

SORDANE STORIES

RISKY RACING



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SORDANE STORIES

RISKY RACING

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RISKY RACING

“Risky Racing” is designed for four characters with an average party level (APL) of 5th-6th level.

This adventure takes place in Sordane; however, it can be used in any world setting. A more in-depth guide for running your campaign using airships, including items and creatures specific to an airship setting, can be found in our Airship Campaigns 5e supplement, which is available in both digital and hard copy format.

BACKGROUND

A week long skyskiff racing event has come to Ezdin, pitting teams from all over the globe against each other. Though the race between the kestudo and warrel teams is one of the smaller competitions of the event, the city is abuzz over the question of who will be victorious. The current winning streak for the kestudo has left many citizens shocked, and some bitter. With the day of the race fast approaching, people are placing hefty bets, with some hoping the kestudo win and others hoping the team finally loses, causing someone to take matters into his own hands. The race organizer, a male tiltik goblin named Sidakz, has decided to include two additional teams into the race to shake things up and, unknown to everyone else, sabotage the competition to cause the kestudo team to lose. And while releasing monsters is a common part of skiff racing, Sidakz plans to control the monster to attack primarily the kestudo. Unaware of the intended sabotage, the kestudo and warrel teams prepare for the upcoming day.

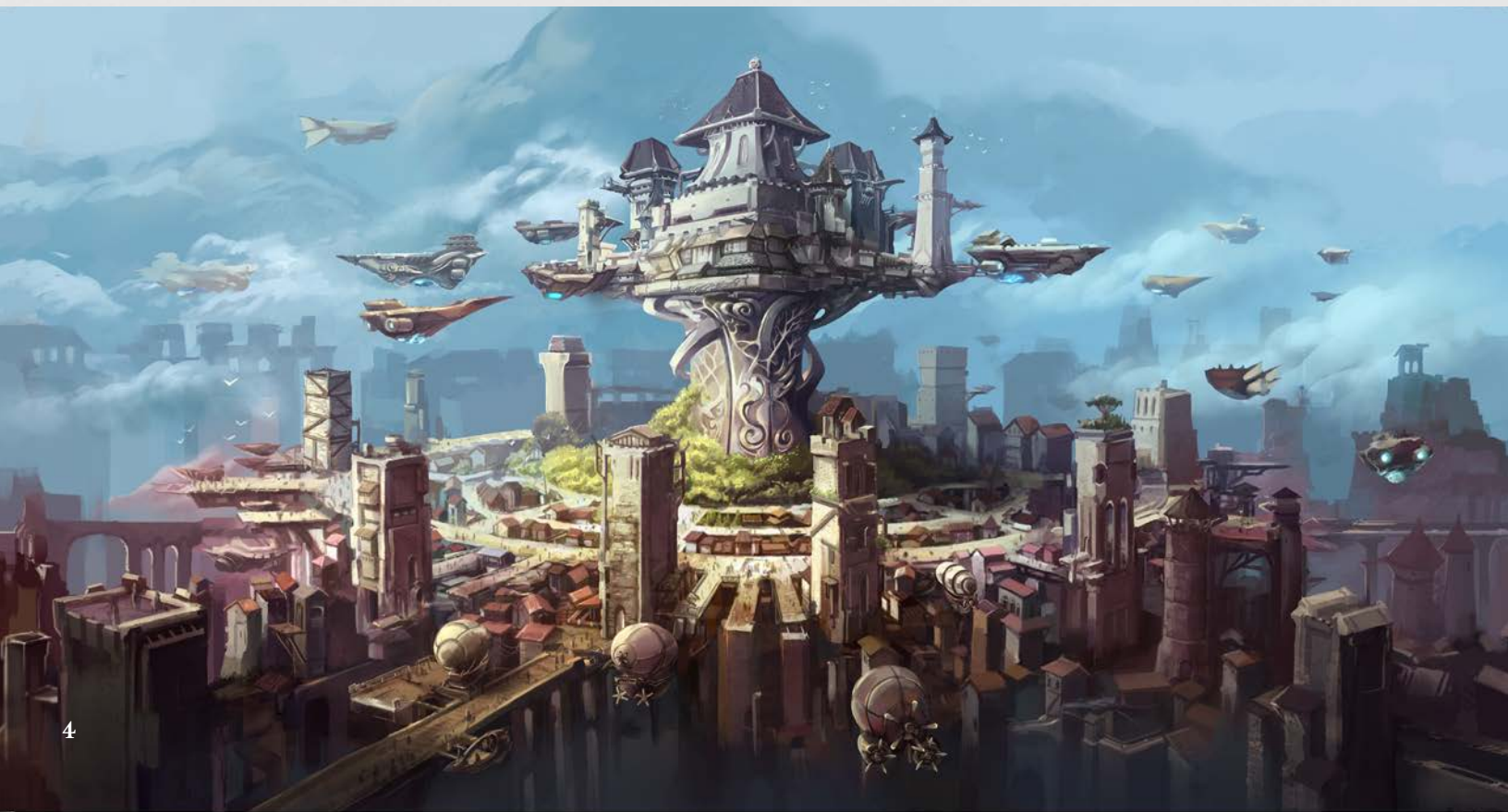
The event is based around Haggler’s Court, the central hub of Ezdin’s trade market and travel, which looms over the center of the city. Haggler’s Court is constantly

surrounded by air traffic, as airships move goods to be sold and people to peruse the markets, and empty cargo ships dock to buy goods. The Court itself is a massive round platform, one mile in diameter, with the Stone Commissary emerging from a forested park of beautiful greenery at its center, as though it were a giant stone tree. The area surrounding the Commissary is a large open market, filled with hundreds of marketplace stalls. Moving further toward the outskirts of the Court, the stalls become buildings; licensed shops, taverns, and tradesmen’s workshops fill the space. The outer edges of the Court are surrounded by the Outer Ring Towers. The main function of the towers is to serve as administration offices, ensuring all goods, merchants, and tradesmen coming in and out of the Court have the correct documentation and permits. In addition to this, the towers provide living quarters for Haggler’s Court staff, shop owners, and frequent travelers; they also provide space for warehouses, and other services.

How the characters become involved:

The characters may find themselves involved with the events of the racing event for a number of reasons. Suggestions are provided below:

- One of the additional racing teams vanished just days before the race. Scrambling to fill the opening, Sidakz hires the characters.
- News that the race may be sabotaged has spread. A group invested in the kestudo team's victory have hired the characters to participate in the race and protect the kestudo if needed.
- The adventure begins with the characters at the Haggling Gaggles Tavern in Ezdin’s Haggler’s Court district, the night before the race.



CHAPTER 1: THE NIGHT BEFORE

THE HAGGLING GAGGLE TAVERN

Sitting at your table, you can see that the Haggling Gaggle tavern is full of boisterous customers, celebrating the night before the big race as they buy round after round for you and the other racers. To your left sit a group of hefty kestudo, their heavy shells causing the seats beneath them to creak with each movement—the Kestala racing team. To your right is the Andrustil racing team, a sprightly group of warrels who regularly spring to their feet to insult their kestudo rivals. Last, but definitely the most mysterious, is the third group you'll face tomorrow: the Drosha racing team, an odd group of individuals sitting at the back of the room, their faces shrouded, refusing any drinks.

If the characters were hired by Sidakz, read the following aloud:

As you are glancing about the room sizing up your competition, the organizer of the race makes his way from table to table before arriving to sit at yours. "The name's Sidakz," he announces. "I appreciate you agreeing to take the job. We've got a bit to discuss, but I look forward to your performance tomorrow."

Roleplaying Sidakz. Sidakz is a cunning individual who cares more about making a profit than he does about competitive integrity. He is willing to manipulate anyone if it means he can make more money. Sidakz wears a well tailored black suit, with a brown shirt. He keeps himself well groomed at all times, and talks with an air of superiority. Sidakz constantly fidgets with a gold coin, turning it between his fingers, regardless of who he is talking to. The coin is a small mimic, and considered by Sidakz to be his most trusted friend.

Sidakz uses the statistics of a chaotic evil commoner. Sidakz can provide the following information:

- Tomorrow, you'll be filling in the final spot for the race.
- We had another team but something happened to them and they vanished.
- The race is fairly standard, 6 laps around the Haggler's Court district.
- It's been going for decades since some warrels and kestudo challenged each other.
- This year it's come to Ezdin.

During the conversation, Sidakz will say the following:

"So, there's no guarantee of gold for participating in this race. It's either first or nothing." As he says that, Sidakz leans in and begins whispering, "If you were willing, however, we could strike up a little deal. If you agreed, each of you would get 750 gp."

If the characters agree to help Sidakz, he will also provide the following information:

- Tomorrow, I want you to make sure the kestudo team, the Kestala, lose the race.
- When the monster is released, I'll make sure it doesn't give you too much of a hard time; instead, it'll focus on the kestudo.
- If the race progresses and it's still not going well, I have one last trick prepared.
- Make sure you don't make it obvious—attack the other racers too.

A character with a **passive Perception score of 15** or who succeeds on a **DC 15 Wisdom (Perception) check** will see an eye occasionally open on the coin.

If the characters were hired to prevent the race being sabotaged, read the following aloud:

As you are glancing about the room sizing up your competition, a hooded individual approaches you and sits at your table. "Thank you for agreeing to help with the race. My name is Hida; I hired you." Hida pulls his hood back slightly, revealing a pale skinned half-elf male. "Staying here too long is risky; I don't want my boss, Sidakz, seeing me. I'll try to answer any questions you have."

Roleplaying Hida. Hida is a kind person, who above all wants to ensure that the races are conducted fairly. He regularly clashes with Sidakz when it comes to the integrity of a race, rarely seeing eye to eye with him. Hida speaks in a calm and honest manner. He has pale skin and is wearing a heavy cloak, hoping to hide his appearance from Sidakz.

Hida uses the statistics of a lawful good commoner.

Hida can provide the following information:

- Sidakz wants to sabotage the race, ensuring the warrels win.
- From what I've gathered, he placed a hefty bet on the Andrustil.
- This race normally has only the warrel and kestudo teams; Sidakz has marketed the addition of your team and the Drosha as a way to shake up the race.
- I haven't been able to find any information on the Drosha, but they were hired directly by Sidakz.
- I managed to pull some strings to hire you myself.
- I'm not sure what other plans he's made to sabotage the race, but my guess is that when he releases the monster he will somehow make it target the kestudo instead of attacking indiscriminately.
- For helping, each of you will receive 1,000 gp.
- If the kestudo team is knocked out, then please do your best to win the race.

As the night begins coming to a close, Sidakz stands on a table, whistling to get everyone's attention. "Alright," he shouts, "it's late and we have a big day tomorrow. I expect each of you to be at your best and to ensure a good show is put on for the crowds. Now get some rest, and best of luck to all of you tomorrow."



CHAPTER 2: THE RACE

THE RACE BEGINS

Walking to one of Haggler's Court's docks, you board your skiff and are brought to the starting line among the buildings that make up the city's skyline. The other racers fly up one after the other, their boisterous nature from last night now gone, each of their faces stern and hungry for victory. The sound of Sidakz's shrewd voice booms over a loudspeaker: "Welcome, welcome to this year's warrel and kestudo race. Will the kestudo keep their streak, or will the warrels finally reclaim victory? Or will one of our two underdog teams shake things up and steal the trophy for themselves? There's only one way to know! Racers, get ready to start." As he announces this, the crowds of people aboard their own airships, standing on sky docks, or watching from their towering houses let out a cacophonous roar. "Go!"

GM Note: Even in its falcon class skiff form, the sordalite mimic still has resistance to sordalite-powered attacks. Therefore, any damage from racing skiff weaponry, or weapons such as zap guns, will deal only half damage. Even if it is attacked, the mimic will not reveal its true form until it is given the order from Sidakz.

Each opposing racing team consists of 1 captain, 1 first mate, 1 boatswain, and 1 spelldriver (seasoned).

The Drosha racing crew consists of shard constructs controlled by Sidakz.

RELEASE THE REAVER

As the last skiff finishes its second lap, read the following aloud:

As you fly between the towering buildings, the sound of the crowd's cheers and chants are drowned out by a rough but familiar voice casually calling out over the speaker, "Well, it looks like everyone's finished their second lap. I hope you've been enjoying the show so far, but I think it's time to shake things up. For your pleasure, and perhaps the death of our fine racers, send in the reaver." As Sidakz finishes speaking, the sound of a beast roaring silences the crowd for a moment before their cheers become almost deafening.

In front of the skiff in first place (on a space of your choice), **1 sky reaver** spawns and attacks the racers. Sidakz is in control of the sky reaver and will have it focus on the kestudo team, but to avoid arousing suspicion he will make it attack the other teams also.

Roleplaying the Sky Reaver. The sky reaver is controlled by Sidakz, but still has an uncontrollable hunger for sordalite. Though it will primarily attempt to take down the

kestudo racing skiff, the sky reaver will attach onto any ship to recharge its energy if needed.

GM Note: For ease of use, treat all of the sky reaver's attacks as if they had a range of 1 space (aside from its Hull Cleaver attack, which has a range of 2 spaces). The sky reaver continues to use the 3 action limit, but it can use only one action for attacking per turn. The sky reaver does not suffer a penalty to moving multiple times in a turn. The sky reaver rolls Movement like other racing skiffs and has a speed value of 15 (3d6 + 5).

THE MIMIC ATTACKS

Toward the end of the race, if the kestudo or characters' skiffs are still active, Sidakz will give the order for the mimic to activate. If both the kestudo and the characters are out of the race, Sidakz won't activate the mimic, instead ordering the Drosha team to throw the match.

As the characters or kestudo start their fifth lap, read the following aloud:

With the race entering the final stage, the sound of metal creaking and wood splintering can be heard as the Drosha team are launched from their skiff. The sight of the skiff is alarming as its bow has completely split open, revealing the large slobbering maw of a sordalite mimic. As it begins flying forward, its eyes are focused on you.

With the race nearly over, the **sordalite mimic** has revealed itself, and will attack the characters' skiff along with the kestudo's skiff if it is still in the race, attempting to ensure the warrels' victory.

Roleplaying the Mimic. Sidakz does not have direct control over the sordalite mimic, unlike the sky reaver. The mimic is his wild card; a last attempt to ensure that the warrels win the race. The mimic will attack anything near it indiscriminately.

GM Note: For ease of use, treat all of the mimic's attacks as if they had a range of 1 space (aside from the Spell Jet Burner attack, which has a range of 2 spaces). The mimic continues to use the 3 action limit, but it can use only one action for attacking per turn. The mimic does not suffer a penalty to moving multiple times in a turn. The mimic rolls Movement as it did in its skiff form and has a speed value of 17 (5d6).



THE WINNERS

If the characters won the race, read the following aloud:

Having fended off the other racers and monsters that assaulted you, you manage to finish the race, claiming first place. Part of the crowd erupts with cheers to celebrate your victory, though for most of the audience, there are looks of anger and confusion at an unknown team winning. As you slowly fly over to the floating platform to dock your ship, you see a small group waiting to provide you with your reward for winning. The race organizer, Sidakz, looks at you with a harsh scowl as he hands you a small trophy. The crowd's cheers and boos nearly drown out Sidakz as he mumbles through his scowl, "Hmph, to think you actually won. Hidal, give them their reward and let's get out of here." Hidal approaches you with a soft smile and says, "You raced well and deserve every gold you won." He hands you a small chest filled with gold before following Sidakz. As the crowd continues to both celebrate and lament your victory, the platform returns you to Haggler's Court below.

Loot

10,000 gp

500 gp gold trophy

If another team won the race, read the following aloud:

As the other team crosses the finish line and docks at the floating platform, the crowd bursts into a roar to celebrate their victory. Sidakz and his assistant Hidal walk over to present them with their winnings as part of the crowd begins cheering you on for your effort.

After completing the race and returning to Haggler's Court, the characters will receive their reward based on the results.

If the characters helped Sidakz make the warrels win, read the following aloud:

Landing back in Haggler's Court, you notice a shard drone approaching you holding a letter and a small pouch. After handing you both, the shard drone flies off down an alley. Opening the letter, you read, "You did an excellent job; thanks for your assistance. I may be in touch. Sidakz"

Inside of the pouch is the agreed upon reward for the job.

Reward

750 gp each

If the characters helped Sidakz, but the warrels didn't win, read the following aloud:

Landing back in Haggler's Court, you notice a shard drone approaching you holding a letter and a small pouch. After handing you both, the shard drone flies off down an alley. Opening the letter, you read, "I expected better. For your sake, I hope we don't meet again. Sidakz"

Inside of the pouch is a reduced amount for failing to complete the job as directed.

Reward

100 gp each

If the characters helped Hidal prevent the sabotage, read the following aloud:

Landing back in Haggler's Court, you notice a shard drone approaching you holding a letter and a small pouch. After handing you both, the shard drone flies off down an alley. Opening the letter, you read, "Friends, thank you for your effort today. I have work to attend to, but I hope we will meet again soon. Hidal"

Inside the pouch is the agreed upon reward from Hidal.

Reward

1,000 gp each

CONTINUING THE ADVENTURE

If the characters won the race:

- The characters have gained some renown for winning the race, and an individual looking to start a new racing team wants to hire the characters.
- A group of people angry that the characters ruined their bets have hired bandits to capture the characters.
- The characters are approached by Ezdin's guard, the Gold Shields, to enter an underground racing tournament and capture a wanted criminal.

If the characters prevented the sabotage:

- Sidakz is furious that his plan was interrupted, and hires assassins to target the characters.
- Hidal wants the characters to work with him to find information about Sidakz proving he is corrupt and sabotaging races to profit.

If the characters aided the sabotage:

- Sidakz is impressed by the characters' skills and wants their help with other work he has coming up.
- Information was leaked that the characters were hired to sabotage the Kestala racing team. The team's owner wants the characters captured to answer for their crime.

APPENDIX A: SKIFF RACING RULES

SKIFF RACING

Disclaimer Skiff racing is a new rule set that we are developing, releasing the current version for feedback so that it can be improved for future iterations. Our intention is to develop this more in tandem with player feedback so that the lore, world, and mechanics based around skiff racing can be improved for the launch of our next large Sordane project.

The race takes place on a set track surrounding Haggler's Court district of Ezdin. The track is 35 spaces in length, and requires a total of 6 laps to complete. All movement and attacking components of the race are converted to list range and movement in spaces for ease of use.

Modular Hulls.

The race involves 4 racing skiffs, 3 of which, the Bashen, Hasta, and Linx class skiffs are modular allowing them to be customized to by your characters depending on which they use.

Each racing skiff has a certain number of Sordalite Points available to it, representing the total power the skiffs sordalite crystal can provide, which can be seen both below and in the Sordalite Crystal section of the corresponding ships stat block. A skiff that exceeds this number cannot function, and must change its attachments until it is within the crystals limit.

When equipping a racing skiff, its movement based attachments need to be balanced. As such, if a spell jet thruster is equipped to a skiff's port (left) side, the skiff requires another thruster to be equipped to its starboard (right) side. The thruster does not need to be the same type however.

Initiative.

Like normal combat, skiff racing tracks the order in which ships move by using initiative. At the start of the race, each racing skiff makes an Initiative check by rolling 1d20 and adding their hull's Initiative modifier. For example the hasta class skiff would roll 1d20 and add 5 to their roll.

Crewmembers do not have their own initiative during the race, instead they can perform an Action during the racing skiff's turn.

Actions.

During the race, the crew aboard a racing skiff are able to perform up to 3 Actions, choosing from the Actions available to their racing skiff. The hull attachments equipped to the racing skiff determines what these Actions are.

It is suggested that the characters work together to determine the best use of their airship's Actions, and what to do during the race. In addition to this, the crew can forgo using 1 of their Actions, reserving it for use as a Reaction.

The crew aboard a racing skiff can forgo using as of the ship's components, choosing to spend one of the airships

Actions on an ability they can perform. For example, a crewmember can choose to use one of the airship's Actions to perform an attack by firing their zap gun.

Note. When performing an attack or ability, it cannot be a melee action. Additionally, an action with a range of 50 or less counts as 1 space, and an action with a range of 100 or less counts as 2 spaces, etc. Attacks can either be aimed at skiffs in front of or behind the attacker.

The following are the actions that can be taken (though others may be available depending on your characters abilities):

Move, Fire weapon, Hold Action, Activate attachment ability, Crewmember action (weapon, spell, or ability).

Moving.

A racing skiff's movement is determined by two factors. The first is the skiff's hull and how heavy it is. Heavier and larger skiffs have more attachment points but are slower, for example the bashen class racing skiff can equip 7 attachments however whenever they perform the Move action, they have a -4 modifier to its total. On the other hand, the hasta class skiff can only equip 5 attachments and has a weaker sordalite crystal but has a +2 modifier to its movement.

The second factor is the thrusters equipped. All racing skiffs have a base 1d6 movement speed, with each thruster adding an additional 1d6 to the skiffs total movement.

The most common Action taken during a race is the Move action, however, an airship only building movement and flying away limits the interactions during the race. After performing the Move action once during its turn, each subsequent use of the Move action is halved (rounded down).

If after moving a skiff would end in the same space on the racing track as another skiff, they instead move to the next open space available behind them.

Crew.

Each racing skiff must have a minimum of 2 crew members and can have up to a maximum of 4. In addition to the 4 crew, each ship is allowed to have 1 drone. There are 3 drones available, pilot drones, shield drones, and supply drones, each providing a different bonus by being aboard the racing skiff. Each racing skiff requires a Spell-driver (caster class) or a Pilot Drone in order to operate and steer.

Crashing and Death.

Racing skiffs crashing and, or, the crew dying are both regular occurrences in skyskiff racing events. Those that die are treated as heroes who went out in a blaze of glory, and any damage to the surrounding buildings is covered by the race coordinators.

A racing skiff crashing is generally the leading cause of death during these races, as most crews target the hull instead of the opposing crew. If the hull is reduced to 0 hit points roll 1d6 for each thruster attachment, each crew member aboard suffers bludgeoning damage equal to the rolls total x 1d6, as the ship slams into a building and crashes.

Should all of the crew aboard a racing skiff die or fall unconscious, the skiff is no longer able to move, becoming a floating obstacle on the race course.

Winning.

Winning a racing event regardless of its size is always a big deal in Sordane. Most citizens spend their whole life training in hopes they can join a skiff team, as the costs associated with outfitting and repairing a racing skiff is too high for the common person.

The team that wins a race is quickly approached by tavern owners offering room and board as long as they are in town. As the crowds will quickly follow to throw away their hard earned coin to spend time with the winners.

In addition to this, each event will offer a prize for the winner depending on the race's size. It is common for small races to offer prize pools starting at 5,000 gp, increasing to hundreds of thousands of gold for the largest events.

AIRSHIP HULL BASHEN CLASS

Armor Class: 17
Initiative: 0
Ship HP: 200
Crew Required: 4
Class: Heavy
Base Speed: 1d6 - 4
Attachment Ports: 7
Sordalite Points: 20
Minimum Thruster Attachments: 3

AIRSHIP HULL HASTA CLASS

Armor Class: 15
Initiative: 5
Ship HP: 150
Crew Required: 4
Class: Light
Base Speed: 1d6 + 2
Attachment Ports: 5
Sordalite Points: 15
Minimum Thruster Attachments: 1

AIRSHIP HULL LINX CLASS

Armor Class: 16
Initiative: 2
Ship HP: 175
Crew Required: 4
Class: Medium
Base Speed: 1d6 - 1
Attachment Ports: 5
Sordalite Points: 17
Minimum Thruster Attachments: 2

Drones:

Each skiff can have 1 drone choosing from the 3 options below:

PILOT DRONE

These drones are designed to take the role of pilots for skiff racers, providing a small bonus to the skiffs base speed.

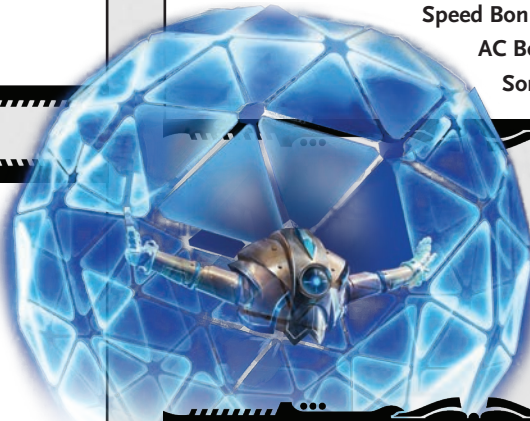
Speed Bonus: +2
AC Bonus: +0
Sordalite Points: +0



SHIELD DRONE

Shield drones are used to protect skiffs from opposing fire. While aboard a skiff they are able to produce a limited energy field, enhancing the ships defenses.

Speed Bonus: +0
AC Bonus: +3
Sordalite Points: +0



SUPPLY DRONE

Inbuilt with a secondary sordalite crystal, these drones provide a small bonus to a racing skiff's energy pool, giving the skiff more options for the hulls attachments. The sordalite point bonus is applied to the racing skiff's energy total prior to adding attachments.

Speed Bonus: +0
AC Bonus: +0
Sordalite Points: +3





Propulsion Attachments:

FLAME THRUSTER

Flame thrusters are a considerably weaker version of the spell jet thruster that is used almost exclusively for skyskiff 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.

Speed Bonus: +1d6

AC Bonus: +0

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.

Cost: 3 points

SPELL JET THRUSTER

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

Speed Bonus: +1d6

AC Bonus: +1

Cost: 3 points

TWIN CRYSTAL THRUSTER

Twin crystal thrusters are an upgraded version of the standard spell jet thruster, drawing power from the ships 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.

Speed Bonus: +1d6

AC Bonus: -1

Twin Crystal Burst: As an action, you activate the suthalite within each twin crystal thruster attached to the skyskiff, causing the skyskiff to make a Constitution saving throw (DC 10 + 1 for each use of the Twin Crystal Burst ability). On a success, each twin crystal thruster automatically rolls a 6 on its Movement speed check for the rest of the turn. On a failure, each twin crystal thruster stalls until the end of the skyskiffs next turn.

Cost: 4 points

Weapon Attachments:

BURST CANNON

Fire: A skiff you can see within 2 spaces of you and its crew must make a DC 16 Dexterity saving throw, taking 22 (4d10) damage of the chosen type on a failed save, or half as much damage on a success.

You can choose from the following damage types: Acid, Cold, Fire, Force, Lightning, Necrotic

Cost: 3

Range: 2 spaces

DRAIN CANNON

Fire: *Ranged Weapon Attack:* +6 to hit, range 3 spaces, 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 by the attacker) to lose power until the end of its next turn.

Cost: 2

Range: 3 spaces

SKIFF CANNON

Fire: *Ranged Weapon Attack:* +6 to hit, range 5 spaces, one target. **Hit:** 22 (5d8) bludgeoning damage.

Cost: 2

Range: 5 spaces

THUNDERCLAP BLASTER

Fire: A skiff you can see within 3 spaces of you and its crew must make a DC 16 Constitution saving throw, taking 27 (5d10) thunder damage on a failed save, or half as much damage on a success.

Cost: 4

Range: 3 spaces

Defense Attachments:

PROTECTION

Protective Warding: You ward the ship against danger, until the start of the ship's next turn, anytime it is targeted by a harmful attack or spell, the attacker must make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This ward doesn't protect the 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, the warding ends.

Cost: 4

SHIELDS

Force Barrier: As a reaction you cause a magical barrier to protect the ship. Until the start of the ship's next turn, it gains a +5 bonus to AC, including against the triggering attack.

Cost: 3

STABILIZING WINGS

Improves ships stability, increasing armor and saving throws.

Cost: 1 (requires 2 hull slots)

Improvement: Ship AC increases by 2.

Pricing:

Movement	Price
Flame Thruster	3,500 gp
Spell Jet Thruster	5,000 gp
Twin Crystal Thruster	7,000 gp
Weapon	
Burst Cannon	2,000 gp
Drain Cannon	1,500 gp
Skiff Cannon	1,300 gp
Thunderclap Blaster	2,200 gp
Defense	
Protection	2,000 gp
Shields	2,500 gp
Stabilizing Wings	1,200 gp
Drones	
Pilot Drone	1,200 gp
Shield Drone	1,000 gp
Supply Drone	1,000 gp



The race takes place around the area of Haggler's Court in the capital city of Ezdin.



Sample Racing Skiffs

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 (17 reinforced hull + 2 for two spell jet thrusters - 2 for two twin crystal thrusters)

Hit Points. 200

Initiative. 0

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.

DRONE BONUS

The airship has a pilot drone aboard, granting it a +2 bonus to its movement speed (included in its Speed).

SORDALITE CRYSTAL

The airship is constructed with a 25 lb. sordalite crystal, however, due to the amount of power its mounts require, the output of the crystal is limited. The sordalite crystal powering the bashen class racing skiff is able to supply 20 points worth of energy.

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

- **Crew Minimum:** 1 spelldriver

Drain Cannon

- **Cost:** 2 sordalite points
- **Range:** 3 spaces

Skiff Cannon

- **Cost:** 2 sordalite points
- **Range:** 5 spaces

Flame Thruster

- **Cost:** 3 sordalite points
- **AC Bonus:** +0

Spell Jet Thrusters (2)

- **Cost:** 3 sordalite points
- **AC Bonus:** +1

Twin Crystal Thrusters (2)

- **Cost:** 3 sordalite points
- **AC Bonus:** -1

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: 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.

Speed: 19 (6d6 - 2) spaces

Fire Drain Cannon: *Ranged Weapon Attack:* +6 to hit, range 3 spaces, 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 5 spaces, 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 each twin crystal thruster attached to the skyskiff, causing the skyskiff to make a Constitution saving throw (DC 10 + 1 for each use of the Twin Crystal Burst ability). On a success, each twin crystal thruster automatically rolls a 6 on its Movement speed check for the rest of the turn. On a failure, each twin crystal thruster stalls until the end of the skyskiffs next turn.

BASHEN CLASS SKIFF



HASTA CLASS SKIFF



LINX CLASS SKIFF



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. 19 (15 natural armor + 4 for four spell jet thrusters)

Hit Points. 150

Initiative. 5

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.

DRONE BONUS

The airship has a pilot drone aboard, granting it a +2 bonus to its movement speed (included in its **Speed**).

SORDALITE CRYSTAL

The airship is constructed with a 25 lb. sordalite crystal, however, due to the amount of power its mounts require, the output of the crystal is limited. The sordalite crystal powering the hasta class racing skiff is able to supply 15 points worth of energy.

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:** *Protection*

SHIP COMPONENTS

Helm

- **Crew Minimum:** 1 spelldriver

Protection

- **Cost:** 4 sordalite points

Spell Jet Thrusters (4)

- **Cost:** 3 sordalite points
- **AC Bonus:** +1

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.

Speed: 21 (5d6 + 4) spaces

Protective Warding: You ward the ship against danger, until the start of the ship's next turn, anytime it is targeted by a harmful attack or spell, the attacker must make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This ward doesn't protect the 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, the warding ends.

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. 19 (16 natural armor + 2 for two spell jet thrusters - 1 for one twin crystal thruster + 2 for one shield drone)

Hit Points. 175

Initiative. 2

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.

DRONE BONUS

The airship has a shield drone aboard, granting it a +2 bonus to its AC (included in its Armor Class).

SORDALITE CRYSTAL

The airship is constructed with a 25 lb. sordalite crystal, however, due to the amount of power its mounts require, the output of the crystal is limited. The sordalite crystal powering the linx class racing skiff is able to supply 17 points worth of energy.

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:** *Thunderclap Blaster*
- **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

- **Crew Minimum:** 1 spelldriver

Skiff Cannon

- **Cost:** 2 sordalite points
- **Range:** 5 spaces

Thunderclap Blaster

- **Cost:** 4 sordalite points
- **Range:** 3 spaces

Spell Jet Thrusters (2)

- **Cost:** 3 sordalite points
- **AC Bonus:** +1

Twin Crystal Thruster

- **Cost:** 3 sordalite points
- **AC Bonus:** -1

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.

Speed: 13 (4d6 - 1) spaces

Fire Thunderclap Blaster: A skiff you can see within 3 spaces of you must make a DC 16 Constitution saving throw, taking 27 (5d10) thunder damage on a failed save, or half as much damage on a success.

Fire Skiff Cannon: *Ranged Weapon Attack:* +6 to hit, range 3 spaces, one target. *Hit:* 22 (5d8) bludgeoning damage.

Twin Crystal Burst. As an action, you activate the suthalite within each twin crystal thruster attached to the skyskiff, causing the skyskiff to make a Constitution saving throw (DC 10 + 1 for each use of the Twin Crystal Burst ability). On a success, each twin crystal thruster automatically rolls a 6 on its Movement speed check for the rest of the turn. On a failure, each twin crystal thruster stalls until the end of the skyskiffs 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

Damage Immunities poison, psychic

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

HULL

Armor Class. 21 (16 natural armor + 5 for five spell jet thrusters)

Hit Points. 174

Initiative. 2

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

- **Crew Minimum:** 1 spelldriver

Spell Jet Thrusters (5)

- **Cost:** 3 sordalite points
- **AC Bonus:** +1

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 thrusters. The ship must already have been moving under its spelldrivers' *momentum* spelldriving mode.

Speed: 17 (5d6) spaces

APPENDIX B: RACES

KESTUDO

Originating from the island of Kestan, the kestudo are a race of turtle folk who spent millennia living in harmony and seclusion. With no natural sordalite veins around them, the kestudo's lack of technology and potential wealth left them overlooked by the rest of Sordane. Despite finding harmony in this peaceful lifestyle, almost all kestudo struggle to live their entire lives isolated on Kestan. It is unknown why, even to the kestudo, but by the time they reach physical maturity they develop an undeniable longing to see the world and go on adventures.

During their adventures, the kestudo spend their time looking for a mate, refusing to return to Kestan before they find one. Those that find a mate typically return to their true homes on Kestan, as their longing has finally been sated, choosing to settle down and live the remainder of their life in peace. Those that never find a mate continue searching Sordane's cities and wilds for centuries, hopeful that they will find who they're looking for.

ISOLATED EXISTENCE

Before the invention of sordalite travel, the kestudo were almost completely cut off from the rest of Sordane, living in isolation while longing for adventure. They often sought ways to travel from Kestan to the mainland of Bordair, however, even though they are skilled swimmers the sea surrounding them often proved to dangerous and unreliable to traverse. Those that made it, put their skills to use, taking on any work they could find, but always sought jobs that would allow them to explore the world, in hopes their adventures would find them riches, friends, and ultimately a mate. Once airships were invented, those that had made it off of Kestan, worked to ensure airships would visit their homeland, providing their kin with a safer route to adventurous lives.



TRUSTING CREATURES

Kestudo are typically friendly creatures, who, even to their own detriment, have immense trust in those they consider friends. The trust they have is known to develop into a strong sense of loyalty for their friends, which along with their stubbornness is known to cause issues, as kestudos will rarely back down from a verbal argument and have no issues in fighting their way out of any situation should their friends be insulted.

KESTUDO TRAITS

Your kestudo character has developed a distinctive set of properties that sets them apart from most.

Creature Type. You are a humanoid.

(Optional Trait) Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Kestudo reach maturity by the age of 25 and are known to live for more than 300 years.

(Optional Trait) Alignment. Leaning heavily towards neutral good, kestudo have a tendency to work together and follow orders well as they've been raised in large groups.

Size. Kestudo vary from 5.5 to 7 feet tall with a slight hunch, owing to the weight of their shells. Their weight ranges from 200 to 400 pounds. Your size is Medium.

Speed. Your base walking speed is 30, and you have a swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Crushing Rush. As part of your Dash action, if you move at least 20 feet in a straight line you can target a Medium or smaller creature within 5 feet of you, charging into them. Make a Strength (Athletics) check contested by the targets Dexterity (Acrobatics) or Strength (Athletics) check, knocking them prone on a success. If the target is standing against a solid object such as a wall, they instead suffer 1d6 bludgeoning damage for every 10 feet you charge.



Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Shell. Because of your shell, you are unable to wear armor. Instead of typical armor your shell protects your body, providing you with a base AC of 15 plus your Dexterity modifier.

Stubborn Talkers. You have proficiency in the Persuasion skill.

Languages. You can speak, read, and write Common and one language of your choice

WARREL

Born with a boundless desire to see and experience the wonders of the world, warrels are long eared, fur covered creatures that seek to gain the most from their short lives. Aside from their easily identifiable ears, warrels are very well known for their jumping prowess, and are often seen bounding through the rigging of an airship or along the rooftops of houses. Originating from The Tangles, a larger cluster of earthbergs bound together by the magic of the fey creatures that inhabit them, warrels have spread to every corner of Sordane. They can be found across all facets of society eager to live in the present, experience life, and see more of the world.

SHORT LIFESPAN

From the day they are born, warrels are racing against the clock, learning to walk in the first week, speak within a month, and are joining hunting parties before they are a year old. They reach maturity at two years of age, and by the age twelve are already starting to gray; by the age of

twenty most are but a memory. They are taught at a very young age that they are one of the shortest lived races which shapes their perception of their place in the world, and molds their interactions with others.

With this in mind, warrels tend to wake and greet every day as its own adventure. One they attempt to cram the most into, as many believe each time they do or learn something new it may be the last time they do. The fact that their lives are so short has led warrels to become one of the most carefree races in Sordane, always seeking the thrill of life, as they know they will not be held accountable for long. For this reason however, one of their greatest fears is imprisonment; being locked away, and slowly dying in a cold barren room cut off from the rest of the world.

CAREFREE

Aside from years in prison, almost all warrels care very little for the result of their actions, believing that a calm life is one not lived. They see value in living as an explorer, visiting dangerous lands and delving into the depths of Sordane, as even if it results in their death, they still experienced the thrill and wonder of life. Although it is

extremely rare, some warrels choose to forgo adventure, finding their joy in settling down in society, surrounded by people. Regardless of what they choose, all warrels care very little for most of society's





laws, seeing them as pointless restrictions on living. The only laws they follow with extreme fervor are those that could get them locked away for months or years at a time. Otherwise, their carefree attitude is known to occasionally get them and others into trouble, as a night or two in jail for a bar brawl is just part of enjoying life.

WARREL TRAITS

Your warrel character has the following abilities that they can use to hop to it and seek their destiny.

Creature Type. You are a fey. You are also considered to be a fey for any prerequisite or effect that requires you to be a fey.

(Optional Trait) Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Warrels reach the age of maturity at 2 and typically live to the age of 20.

(Optional Trait) Alignment. Warrels are generally chaotic good creatures. Owing to their short lifespan, they live life with a carefree attitude, though they rarely wish harm on others.

Size. You stand between five and six feet tall, adding an additional foot in height when your ears are upright. Your size is Medium.

Speed. Your base walking speed is 30.

Boundless Energy. You can Dash as a bonus action, leaping in a single direction up to your movement speed.

Leaping Dodge. When a creature you can see within 5 feet of you misses you with a melee attack, you can use your reaction to leap off them, jumping to an empty space you can see within 15 feet without provoking opportunity attacks.

Leaps and Bounds. You have proficiency in the Acrobatics skill.

Precise Hearing. You can't be surprised while you can hear.

Languages. You can speak, read, and write Common and Sylvan.

APPENDIX C: CREATURES AND MONSTERS

SKY REAVER

These deadly beasts can be found soaring through Sordane's skies, always on the lookout for their next sordalite feast. Sky reavers are believed to have originally been snakes that fed on sordalite, causing their bodies to transform, turning them into winged creatures capable of keeping up with most airships speed. Whatever form they used to take, reavers are now hideous beasts, their abdomen covered in sharp hook like claws which they use to grab onto the hulls of ships and shard constructs armor plating, so they can drain the sordalite powering them. What truly makes them dangerous however, is their largest wings, which naturally grow extremely sharp and sturdy, allowing them to be used like large scythes, cleaving the hulls of airships open without issue. Luckily, reavers are solitary creatures making it easy for a stocked airship to deal with them, and only seek out more of their kind when they are inclined to mate.

Sordalite Cravings. Raiders will often be found nesting in large forests and other places abundant with creatures they can easily eat. This is only a temporary fix however, as all reavers have a near constant craving for the energy found coursing in sordalite crystals. When a reaver is able to attach to a sordalite crystal it is at its most dangerous, the power they drain is able to quickly restore their energy, allowing them to unleash a barrage of powerful attacks.

Desired Pets. Despite being dangerous creatures, known to bring down airships given enough time to feed on its crystal, reavers are often sought out by beast tamers. These tamers hunt the reavers, using large sordalite crystals to lure them into traps where they weaken them and attach control devices, similar to shard constructs, allowing them to easily be tamed. Their uses as tamed creatures varies, however they have recently found a large boom in popularity as threats in sanctioned skiff races. The reaver's natural ability to prey on airships is used to add additional obstacles during the race, which has often led to the death of racing teams, all for the sake of providing a more thrilling show for the audience.

Siphoning Table

Exhaustion Level	Effect
1–3	Bionics, weapons, and gadgets stop working. Tiny-sized and Small-sized shard constructs deactivate.
4–5	Spelldriving costs double. Medium-sized shard constructs deactivate.
6–8	All spelldriving stops working and the airship is adrift. Large-sized shard constructs deactivate.
9–10	Sordalite crystals weighing 50 lbs. or less are drained and their ships begin falling. All shard constructs deactivate regardless of size.
11–12	Sordalite crystals weighing 75 lbs. or less are drained and their ships begin falling.
13+	Sordalite crystals regardless of size are drained and their ships begin falling.



SKY REAVER

Huge Beast, Unaligned

Armor Class 15

Hit Points 152 (16d12 + 48)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	5 (-3)	14 (+2)	3 (-4)

Saving Throws Str +4

Skills Perception +5, Stealth +8

Damage Resistances sordalite-powered attacks

Senses passive Perception 15

Languages —

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Drain. The reaver does not attack when attached to a target. Instead, at the start of its turn it sucks energy from the sordalite crystal, inflicting one point of crystal exhaustion. (See Siphoning Table.) Each turn only one point of crystal exhaustion can be inflicted per crystal, regardless of how many creatures are draining it. The reaver can detach itself by spending 5 feet of its movement.

Frenzy (Recharges after a Long Rest). If damage reduces the reaver to less than 90 hit points, it uses its threat action Hardened Skin immediately.

High Altitude Acclimatization. The reaver does not suffer from thin or very thin air conditions, or from low temperature conditions.

Recharge. When the reaver drains energy from a sordalite crystal at the start of its turn, it can roll a d6 in an additional attempt to recharge either its Hull Cleaver or Sordalite Wave action.

ACTIONS

Multiattack. The reaver makes one Bite and one Slice attack.

Attach. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one sordalite source. *Hit:* 12 (3d4 + 5) piercing damage, and the reaver attaches to the target. While the reaver is attached, it cannot attack with its Bite. It can detach itself by spending 5 feet of its movement.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Slice. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Hull Cleaver (Recharge 5-6). The reaver uses sordalite energy to harden its scythe-like wings and dashes forward in a 60-foot line that is 20 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 31 (9d6) slashing damage on a failed save, or half as much damage on a successful one. The reaver does not provoke opportunity attacks as part of this movement.

Sordalite Wave (Recharge 6). The reaver slaps its tail on a space it can see within 10 feet of it, releasing a wave of sordalite energy. Each creature aside from the reaver within a 30-foot-radius sphere centered on that space must make a DC 15 Strength saving throw. On a failure, a target takes 27 (5d10) force damage and, if it is Large or smaller, is pushed up to 20 feet away from that space and knocked prone. On a success, a target takes half the force damage, but is neither pushed nor knocked prone.

THREAT ACTIONS

A threat action can be taken only when triggered by a trait, and must be taken immediately. The reaver can use Hardened Skin only when the Frenzy trait is triggered.

Hardened Skin. The reaver uses the sordalite energy coursing through its body to harden its skin. For the next minute the reaver gains a +2 bonus to its AC and whenever a creature within 5 feet of the reaver hits it with a melee weapon attack that creature suffers 10 (3d6) force damage.

SORDALITE MIMIC

Sordalite mimics are odd creatures even in Sordane, with few knowing if they were intentionally created, or if they willingly adapted to taking on new forms. Regardless of how these mimics came about, they are significantly more powerful than their common kin, who can only imitate inanimate objects. Sordalite mimics are able to perfectly replicate a variety of constructed objects, from racing skiffs to shard constructs by absorbing the components they would use, along with a refined sordalite crystal, which not only powers their body but also allows them to use the sordalite technology they absorb, such as spell jet thrusters.

Forbidden. Being a living creature, the use of sordalite mimics to enter skiff races has been deemed illegal by the Skiff Racing Commission (SRC). Though in underground

races they are seen as something to increase the thrill of the race, in officially sanctioned races, the unfair advantage they provided quickly saw them forbidden. There are only a handful of ways to determine if a skiff is a mimic however, and by greasing the right palms, a sordalite mimic occasionally makes it into a sanctioned race to wreak havoc.

Sordalite Powered. Sordalite mimics have fused with the sordalite crystal that powers their attachments, making them even deadlier creatures than one would expect. The crystals perpetual energy coursing through their bodies has altered them, allowing them to naturally heal their wounds. Additionally, they are able to amplify the power channeled to their sordalite attachments, allowing them to use things like their spell jet thrusters as deadly weapons.



SORDALITE MIMIC (SKYSKIFF FORM)

*Gargantuan Monstrosity (Shapechanger),
Typically Neutral*

Armor Class 16 (natural armor)

Hit Points 174 (12d20 + 48)

Speed 0 ft., fly 60 ft. (hover) 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	5 (-3)	14 (+2)	8 (-1)

Saving Throws Dex +6, Int +1

Skills Athletics +9, Stealth +10

Damage Resistances sordalite-powered attacks

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 16). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). Unless it reveals itself, the mimic is indistinguishable from an ordinary skyskiff.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Regeneration. The mimic regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The mimic makes one Bite attack and one Pseudopod attack. One attack can be replaced by Swallow.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the mimic can't bite another target.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Swallow. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one Large or smaller target grappled by the mimic. *Hit:* 15 (3d6 + 5) piercing damage. The target is also swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the mimic, and it takes 17 (5d6) acid damage at the start of each of the mimic's turns. The mimic can have only one target swallowed at a time. If the mimic dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Change Shape. The mimic magically transforms into a racing skiff or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The mimic reverts to its true form if it dies.

Spell Jet Burner (Recharge 5-6). The mimic releases a powerful wave of kinetic energy and heat from its thrusters in a 60-foot-cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 16 (3d10) force damage and 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Powerful Thrusters. The mimic moves up to its speed toward a hostile creature it can see.

APPENDIX D: RACING CREW MEMBERS

BOATSWAIN

Medium Humanoid (Any Race), Any Alignment

Armor Class 16 (chain mail)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Str +6

Skills Athletics +6, Investigation +5

Senses darkvision 60 ft., passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Proficiency Bonus +2

Protector. Whenever a melee weapon attack is made against a ship component within 5 feet of the boatswain, they can use their reaction to become the target of the attack.

ACTIONS

Multiattack. The boatswain one Warhammer and one Light Hammer attack.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Light Hammer. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

CAPTAIN

Medium Humanoid (Any Race), Any Alignment

Armor Class 16 (leather armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	15 (+2)	12 (+1)	15 (+2)

Saving Throws Str +6, Dex +8, Wis +4

Skills Athletics +6, Perception +4, Persuasion +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Primordial

Challenge 6 (2,300 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The captain makes two Shortsword attacks and one Dagger attack, or two Blaster Gun attacks.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Blaster Gun (20 Charges). *Ranged Weapon Attack:* +8 to hit, range 30/120ft., one target. *Hit:* 10 (1d10 + 5) force damage.

REACTIONS

Parry. The captain adds 2 to their AC against one melee attack that would hit them. To do so, the captain must see the attacker and be wielding a melee weapon.

FIRST MATE

Medium Humanoid (Any Race), Any Alignment

Armor Class 15 (leather armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +6, Wis +2

Skills Acrobatics +6, Intimidation +5, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common)

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Evasion. If the first mate is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, it instead takes no damage if they succeed on the saving throw and only half damage if they fail, provided they aren't incapacitated.

ACTIONS

Multiattack. The first mate makes two Shortsword or two Zap Gun attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Zap Gun (10 Charges). *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) lightning damage, or 8 (1d8 + 4) lightning damage if the target is wearing armor made of metal.

SPELLDRIVER (SEASONED)

Medium Humanoid (Any Race), Any Alignment

Armor Class 13 (leather armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	17 (+3)	12 (+1)	15 (+2)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Perception +5, Persuasion +4

Senses passive Perception 15

Languages any four languages

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Fire Bolt. +5 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) fire damage.

Spellcasting. The spelldriver casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *light*, *mage hand*, *prestidigitation*

3/day each: *detect magic*, *mage armor*, *magic missile*, *misty step*, *shield*, *suggestion*

2/day each: *counterspell*, *fireball*, *fly*

1/day each: *greater invisibility*, *ice storm*

APPENDIX E: AIRSHIP

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 ships 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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