

SORDANE STORIES

METRIL CLASS DESTROYER



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COMPATIBLE

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METRIL

CLASS DESTROYER

Metril destroyers are one of the most common ships that are produced by the Mining Corp. Coalition (MCC), as when a fresh mine has been discovered and deemed lucrative, several metril destroyers will be sent to the site to begin excavation. While most metril destroyers in the MCC's fleet are shard blimps, it isn't uncommon to see a metril upgraded into a soralite. The use of shard blimps often causes issues as some hull components vital to mining purposes require a soralite's sordalite crystal to power them. To overcome this flaw, the MCC outfits each shard blimp version of the metril with two sordalite crystal that weigh at least 10 lbs. Using these crystals they are able to power various components without the costly upgrade from shard blimp to soralite.

Though metril is equipped with various weapons, they rarely have enough crew onboard to utilize all of the weapons at once. As these ships are designed primarily for mining purposes, the hull cannot accommodate a large crew, and often what crew is onboard spend their nights in mining camp sites rather than on the deck. Because of this, the MCC often avoids bringing destroyers into high risk areas, unless the amount of sordalite discovered is too large an opportunity to pass up. When mining, however, these ships truly shine, their steel-plated hulls allowing them to ram even the densest rock formations as the large blades attached to their lower bodies easily shatter it. Or even when delicate work is required, the drills and arms attached to their hulls deftly remove chunks of rock with little risk of damaging the spoils hidden within.

Build Cost. Since metril destroyers are used to ram and shatter hefty amounts of stone and earth, their durability needs to be high. Because of this, metril destroyers are typically built with steel-plated hulls, increasing their cost and build time. The cost of a non-reinforced metril destroyer is 15,000 gp, increasing to 45,000 gp for a steel-plated hull. A typical metril destroyer is constructed as a shard blimp; however, it can be upgraded to a soralite, which requires a 50-lb. sordalite crystal to function.

Decks. The metril consists of four decks and an upper half 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 95 feet long, 35 feet wide, and 80 feet tall. Both its interior and exterior are made up of sturdy metals.

EXAMPLE METRIL CREW

While most airships in Sordane are designed for naval purposes, the Mining Corp. Coalition built the metril for mining purposes. Because of this, little space was left for the crew to sleep and eat. The typical crew for a non-player-operated metril destroyer includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

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

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

SHIP DECK GUIDE

Given its main purpose for mining, the metril destroyer is built to be able to withstand the impact of ramming large earthbergs. Additionally, as they are used at mining sites, the crew often has a camp constructed, so little space on the ship is provided for the crew's quarters.

TOP DECK: CAPTAIN'S QUARTERS, STERN HALF DECK, AND GUN DECK

The top deck of the metril is used as the ship's main gun deck; in addition to this there is a half deck at its stern with the captain's quarters below it.

Captain's 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.

Stern Half Deck. Above the captain's quarters is an open half deck. The ship's helm is installed on the half deck, leaving it exposed.

Gun Deck. The majority of the main deck is used as the metril's gun deck. A total of twelve light cannons, six to the port and six to the starboard, are placed on this deck.

SECOND DECK: OFFICERS' CABINS

The second deck is used for the officers' cabins. At the ship's bow are two rooms that function mainly as walkways through the metril; during voyages, crew can often be found resting here while they eat.

Officers' Cabins. At the stern of the second deck are two rooms designated for the officers and senior spelldrivers. On a metril class destroyer that hasn't been upgraded to a soralite, each of these rooms holds a large sordalite crystal to power the excavation drills, and is under the dutiful watch of the officers.

THIRD DECK: STORAGE AND HEAVY GUN DECK

The third deck is used as the ship's upper gun deck and, when necessary, the brig.

Storage. The space to the stern of the third deck serves as the ship's main storage space. As the ship cannot accommodate a galley, this storage is often filled with rations for the crew. On the rare occasion that raiders are

captured, or a crew member attempts to steal sordalite, this space is converted into a brig. The space is sealed off from the heavy gun deck by a full wall and two iron doors.

Heavy Gun Deck. To the bow of the third deck is the ship's heavy gun deck. The space is equipped with a heavy cannon that is typically used for mining purposes.

FOURTH DECK: STORAGE AND LOWER HEAVY GUN DECK

The lowest deck of the metril is used as storage and as the lower heavy gun deck.

Storage. This space is most often used as storage, holding ammunition to support mining operations, or to bring sordalite back for refining. When the third deck storage is being used as a brig, most of the supplies are brought to this space.

Heavy Gun Deck. To the bow of the fourth deck is the ship's heavy gun deck. The space is equipped with a heavy cannon that is typically used for mining purposes.



METRIL CLASS DESTROYER

Gargantuan vehicle (95 ft. by 35 ft.)

Creature Capacity 30 (crew and passengers)

Cargo Capacity 25 tons

Hull Mounts: 4 Left (Port), 4 Right (Starboard), 3 Rear (Stern)

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. 19 (17 steel-plated hull + 2 for more than two propeller engines)

Hit Points. 600 (damage threshold 20)

HELM

Move up to the speed of the ship's propeller engines, 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.

- **Upper Stern:** *Propeller Engine*
- **Central Stern:** *Excavation Drill*
- **Central Bow:** *Propeller Engine*
- **Lower Bow:** *Stone Crusher*

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

- **Upper Stern:** *Propeller Engine*
- **Central Stern:** *Excavation Drill*
- **Central Bow:** *Propeller Engine*
- **Lower Bow:** *Stone Crusher*

Bow Mounts. This airship has 2 bow mounts.

- **Upper Bow:** *Heavy Cannon*
- **Central Bow:** *Heavy Cannon*
- **Lower Bow:** *Excavation Blade*

SHIP COMPONENTS

Helm

Armor Class: 18

Hit Points: 50

Crew Minimum: 2 spelldrivers

Heavy Cannons (2)

Armor Class: 20

Hit Points: 75

Crew Minimum: 4

Light Cannons (12)

Armor Class: 20

Hit Points: 50

Crew Minimum: 3

Excavation Blade

Armor Class: 19

Hit Points: 100

Crew Minimum: —

Excavation Drills (2)

Armor Class: 19

Hit Points: 125

Crew Minimum: 2 (1 spelldriver)

Stone Crushers (2)

Armor Class: 18

Hit Points: 100

Crew Minimum: 1 spelldriver

Propeller Engines (4)

Armor Class: 20

Hit Points: 100

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

Travel Pace: 40 mph **Speed (fly):** 40 ft.

Fire Bow Heavy Cannons (2): *Ranged Weapon Attack:* +6 to hit, range 800/3,200 ft., one target. *Hit:* 66 (12d10) bludgeoning damage.

Excavating Charge: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 38 (7d10) bludgeoning damage.

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

Port Excavation Drill: *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 55 (10d10) piercing damage.

Port Stone Crusher: *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 22 (4d10) bludgeoning damage and the target is grappled (escape DC 18). Until this grapple ends, the target takes an additional 16 (3d10) bludgeoning damage at the start of each of its turns, and the destroyer can't use its Port Stone Crusher attack on another target.

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

Starboard Excavation Drill: *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 55 (10d10) piercing damage.

Starboard Stone Crusher: *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 22 (4d10) bludgeoning damage and the target is grappled (escape DC 18). Until this grapple ends, the target takes an additional 16 (3d10) bludgeoning damage at the start of each of its turns, and the destroyer can't use its Starboard Stone Crusher attack on another target.

EXCAVATION BLADE

This enormous attachment is typically used for mining and expansion purposes. It is often seen ramming into cliff sides to shatter the outer layer, or leveling open plains ready for construction. Occasionally, when it is required in combat, the equipped ship will fly into its aggressor at full speed in an attempt to break its hull.

Armor Class: 17

Hit Points: 100

Crew Minimum: —

Excavating Charge: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 38 (7d10) bludgeoning damage.

Ships Allowed: Soralites and shard blimps.

STONE CRUSHERS

Stone crushers are one of the more common components found on destroyer class airships. The powerful claws are able to grab and shatter large chunks of rocks, making them ideal for mining purposes. When required for combat purposes, they are able to hold onto airships and creatures alike, slowly crushing hulls and bones.

Armor Class: 16

Hit Points: 100

Crew Minimum: 1 spelldriver

Stone Crusher: *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 22 (4d10) bludgeoning damage and the target is grappled (escape DC 18). Until this grapple ends, the target takes an additional 16 (3d10) bludgeoning damage at the start of each of its turns, and the ship can't attack another target with the same stone crusher attachment. A ship may have multiple stone crusher components.

Ships Allowed: Soralites and shard blimps.



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