruster is reduced to 0 hit points it is destroyed and must be replaced.

Mounts Allowed: Left (Port), Right (Starboard), Back (Aft)

Ships Allowed: Skyskiffs

DRAIN CANNON

Drain cannons are smaller versions of hookshot cannons, designed to drain power from other airships attachments. Unlike regular hookshot cannons, the harpoon is not attached to a chain or rope, so the attacked ship cannot be reeled back in. Though they have found use among naval airships, drain cannons found their popularity in skiff racing tournaments.

Fire: Ranged Weapon Attack: +6 to hit, range 240/960 ft., one target. **Hit:** 16 (3d10) piercing damage and the target is impaled. At the start of its turn, if an airship is impaled by the drain cannon's harpoon it must make a DC 15 Constitution saving throw. On a failure, the impaled airship's sordalite crystal is disrupted causing one of its attachments (chosen randomly) to lose power until the end of its next turn.

Armor Class: 16

Hit Points: 75

Crew Minimum: 1

Ships Allowed: Soralites, shard blimps, and skyskiffs

TWIN CRYSTAL THRUSTER

Twin crystal thrusters are an upgraded version of the standard spell jet thruster, drawing power from the ship's sordalite crystal along with a suthalite crystal. They aren't as powerful as spell jet thrusters, however, they are able to draw on the unstable nature of suthalite crystals to produce a temporary but unreliable burst of speed.

Armor Class: 19

Hit Points: 175

Twin Crystal Thruster: *Travel Pace:* +15 mph. *Speed:* Fly +15 ft.

Twin Crystal Burst: As an action you activate the suthalite within the twin crystal thruster and the airship makes a Constitution saving throw (DC 10 + 1 for each use). On a success, each twin crystal thruster attached to the ship has its speed doubled until the end of the turn. On a failure, each twin crystal thruster stalls until the end of the airship's next turn.

Damaged: -5 ft. speed and -5 mph travel pace per 50 damage taken. Once the twin crystal thruster's speed becomes 0 it is inactive; however, it can be repaired by the ship's boatswain or repair drone. If the twin crystal thruster is reduced to 0 hit points it is destroyed and must be replaced.

Mounts Allowed: Left (Port), Right (Starboard), Back (Aft)

Ships Allowed: Skyskiffs

SKIFF CANNON

These cannons are heavily reduced in power and size compared to the standard light and heavy cannons seen on airships. Due to the skiffs size and limited power output, full size cannons created too much opposing force when firing, causing problems for both the crew aboard, and the skiffs flight pattern.

Fire Skiff Cannon: Ranged Weapon Attack: +6 to hit, range 300/1,200 ft., one target. **Hit:** 22 (5d8) bludgeoning damage.

Armor Class: 15

Hit Points: 50

Crew Minimum: 1

Ships Allowed: Skyskiffs

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