

SORDANE STORIES

MIGHTY SKIES



5e
COMPATIBLE

**ARCANE
MINAS**

SORDANE STORIES

MIGHTY SKIES

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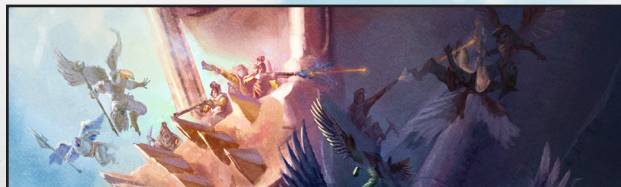
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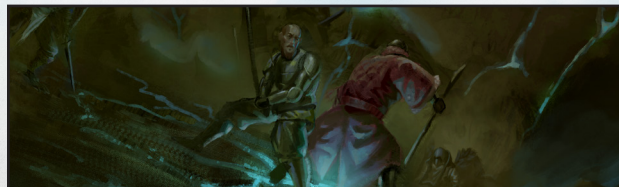
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MIGHTY SKIES

“Mighty Skies” is designed for four characters with an average party level (APL) of 13th-14th level.

This adventure takes place in Sordane; however, it can be used in any world setting.

BACKGROUND

An earthberg rich in sordalite was recently discovered by the Mining Corp. Coalition (MCC), who promptly began preparing to mine the floating landmass. During its initial excavation the crew discovered an ancient arriax dragon that had created its lair within the earthberg; the sordalite-eating dragon attacked the crew and their camp. The surviving miners have requested aid from the MCC, and are preparing the camp's remaining defenses. In addition to the dragon, a group of avensari sky pirates known as the Aeru'ker are threatening the miners. The pirates want to capture the dragon in hopes of taming it, and for that the miners need to be gone, one way or the other. Now, with MCC help on the way, the Aeru'ker have lost patience and are planning a raid to kill the miners and capture the dragon.

How the characters become involved:

The characters may find themselves involved with the events at the Mining Corp. Coalition's sordalite mine for a number of reasons. A few suggestions are provided below:

- The characters have been hired by the Mining Corp. Coalition to remove the creature that invaded the mine.
- News of a rare creature invading a sordalite mine has led a collector to hire the characters to aid the Mining Corp. Coalition by capturing it.
- Pirate attacks have been hindering trade in the area, along with threatening the profitability of other sordalite mines in the region. The characters are hired to eliminate the pirate group.

The adventure begins with the characters aboard the Mining Corp. Coalition's metril destroyer airship.

CHAPTER 1: STORMING SKIES

ABOARD THE METRIL

As you burst through the thick cloud cover, the cold air's assault is briefly interrupted as the sun's blinding rays warm your body. The sound of heavy footsteps approaches from behind you as the ship's captain, Ur'dak, walks over. "Won't be long now until we reach the mining camp; an hour at most. Pirates have been frequenting the area, so it's best to keep an eye out."

Roleplaying Captain Ur'dak. Captain Ur'dak is a stern, but fair, earth elemдар who places a higher priority on the safety of his crew than on his commitment to the MCC. Captain Ur'dak has gray skin with golden tattoos across his face and arms, orange hair, and a bionic right eye; he wears a finely made leather jacket and pants, with a short cloak, and always has a zap gun holstered at his hip. Captain Ur'dak does his best to remain calm in all situations, knowing that the crew's morale can easily be affected if he begins to panic.

Captain Ur'dak can provide the following information:

- An ancient dragon was found nesting within the earthberg.
- When the crew began initial excavations they discovered it and it attacked.
- Over half of the mining crew was killed before they escaped.
- The dragon didn't chase them, instead protecting its lair.
- The corporation wants the dragon removed so that they can mine the earthberg.
- A group of sky pirates known as the Aeru'ker have also been making threats, claiming the mine and the dragon within as theirs.
- The agreed-upon reward of 5,000 gp each will be paid by Foreman Aliana upon completion of the job.

While the characters are traveling with Captain Ur'dak, a group of Aeru'ker pirates are approaching from cloud cover to prevent aid from reaching the earthberg. A character can spot them with a successful **DC 20 Wisdom (Perception) check**.

If the characters spot the pirates, read the following aloud:

As you continue toward the mining camp, your attention suddenly shifts as you notice several winged creatures flying through the clouds surrounding you, slowly but surely drawing closer to the ship.

If the characters don't spot the pirates, read the following aloud:

En route to the mining camp, the peaceful voyage is suddenly interrupted as a blast of energy scatters across the ship's hull and more than a dozen avensari erupt out of the clouds surrounding you.

If the characters did not spot the Aeru'ker pirates, the characters are surprised during the first round of combat.

The characters, along with the metril destroyer and its crew, are attacked by **5 Aeru'ker brawlers**, **6 Aeru'ker windcallers**, **5 Aeru'ker vanguards**, and **4 Aeru'ker stormbringers**. The metril destroyer has the following crew aboard: **Captain Ur'dak**, **1 first mate**, **1 boatswain**, **1 medic**, **1 navigator**, **5 spelldrivers (beginner)**, **15 sailors**.

Airship Combat: Airship combat has some differences which set it apart from standard combat. Like regular creatures, airships will roll initiative and take their own actions in combat. However, the actions an airship can perform heavily rely on the ship's captain and crew.

During the airship's turn, without the captain's presence 1 action can be performed, such as Move, or Fire Port Cannons. Having a captain onboard, however, allows the ship to perform additional actions during its turn (for generic NPC captains the default is an additional 2 actions per turn), but the same action cannot be performed twice in the same round.

It is suggested the captain orders the ship to Move, Fire Port and/or Starboard Light Cannons, and if an action is still available, Reload.

Airships also require a minimum number of crew members to operate their components. Light cannons require 3 crew per cannon, but each cannon on a single side of the ship (port or starboard) that is manned can be

fired with a single command by the captain. For example, if 4 of the port light cannons are manned, the captain can order all 4 to be fired at once using one of the airship's actions.

More information is available on page 60 of the *Airship Campaigns* book.

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

Each light cannon requires 3 crew members to operate.

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

Each light cannon requires 3 crew members to operate.

Crew Tactics: It is suggested that during combat the sailors man the airship's light cannons (there are 6 light cannons to the port and 6 to the starboard) in order to wound and potentially kill any Aeru'ker flying toward the ship or attacking from a distance. The metril has enough sailors aboard the airship to man 5 of the 12 cannons at a time. Should all of the Aeru'ker make it onboard the metril, for ease of combat use the **ship's crew (variant)** stat block instead of the 15 sailors. The ship's officers (boatswain, first mate, medic, and navigator) will engage any pirates who make it onto the top deck, while the spelldrivers and captain focus on protecting the ship and its components.

During crew combat, the ship's crew (variant) acts in its own initiative order separate from the characters and other important NPCs. Furthermore, the ship's crew (variant) cannot operate the ship's components; only individual crew members are able to interact with them.

Spelldrivers are able to convert their magical energy into spelldriving points, allowing them to enter spelldriving modes (cast powerful spells) to protect the airship. During combat, a spelldriver can expend a spell slot as a bonus action to gain spelldriving points equal to the level of the expended slot, or 2 points if a first level spell was expended. The points are used for entering spelldriving modes such as *shields*, which requires 1 spelldriving point. (Unused spelldriving points are lost when a spelldriver completes a long rest.) Airships require spelldrivers to operate some components, and without the *momentum* spelldriving mode are unable to move themselves.

For more spelldriving options see Chapter 5: Spelldriving (page 106) in the *Airship Campaigns* book.

SHIELDS

Casting Time: 1 reaction, which you take when the ship is hit by an attack

Cost: 1 spelldriving point

Duration: 1 round

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



Map 1 — Metril Destroyer



Loot

Aeru'ker members (combined) DC 14 Intelligence (Investigation) check

181 gp

200 gp each 3 x *potion of greater healing* (uncommon)

If Captain Ur'dak survived the raid, read the following aloud:

As the final pirate collapses there is a collective sigh of relief, and the crew begins tending to their wounds and mourning their fallen friends. Captain Ur'dak takes a moment, honoring his lost crew before ordering those who remain to throw the pirate corpses overboard. He turns to look at you, and says, "You have my thanks; we expected an attack at some point, but not before we arrived at the mine."

If Captain Ur'dak died during the raid, read the following aloud:

As the final pirate collapses there is a collective sigh of relief, and the crew begins tending to their wounds and mourning their fallen friends. When the crew spot their captain's fallen corpse their morale is visibly broken, but after a moment one of the remaining officers steps up. "C'mon," announces the officer, "we had a job to do and the captain would want us to finish it."

Roleplaying the Aeru'ker. The Aeru'ker are a stubborn group who wholeheartedly believe they are the true rulers of Sordane's skies. Despite this, they care about self-preservation more than their goals; if any are captured alive they can be forced to provide the following information:

- Their goal is to capture the arriax dragon inside of the mine.
- The fact that it's a sordalite mine is just a bonus.
- The rest of their crew is currently on its way to the earthberg.

EARTHBERG MINING CAMP

If Captain Ur'dak is alive, read the following aloud:

With the battle now behind you, the captain shifts your attention to the bow of the ship as he points in front of him. "See that storm? That's our destination; we'll be arriving soon." Directly ahead in the distance is a small cluster of floating islands surrounded by deep red storm clouds. The sky itself appears to be ablaze, and heat radiates toward you.

If Captain Ur'dak is dead, read the following aloud:

As you continue to the mining camp, one of the crew approaches you. "That's the mining camp there; we'll be arriving soon." Looking ahead in the distance, you see a small cluster of floating islands surrounded by deep red storm clouds. The sky itself appears to be ablaze, and heat radiates toward you.

The area within 6 miles of the earthberg is surrounded by a perpetual fire convergence storm, which has been created by the arriax dragon's presence. At the end of each hour, a creature within the storm must succeed on a **DC 10 Constitution saving throw (increasing by 1 every hour)** or gain 1 level of exhaustion. Additionally, at the end of every 10 minutes within the storm, a creature wearing heavy armor takes 3 (1d6) fire damage.

Being in the intense heat of the storm seems to sap your strength, but you finally arrive at the mining camp. Several ballistae and cannons have been arranged facing the open sky, as though the camp were expecting an attack at any moment. Disembarking, you are met with a pleasant change: a series of sordalite-powered devices seem to be protecting the camp from the heat, granting you a respite from the storm. "Good, you're here. Now we can finally deal with the issue," a female halfling calls out as she meets you at the dock.

Roleplaying Foreman Aliana. Aliana is a highly strung individual who constantly turns her gaze to the mine's entrance and the surrounding skies, fearful of an impending attack. She wears tattered linen clothes with splatters of dried blood on them and speaks in a hurried voice.

Foreman Aliana can provide the following information:

- During initial excavations, the mining team explored the existing tunnel, which led them to the dragon.
- The dragon killed over half of the mining team before they could escape, but it never gave chase.
- The camp is protected from the dragon's firestorm by 4 sordalite terraformers.
- A pirate group called the Aeru'ker have threatened to attack the camp, claiming the dragon and the mine.
- Whatever you can carry from the dragon's horde is yours; however, any and all sordalite within the mine is property of the MCC.

PINNEX RAID

While you plan your next course of action to deal with the dragon within the mine, several screams call out as cannon fire fills the air. A large group of pirates along with two enormous sky beasts are rapidly approaching the earthberg, and the crew aboard the metril and the miners begin firing at them. Foreman Aliana quickly begins shouting orders to the nearby crew before turning to you, exclaiming, "If they destroy the terraformers we're done for!"



The mining camp is currently protected by 4 sordalite terraformers. Each terraformer has AC 14, 30 hit points, and immunity to poison and psychic damage.

The mining camp is attacked by **2 pinnex**, **3 Aeru'ker brawlers**, **4 Aeru'ker windcallers**, **7 Aeru'ker van-guards**, and **6 Aeru'ker stormbringers**. One of the pinnex will engage in combat with the metril, attempting to limit casualties by preventing the cannons from firing at the Aeru'ker crew. In addition to the remaining crew aboard the metril, the mining camp has **13 commoners** who can man the cannons and ballistae.

There are 4 ballistae and 2 light cannons protecting the approach to the mining camp. Each ballista and light cannon requires 3 people to operate it and has the reloading property.

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

Each ballista requires 3 people to operate.

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

Each light cannon requires 3 people to operate.

If the characters successfully protected the terraformers, read the following aloud:

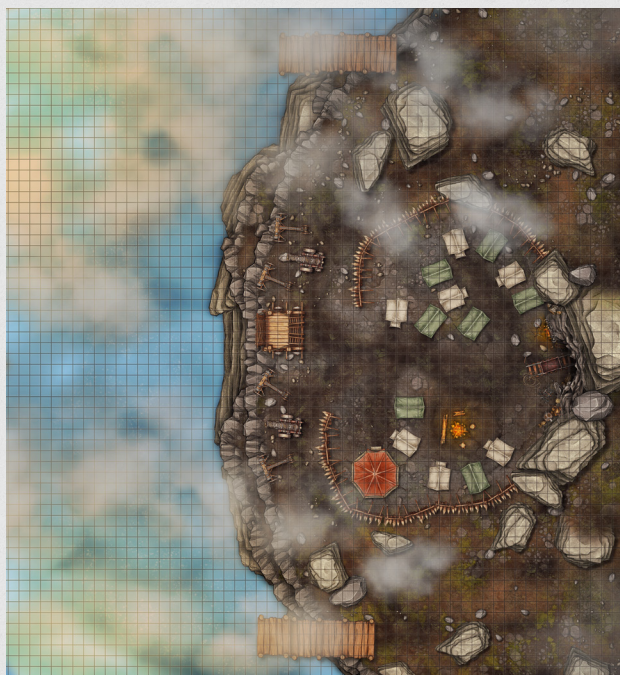
The battle is over, and the smell of gunpowder and blood fills the air. Foreman Aliana slowly approaches you, her shoulder wounded from the battle, and sighs, "Well, at least they didn't get the terraformers, or we'd be in real trouble right now. I saw a small group of them fly into the tunnels during the fight, so be careful in there."

If the terraformers were destroyed, read the following aloud:

The battle is over, and the smell of gunpowder and blood lingers as the very air around you starts burning. Foreman Aliana slowly approaches you, her shoulder wounded from the battle, and declares, "Well... this isn't good. They broke the terraformers. We need that dragon dealt with now or we won't last long with this heat. I saw a small group of pirates fly into the tunnels during the fight, so be careful in there." She turns to her remaining crew and begins ordering them to board the ship in preparation for the worst.

Game Master Note: If the terraformers were destroyed, any of the characters wearing metal armor will suffer 3 (1d6) fire damage at the end of every 10 minutes due to the storm's heat.

Roleplaying the Pinnex. Though the pinnex are naturally gentle creatures, due to the sheer power of their claws and strength of their shells they are often trained for combat. Due to the training they receive, pinnex will typically die to protect their Aeru'ker crew.



Map 2 — Mining Camp

CHAPTER 2: MINING TUNNEL

INSIDE THE TUNNEL

Entering the mining tunnel, you observe that the pathway is illuminated by small chunks of sordalite along the walls that have yet to be mined. Faint traces of blood stain the roughly hewn stone tunnel, which is easily thirty feet wide.

The group of Aeru'ker that entered the mine first have set a series of traps to wound and delay the characters and any members from the MCC that manage to chase after them. There are a total of 5 shock mines placed throughout the tunnel.

Shock mines are powerful sordalite devices that release periodic blasts of lightning once triggered. If one is triggered, each creature within 15 feet of the mine must succeed on a **DC 16 Constitution saving throw** or take 18 (4d8) lightning damage. Until the mine is destroyed or disabled, on initiative count 20 of each turn, each creature within 15 feet of the mine must succeed on a DC 16 Constitution saving throw or take 18 (4d8) lightning damage.

If the characters trigger a shock mine, read the following aloud:

Walking through the faintly lit tunnel, your footfall is met with the sound of a metallic clink followed by a rapid series of sputtering sparks growing louder each time, then a large burst of lightning shoots out from a device partially buried under loose rocks, shocking your body. With the lightning gone, the sound of sputtering begins building up again.

A character with a successful **DC 19 Wisdom (Perception) check** can spot one of the hidden shock mines. A discovered (and not yet triggered) shock mine can be disabled; this requires a character to succeed on a **DC 17 Intelligence (Investigation) check** to determine how it functions and then make a successful **DC 16 Dexterity check** using thieves' tools.

Loot

300 gp each up to 5 x shock mine (must be disabled to be taken)

SORDALITE CAVERN

Passing through the trapped tunnel, you eventually arrive at an opening to a large cavern lit dimly by sordalite. Peering in, you find the corpses of several miners, half eaten and left to rot.

Hidden within the cavern are **2 Aeru'ker vanguards**, who were left as rear guards in case anyone from the mining camp followed. A character can spot them with a successful **DC 15 Wisdom (Perception) check**. Aside from the vanguards, the sordalite cavern is empty, since the main group entered the next tunnel, heading toward the dragon's lair.

If the characters spot the vanguards, read the following aloud:

Searching the sordalite-filled cavern, you spot a feathered wing lurking behind a rough stone pillar. Just as you do so, two Aeru'ker leap out from behind the stone, attempting to catch you unawares.

If the characters didn't spot the vanguards, read the following aloud:

Entering the sordalite-filled cavern, you find the dim light little help in searching the space, though you hear faint echoes coming from the tunnel on the other side of the cavern. As you begin moving through the cavern, two figures leap out from the shadows of the stone, lunging right for you.

The characters are attacked by **2 Aeru'ker vanguards**. If the characters did not spot the vanguards, the characters are surprised during the first round of combat.

During the fight with the vanguards, read the following aloud:

As you fight the two Aeru'ker before you, the sound of screams and shattering stone booms from the tunnel across the cavern. Suddenly, several of the pirates fly back into the sordalite cavern, followed by a pair of blue eyes brightly glowing in the dark tunnel. Seeing their allies engaged in combat, the Aeru'ker land around them, half of the newcomers facing you, the rest focusing their attention on the quickly approaching eyes. Within moments a dragon bursts into the cavern, light faintly glowing from the crystals covering its body.

The characters are attacked by **1 ancient arriax dragon, 1 Aeru'ker brawler, 1 Aeru'ker cutthroat, 3 Aeru'ker stormbringers, and 2 Aeru'ker windcallers**. During combat, the Aeru'ker will attack the dragon along with the characters whenever they see openings.

Game Master Note: Once the dragon is reduced to 165 or fewer hit points it will retreat to its lair. During its retreat it will burrow through the stone pillars in the cavern, causing the tunnel to its lair to cave in, providing it with a chance to recuperate.

Roleplaying the Arriax Dragon. Arriax dragons are intelligent creatures that care solely about finding large supplies of sordalite to feed on (they especially prefer it refined). Though chaotic in nature, arriax dragons aren't inherently good or evil.



When the dragon retreats, read the following aloud:

With the wounds to its body growing more severe, the dragon releases a powerful roar, causing the cavern to quake. It quickly turns back the direction it came from, taking flight and bursting through the stone pillars in front of the tunnel. As the cavern's support crumbles, the ceiling quickly gives way, causing large chunks of stone to fall blocking the tunnel that the dragon has just fled into.

Each creature within the sordalite cavern must make a **DC 15 Dexterity saving throw**, taking 16 (3d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more is partially buried under the stone, becoming restrained. A creature can use its action to make a **DC 15 Strength check**, freeing itself or another restrained creature within reach on a success.

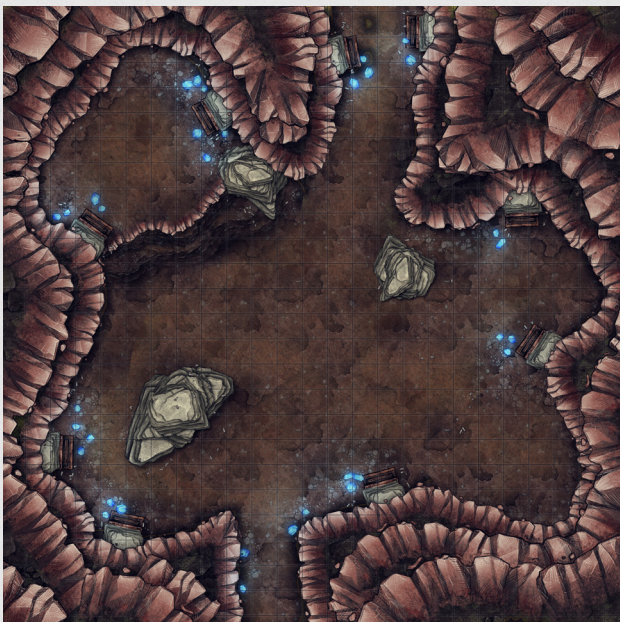
With the ceiling caved in, the Aeru'ker have halted their attack, attempting to save those buried by the rubble.

Roleplaying the Aeru'ker Cutthroat. The cutthroat is the leader of the Aeru'ker attacking the mining camp,

The cutthroat will make the following offer if the characters stop their attack:

"We might be enemies, but we have the same goal of removing the dragon from the mine. Help us capture the dragon and we won't harm anyone else."

If the characters accept the offer, the cutthroat can easily be persuaded to leave the mine and its sordalite alone with a successful **DC 12 Charisma (Persuasion) check**.



Map 3 — Sordalite Cavern

If the characters don't accept the offer, the Aeru'ker will attack again.

The cave-in has blocked the tunnel leading to the dragon's lair, though it can be cleared in roughly 1 hour. Each character will also have to make a **DC 10 Constitution saving throw** or gain 1 level of exhaustion, due to the dragon's storm. Additionally, at the end of every 10 minutes, a creature wearing heavy armor takes 3 (1d6) fire damage.

Loot

DC 17 Intelligence (Investigation) check

15 gp each 12 x ancient arriax dragon scale

If the Aeru'ker were defeated, the characters can also find the following items:

471 gp

150 gp dreamroot potion

1,000 gp gorget of domination

THE DRAGON'S LAIR

Clearing enough of the rubble to get into the tunnel, you begin making your way toward what you assume is the dragon's lair. Small pools of blood and the overwhelming smell of rot fill the tunnel. Eventually, you see a brilliant blue glow as the tunnel begins widening ahead.

If it took the characters an hour to dig through the rubble, the dragon spent that time taking a short rest, healing some of its wounds.

A character can sneak into the lair by succeeding on a **DC 23 Dexterity (Stealth) check**.

When the characters enter the lair, read the following aloud:

As you enter the chamber, you find the dragon standing proudly as it waits for its newest prey. A horde of treasure sits behind the dragon, along with a small pool of fresh water surrounded by countless bones. The horde, however, pales in comparison to the large cluster of sordalite floating along the cavern's ceiling, casting a brilliant blue light throughout.

If the **ancient arriax dragon** sees a character, it attacks.

If the characters are working with the Aeru'ker, the pirates will hold up their end of the bargain, working together with the characters to remove the dragon.

Within the dragon's lair, sordalite-powered items have their flow of power disrupted. Each time a creature attempts to use a sordalite-powered item, roll a d20; on a 5 or lower the item is unable to activate that turn. If the Aeru'ker are with the characters, after the dragon is defeated they attempt to use the gorget on it; if an activation attempt fails with the gorget, it will break.

If the characters worked with the Aeru'ker to defeat the dragon but still kill it, any remaining Aeru'ker will immediately attack the characters. Alternatively, if the dragon lived but the gorget breaks, the Aeru'ker will feed the dragon the *dreamroot potion*, ensuring it remains unconscious until they can get another gorget to tame it with. If the characters or the miners interrupt this process, the Aeru'ker will attack.

If the characters kill the dragon, read the following aloud:

With the final blow dealt, the dragon falls to the ground, the crystals growing from its body slowly losing their glow.

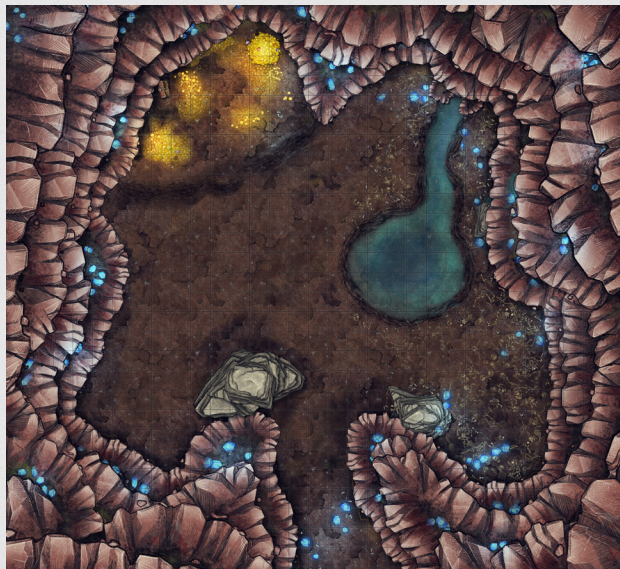
If the dragon is knocked unconscious for the pirates, read the following aloud:

As the dragon finally collapses to the ground, the pirates quickly gather around it with a large neck piece that looks barely big enough to fit around the dragon's neck. As they place it on the dragon, the red crystal adorning it begins glowing a beautiful crimson before fading. Pleased with the result, the pirates turn to you and say, "The Aeru'ker keep their word. Thank you for your help."

The dragon's horde is filled with numerous items that could benefit the characters, but also with mundane objects that either broke or had no true value to begin with. The characters can find the following in the horde.

Loot

9,822 pp	
417,653 gp	
1,000 gp each	13 x assorted gemstone
50 gp	assortment of broken zap guns, sordalite crystals missing



Map 4 — Dragon's Lair

DC 18 Intelligence (Investigation) check

angler's lure (rare)

bottle o' air (very rare)

cloudplank (uncommon)

night potion (very rare)

DC 20 Intelligence (Investigation) check

captain's tricorn +2 (very rare)

queen's bounty (very rare)

DC 25 Intelligence (Investigation) check

ship in a bottle (rare) — empty

RETURNING TO ALIANA

If the characters killed the Aeru'ker and the dragon, read the following aloud:

Aliana is immediately glad to see you return from the mines. "I take it your presence here will be followed by the good news that the dragon and pirates have both been dealt with?" Pleased by the news, Aliana excuses herself for a moment before returning with several large pouches. "Your reward, as promised. Thank you for your hard work."

Reward from Aliana

5,000 gp each

If the characters didn't kill the dragon and Aeru'ker, read the following aloud:

Aliana is immediately glad to see you return from the mines. Her pleased look, however, quickly fades as she sees the group of Aeru'ker slowly leaving the mine as they carefully remove the dragon. "What's this then?" After you explain the deal to her, Aliana is clearly displeased. "So I take it," she spits out, "we're just supposed to believe a group of pirates, who make their living murderin' folk, that once they've 'tamed' this extremely powerful creature they won't return for the sordalite they left behind." Refusing to believe in the deal, Aliana walks away, returning moments later with several small pouches. She declares, "Well, you didn't uphold your end of the deal, but the dragon is 'gone,' so here's a portion of your pay. Now I need to look to hire some people who will actually protect us, not make deals with pirates."

Reward from Aliana

2,000 gp each



CONTINUING THE ADVENTURE

If the characters killed the dragon and Aeru'ker:

- Pleased by the job well done, the MCC sends a messenger requesting the characters' aid in clearing out some problematic mines that have exonid infestations.
- Hearing about the characters' involvement, the Aeru'ker have begun targeting them for interfering with their business.
- With the dragon gone, a horde of siphit have begun attacking the mine, looking to feast on the sor-dalite within.

If the characters aided the Aeru'ker:

- Unhappy with the job they paid for, the MCC has sent specialized people to retrieve the characters' pay from them at any cost.
- The Aeru'ker that the characters helped have begun attacking a local trade route. A local nation demands the characters solve the problem they helped create.
- Rumors of a powerful creature working with a pirate group have spread, and so have rumors of the characters' involvement. Groups planning to take the creature for themselves hunt down the characters to get whatever information they have.

APPENDIX A: ITEMS

ANGLER'S LURE

*Weapon (any melee weapon)
+1, rare (requires attunement)*

The angler's lure can be made into any melee weapon, gaining its power from the lure of a slyxi angler built into the pommel.

You have a +1 bonus to attack and damage rolls made with this weapon. While attuned to this weapon you may use an action to speak its command word, causing the lure in its pommel to begin pulsing a hypnotic light. All creatures of your choice within 30 feet of you that can see the light must succeed on a DC 13 Wisdom saving throw or become charmed. While charmed in this way a creature is incapacitated and its speed becomes 0 for the next minute. This effect ends if the creature takes any damage or someone else uses an action to shake the creature out of its stupor.

Once used this ability cannot be activated again until the next day at dawn.



BOTTLE O' AIR

Wondrous item, very rare

The Bottle o' Air is a limitless air supply in the form of a trapped *air elemental*. This bottle allows ships to rise to heights where the air is too thin for most living things to survive and prevents the effects of being at such high altitude.



When uncorked the bottle creates a continuous stream of air, filling a 30-foot-radius sphere centered on itself with breathable air, and another 20 feet with thin air.

If broken, it releases the *air elemental* trapped within. This item does not help against low temperatures.

CAPTAIN'S TRICORN

Wondrous item, rare (+1), very rare (+2), or legendary (+3) (requires attunement by a character or NPC with the captain role)

While you are attuned to this item and acting as a captain on a ship, all of that ship's components gain a bonus to their respective ACs. The bonus is determined by the hat's rarity.

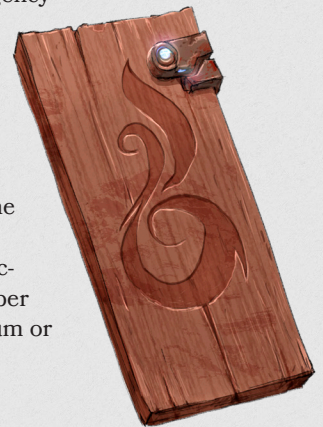


CLOUDPLANK

Wondrous item, uncommon

This simple-looking wooden board is found in most airships as part of the captain's emergency supplies. When inactive the board is indistinguishable from an ordinary piece of wood, but when the command word is spoken it starts levitating on top of a sky blue nimbus.

The board can carry 200 pounds and has a fly speed of 30 feet. When the command word is repeated, the board descends until it lies flat and then deactivates. It can be used for 15 minutes per day and is large enough for one Medium or smaller creature.



DREAMROOT POTION

Potion, very rare

This large vial is filled with a blue and green liquid that takes an almost fog-like appearance.

A conscious creature that drinks this potion must succeed on a DC 16 Wisdom saving throw or fall unconscious until 24 hours have passed or the creature takes damage.

An unconscious creature that has this potion administered to it will remain unconscious until 7 days have passed or the creature takes damage.

GORGET OF DOMINATION

Wondrous item, very rare (requires attunement)

A finely made neckpiece large enough to fit around a human waist, this gorget is adorned with a red sordalite crystal.

When you place this gorget on a creature, the creature must succeed on a DC 18 Wisdom saving throw or be charmed by you for the next 24 hours. If you or creatures that are friendly to you are fighting the creature, it has advantage on the saving throw. A creature that is unconscious automatically fails its saving throw.

While the creature is charmed, you can issue commands to it while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Once the duration has ended, the creature must repeat the saving throw. On a success, the creature ends the effect on itself and breaks the gorget. On a failure, the creature remains charmed for another 24 hours, after which it must repeat the saving throw again. Once a creature has failed the gorget's saving throw 7 times, its effects become permanent and can be ended only by the *wish* spell or similar magic. After the effects become permanent, the gorget loses its power, becoming a nonmagical item.

The gorget has no effect on Constructs, Humanoids, or Undead.

NIGHT POTION

Potion, very rare



Made from the saliva and grounded down hide of a giant night ray, it is a single vial of pitch black liquid.

It quickly heats when exposed to bright lights. If left in exposed bright light for longer than 3 hours, the vial will explode and the liquid will disintegrate.

After drinking this potion you gain superior darkvision out to a range of 120 feet.

When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. This effect lasts up to 10 minutes; however, if you spend more than 1 minute in bright light you suffer 1 level of exhaustion and the potion's effect ends.

QUEEN'S BOUNTY

Potion, very rare

A vial larger than normal with a metal clasp sealing it. Made from the brain of an exonid queen, the vial is filled with an ichorous green liquid, and small flecks of sordalite can occasionally be seen floating within it. While it remains in the vial, small insects are drawn to it, attempting to get inside.

After drinking this potion, you gain a permanent +1 bonus to your Intelligence score. In addition, you gain immunity to psychic damage for the next 8 hours.

SHIP IN A BOTTLE

Wondrous item, rare (requires attunement)

Why pay exorbitant mooring and security fees for your yacht if you can simply store it in your wine cellar? Originally conceived by the legendary archmage Bakhuyzen Zar to store bookshelves, the use of these bottles has since become very popular with high society.

The bottle must be attuned to a ship in order to function. The bottle must be in the possession of a user on the ship for a day to attune to the ship. The bottle itself does not require attunement to a user. Another user of the bottle can use it as long as the bottle is attuned to this ship.



As an action, the wielder can point the bottle at a ship that it has been attuned to and say the secret password.



A large amount of white smoke will pour from the bottle, completely enveloping the ship in one minute. The ship and its contents are then magically shrunk and transported into the bottle. Any creature aboard after the smoke envelops the ship must succeed a DC

15 Dexterity saving throw or be shrunk along with it and trapped inside the bottle. On a success,

they simply fall to the ground as the smoke cloud dissipates. The ship can be taken out of the bottle by taking out the cork and speaking the command word again, which reverses the process. Smashing the bottle also lifts the spell, and the ship will appear on top of the bottle's location. It pushes away anything that stands in its way, causing 10d10 bludgeoning damage to those it displaces.



Whiskey Bottle (rare) can hold ships of up to 300 feet in length. These bottles are most popular amongst ship collectors and vendors.

SHOCK MINE

Mechanical trap

This small, metallic cylinder has a silver rod extending from each side. At its center a small, yellow sordalite crystal slightly protrudes from the device, and touching it lightly shocks your fingers.

As an action, you can activate the mine and conceal it by making a Dexterity (Stealth) check. If a creature steps on the mine, the sordalite crystal activates, releasing periodic blasts of lightning. Each creature within 15 feet of the mine when it activates must succeed on a DC 16 Constitution saving throw or take 18 (4d8) lightning damage. Until the mine is destroyed or disabled, on initiative count 20 of each turn, each creature within 15 feet of the mine must succeed on a DC 16 Constitution saving throw or take 18 (4d8) lightning damage.

APPENDIX B: RACE

AVENSARI

Before the creation of the first airship, the avensari were viewed by Sordane as the rulers of the skies and were envied for the freedom their wings granted them. To the avensari, however, this title and envy meant very little, as neither the current tribes of the world nor their ancestors have usually cared for political power; instead, avensari spend their lives seeking a balance between wisdom and wealth and are known to take the role of captains on airships, using their natural talents for the skies to baffle even the most skilled of navigators.

Originally calling the mountain nation of Lexel their home, the avensari eventually spread from their clouded domain in Bordair to the whole of Sordane, creating settlements on the highest peaks of each continent. Avensari cities, architecture, and living quarters (perched as they are among mountain peaks and earthbergs) are quite different from the norm of Sordane's earth-bound races; despite the avensari being a welcoming race, few others are willing to visit the intimidating, and occasionally life-threatening, locales where the avensari build their cities.

DIVERSE CREATURES

The avensari are often viewed by society as the most diverse race found within Sordane, with each subspecies having a unique and striking appearance compared to the others. Avensari are known to vary wildly in coloration; some have dark, muted feathers or beaks, while others have such vibrant colors that they draw the attention of all who see them. It is believed that when the original avensari left their true home in Lexel, subsequent generations developed and adapted to represent their new environments, causing the race to be as varied as the nations they call home.

SKY TAMERS

With their unique understanding of Sordane's skies, the avensari have taken a keen interest in the capture and taming of vicious sky beasts and monstrosities—in applying their accumulated knowledge and abundance of sordalite technology to grow and control these creatures, using them as deadly living airships. These avensari spend the majority of their lives away from home, perfecting their skills working as mercenaries for hire in the wider world. Not all prefer this simple and often peaceful way of life, however; some instead seek to live as sky pirates aboard these gargantuan creatures.

AVENSARI TRAITS

Your avensari character has a set of common traits tied to your ancestral heritage, along with unique ones developed to match your environment.

Creature Type. You are a Humanoid.

(Optional Trait) Ability Score Increase. Your Wisdom score increases by 2.

Age. Avensari mature at a rate close to humans, spending the first 10 years of their lives growing and learning to read wind patterns. A typical avensari lives to be about 65 years old, with most strixan living into their mid 70s.

(Optional Trait) Alignment. Most avensari seek to live their lives free like the wind; they are typically chaotic-aligned creatures.

Size. Avensari typically stand between 4.5 and 6 feet tall, weighing up to 100 lbs. Corvi tend to be the shortest of the avensari, with ramphasti standing the tallest. Your size is Medium.

Speed. Your walking speed is 30 feet. In addition, you have a flying speed equal to your walking speed.

Talons. Your talons can be used to make unarmed strikes. When you hit with them, you deal 1d4 + your Strength modifier slashing damage, instead of a regular unarmed strike's bludgeoning damage.

Lightweight. Due to its weight, medium and heavy armor are a strain on your wings. If you aren't proficient with medium or heavy armor, wearing it will make you unable to fly. Even if you are proficient with it, wearing medium armor reduces your flying speed by 5 feet, and wearing heavy armor reduces your flying speed by 10 feet. Additionally, any armor must be tailored to accommodate your wings.

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

Subrace. The avensari are a diverse race that have spread across Sordane. The most common subraces are: corvi, eagalan, ramphasti, rospa, and strixan. Choose one of these subraces.



CORVI

Unlike the other avensari, corvi tend to prefer spending their time hidden away in their homes and workshops, surrounded by gears, magic, and shiny objects. Little is truly known about what they do in these spaces, as they are extremely secretive. When they venture into the world, they rarely share their goals with outsiders, although their objectives almost always have to do with hunting down something shiny or magical. Corvi are the plainest of the avensari, with glossy black feathers and jet black eyes.

The secretive nature of corvi leaves most questioning what they do, but given their affinity for gears and magic some corvi attempt to gain work in shard construct production workshops. When the avensari first left their mountain nation the corvi quickly disappeared within Sordane's sprawling cities, finding spaces to hide away in as they worked toward their next goals.

(Optional Trait) Ability Score Increase. One ability score of your choice increases by 1.

Hidden Talents. You have proficiency with a tool of your choice.

Secretive Creatures. You have proficiency in the Stealth skill.

EAGALAN

Eagalan are easily distinguished by their long, hooked beaks and piercing eyes that miss nothing. The swiftest of the avensari race, the eagalan are known to move with deadly grace, catching the attention of all who see them. Unfortunately, their graceful movement does little to help the ire they draw due to their quick tempers. The smallest provocation can send an eagalan into a vicious fit of rage, leaving the offending party scarred by deadly talons.

The eagalan's hot heads cause most to struggle to find typical work within Sordane, as many employers see them as too large a risk. Instead, employers that approach them are ones who are seeking to use their tempers for less than legal purposes. Eagalan who avoid these employers tend to seek work on airships as monster hunters. Depending on what employment they find, eagalan often live in the shadier parts of towns where they aren't treated as outcasts because of their tempers.

(Optional Trait) Ability Score Increase. Your Dexterity score increases by 1.

Deadly Talons. Your talons deal 1d6 slashing damage, instead of the regular 1d4. Additionally, you may use your Dexterity modifier when attacking with them instead of Strength.

Piercing Eyes. You have proficiency in the Perception skill.



RAMPHASTI

Ramphasti are charismatic creatures who use their exotic feathers to easily endear themselves to others. While eagals lack the ability to control their tempers, the ramphasti are unable to control their desire for excitement, often ignoring sound judgment in exchange for thrill. The ramphasti are the most colorful of the avensari, their feathers ranging from one end of the color spectrum to the other, sometimes all at once.

The ramphasti's naturally charismatic nature leads most to find work as entertainers in Sordane's largest cities. The true thrill seekers take positions aboard mercenary airships, hunting deadly creatures. Ramphasti are the most common avensari found living in cities, choosing to live in densely populated areas where something's always bound to happen.

(Optional Trait) Ability Score Increase. Your Charisma score increases by 1.

Brilliant Display. Using your colorful feathers, you create a mesmerizing display. Each creature of your choice within 15 feet of you that can see you must make a Wisdom saving throw. On a failed save, a creature becomes charmed by you for the next minute or until you or your companions do anything harmful to it. While charmed by you, the creature regards you as a friendly acquaintance. When the condition ends, the creature knows it was charmed by you.

Once you have used this ability, you cannot use it again until you complete a long rest.

Charisma is your modifier for this ability.

Endearing Personality. You have proficiency in the Persuasion skill.



ROSPA

The rospa are perhaps the quietest of the avensari race. While they aren't secretive like the corvi, they prefer to keep to themselves, observing and learning about those around them over interacting. Because of this, most see the rospa as simple individuals, when in reality they are deeply caring and have a strong desire to protect those around them and foster relationships built on strong teamwork. Rospa have short beaks and talons that are extremely sharp, and their feathers range from brown with dull grays and whites, to vibrant blues with hints of black.

Owing to their drive to help those around them, it is common to find rospa working for churches as either clerics or paladins; those that choose not to serve a holy order join either the local guard or the military. After leaving Lexel, the rospa moved to major cities across Sordane, seeking places where they could protect people.

(Optional Trait) Ability Score Increase. Your Constitution score increases by 1.

Discerning Eyes. You have proficiency in the Insight skill.

Protective Presence. You can cast the shield of faith spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. You can also cast the spell using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for this spell when you cast it with this trait.



STRIXAN

Strixan are viewed as the wisest, most learned of the avensari race. These long-lived creatures spend most of their time studying, driven with a seemingly endless desire for knowledge that is rarely seen in other races. Strixan have short, sharp beaks and are typically covered in muted feathers that range from deep grays to light browns.

Their thirst for knowledge leads strixan to develop the skills to find employment as prominent spell-driving wizards working for top coin, or as researchers for some of the foremost guilds in Sordane. After leaving their birthplace in Lexel, the strixan built a new home for themselves in the mountains of Sh'reet. Strixan can occasionally be found in cities with large libraries, spending their time studying, or searching for new tomes to add to their hoards.

(Optional Trait) Ability Score Increase. Your Intelligence score increases by 1.

Knowledge Seeker. You can cast the comprehend languages spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence is your spellcasting ability for this spell when you cast it with this trait.

Studious. You have proficiency in either the Arcana or History skill.



APPENDIX C: CREATURES AND MONSTERS

AERU'KER PIRATES

The self-proclaimed Aeru'ker or in the common tongue, 'rulers of the skies,' are a vast sky pirate group formed almost entirely of avensari that have built strongholds across Sordane. The Aeru'ker are a constant problem for Sordane's trade routes, as they can often be found raiding merchant airships, even going as far as stalking popular entry and exit points to jetstreams. These pirates are ruthless in their endeavors, rarely leaving survivors and only taking prisoners if they believe they will fetch a high ransom price.

Prejudiced Recruiting. The Aeru'ker are often seen as a prejudiced group as they rarely allow any non-avensari to join their crews. Though almost all of their members are avensari, the only aspect that stops the Aeru'ker from accepting someone is whether or not they can fly, as those that can't severely hamper their ability to join in sky raids. Unlike almost every group in Sordane, the Aeru'ker do not use airships, instead they focus on unexpected raids by quickly attacking airships from cloud cover. People that cannot fly aren't suited to their style of sky battles, which is designed to prey upon the weakness of terrestrial-bound creatures. Though there are exceptions to the rule, it is rare to find someone in the Aeru'ker who cannot fly.

Fond of Beasts. While the Aeru'ker don't care for airships, which they see as a cheap imitation of their natural flight, they are aware of how devastating a failed surprise attack can be. To ensure their losses are kept to a minimum, they often take to capturing and taming sky beasts, enormous creatures that can easily rival airships in size and power. Like other sky taming groups, the Aeru'ker have a passion for raising these creatures and will go to great lengths to capture and tame anything that they believe will benefit them in the long run.



AERU'KER BRAWLER

Medium Humanoid, Typically Chaotic Evil

Armor Class 18

Hit Points 153 (18d8 + 72)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Int +3

Skills History +3, Perception +6

Senses passive Perception 16

Languages Common, Primordial

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

Final Stand (Recharges after a Long Rest). If damage reduces the brawler to 0 hit points, it must make a Constitution saving throw with a DC of 5 + half of the damage it took. On a success, the brawler drops to 1 hit point instead and uses its threat action Vicious Flurry immediately.

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

Unarmored Defense. While the brawler is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the brawler is wearing no armor and wielding no shield, its speed increases by 10 feet (included in its speed).

ACTIONS

Multiattack. The brawler makes two Quarterstaff attacks and two Talon attacks. It can replace one attack with a use of Stunning Strike, if available.

Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

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

Stunning Strike (2/Day). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the brawler's next turn.

REACTIONS

Swift Strike. When a creature within 5 feet of the brawler that the brawler can see misses it with an attack, the brawler can make a Quarterstaff attack against it.

THREAT ACTIONS

A threat action can be taken only when triggered by a trait, and must be taken immediately. The brawler can use Vicious Flurry only when the Final Stand trait is triggered.

Vicious Flurry. The brawler musters the last of its strength to unleash a flurry of blows. Each creature within 5 feet of the brawler must make a DC 15 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

AERU'KER CUTTHROAT

Medium Humanoid, Typically Chaotic Evil

Armor Class 17 (studded leather armor)

Hit Points 187 (22d8 + 88)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	18 (+4)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Int +4, Cha +5

Skills Intimidation +5, Perception +11, Sleight of Hand +9, Stealth +9

Senses passive Perception 21

Languages Common, Primordial

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

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

Sneak Attack. Once per turn, the cutthroat deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cutthroat that isn't incapacitated and the cutthroat doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The cutthroat makes one Magebreaker Dagger and one Talons attack.

Magebreaker Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 7 (2d6) psychic damage and the target must make a DC 16 Constitution saving throw if it has spell slots. On a failure, one of the target's unused spell slots

of 4th level or lower is expended. The spell slot expended is the highest of these the target has available.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Arterial Slice (Recharge 6). The cutthroat surgically strikes at a target's arteries, causing it to bleed out. One creature of the cutthroat's choice within 5 feet of it must make a DC 16 Dexterity saving throw. On a failure, the target takes 28 (8d6) slashing damage immediately and takes additional damage at the end of each of its turns equal to half that amount (rounded up). On a success, the target takes half the initial damage and half the additional damage.

The target stops taking the additional damage when it receives magical healing, or when anyone takes an action to treat the wound with a successful DC 16 Wisdom (Medicine) check. Constructs and Undead take no damage at the end of their turns.

LEGENDARY ACTIONS

The cutthroat can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The cutthroat regains spent legendary actions at the start of its turn.

Disarming Strike. The cutthroat attempts to disarm a creature within 5 feet of it, knocking its weapon from its hand. The target must succeed on a DC 17 Strength (Athletics) check or drop its weapon.

Vanishing Strike. The cutthroat teleports, along with any equipment it is wearing or carrying, up to 15 feet to an unoccupied space that it can see within 5 feet of a target it can see, then makes one Magebreaker Dagger attack.



AERU'KER STORMBRINGER

Medium Humanoid, Typically Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	21 (+5)

Saving Throws Con +6

Skills Perception +4, Persuasion +8

Senses passive Perception 14

Languages Common, Primordial

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Final Stand (Recharges after a Long Rest).

If damage reduces the stormbringer to 0 hit points, it must make a Constitution saving throw with a DC of 5 + half of the damage it took. On a success, the stormbringer drops to 1 hit point instead and uses its threat action Lightning Strike immediately.

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

ACTIONS

Multiattack. The stormbringer makes two Staff attacks, and it uses Thundering Strike.

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) lightning damage.

Talons. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) slashing damage.

Brilliant Display (1/Day). The stormbringer uses its colorful feathers to create a mesmerizing display. Each creature of its choice within 15 feet of it that can see it must make a DC 15 Wisdom saving throw. On a failed save, a creature becomes charmed by it for the next minute or until the stormbringer or its companions do anything harmful to it. While charmed by the stormbringer, a creature regards it as a friendly acquaintance. When the condition ends, the creature knows it was charmed by the stormbringer.

Spellcasting. The stormbringer casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At will: *charm person*, *fog cloud*, *message*, *shield*

1/day each: *enlarge/reduce*, *mirror image*, *thunderwave*

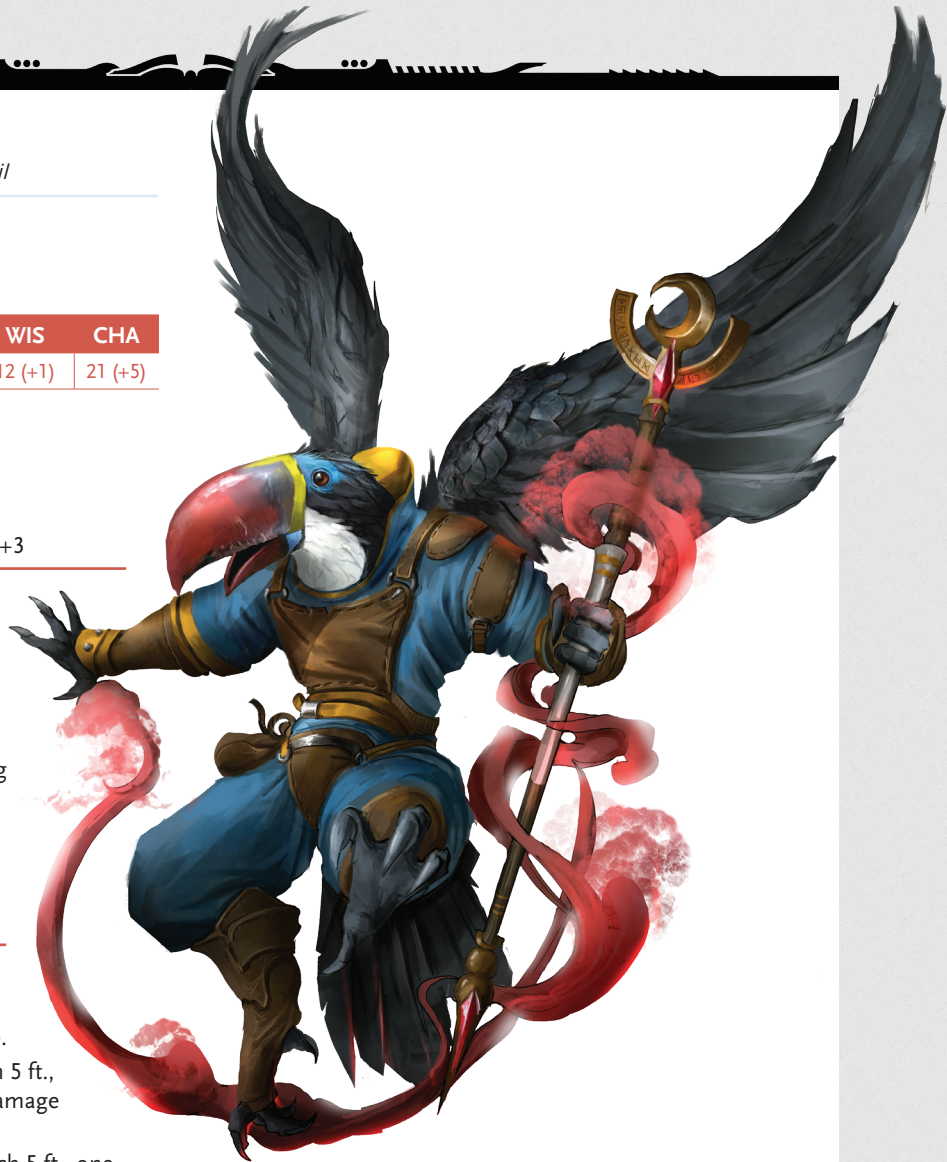
Thundering Strike. The stormbringer targets one creature it can see within 90 feet of it. The target must make a DC 15 Dexterity saving throw. On a failed save, the target

takes 14 (2d8 + 5) thunder damage, and it is deafened until the start of the stormbringer's next turn. On a successful save, the target takes half as much damage and isn't deafened.

THREAT ACTIONS

A threat action can be taken only when triggered by a trait, and must be taken immediately. The stormbringer can use Lightning Strike only when the Final Stand trait is triggered.

Lightning Strike. The stormbringer musters the last of its strength to conjure a devastating bolt of lightning that strikes a point it can see within 60 feet of it. Each creature within 10 feet of that point must make a DC 16 Constitution saving throw. On a failed save, a creature takes 19 (3d12) lightning damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.



AERU'KER VANGUARD

Medium Humanoid, Typically Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 142 (19d8 + 57)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Int +2

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Common, Primordial

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Final Stand (Recharges after a Long Rest). If damage reduces the vanguard to 0 hit points, it must make a Constitution saving throw with a DC of 5 + half of the damage it took. On a success, the vanguard drops to 1 hit point instead and uses its threat action Rallying Charge immediately.

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

ACTIONS

Multiattack. The vanguard makes three Halberd attacks.

It can replace one attack with a use of Rally, if available.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

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

Rally (1/Day). Each creature of the vanguard's choice that is within 30 feet of it and can hear it gains advantage on its next attack roll.

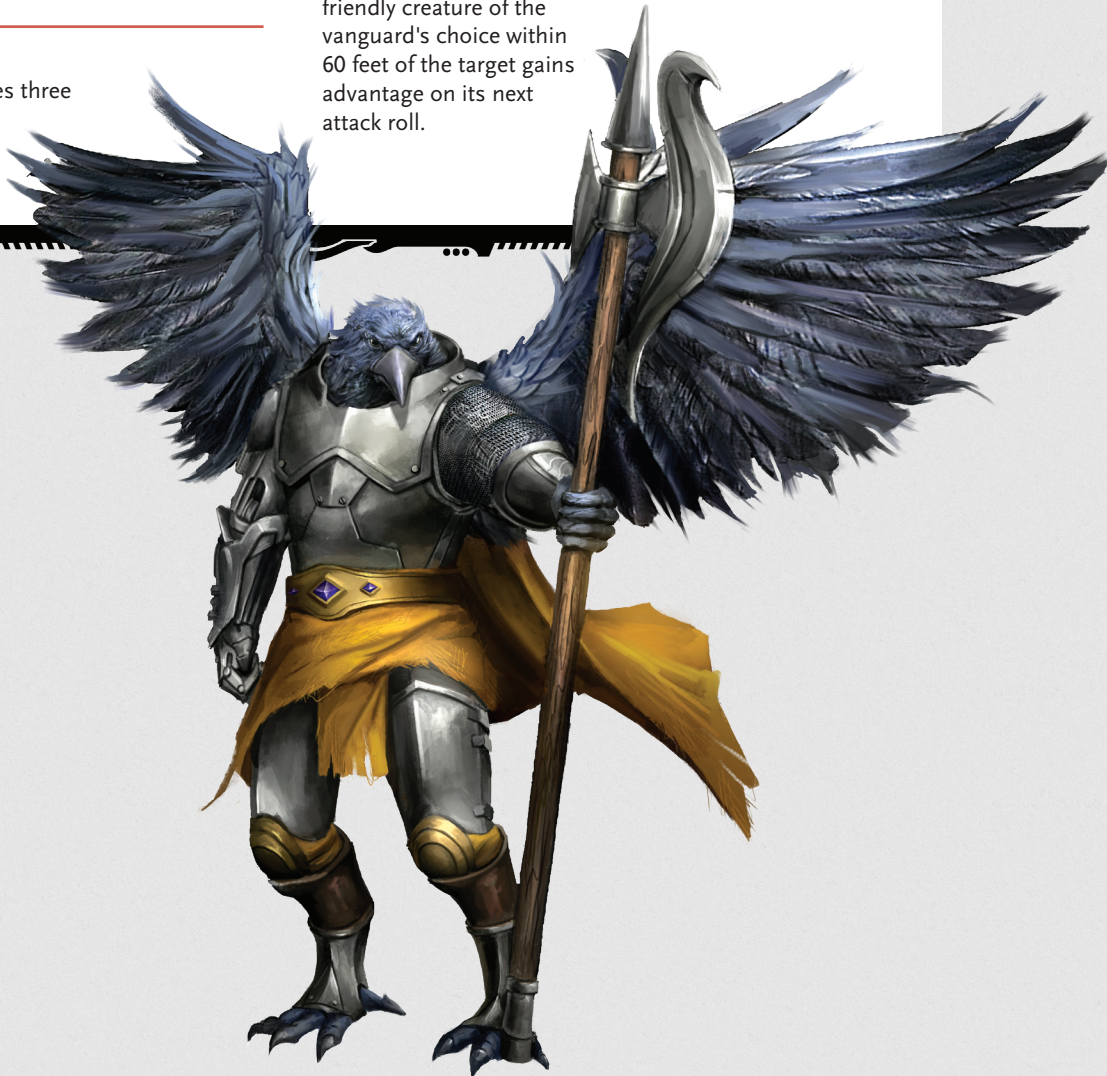
BONUS ACTIONS

Second Wind (Recharges after a Short or Long Rest). The vanguard regains 10 hit points.

THREAT ACTIONS

A threat action can be taken only when triggered by a trait, and must be taken immediately. The vanguard can use Rallying Charge only when the Final Stand trait is triggered.

Rallying Charge. The vanguard musters the last of its strength to release a warcry and charge at a creature it can see within 30 feet of it. The target must make a DC 15 Strength saving throw. On a failed save, the target takes 16 (2d10 + 5) piercing damage and is knocked prone. On a successful save, the target takes half as much damage and isn't knocked prone. Additionally, each friendly creature of the vanguard's choice within 60 feet of the target gains advantage on its next attack roll.



AERU'KER WINDCALLER

Medium Humanoid, Typically Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	19 (+4)

Saving Throws Con +5

Skills Insight +3, Perception +3

Senses passive Perception 13

Languages Common, Primordial

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

Final Stand (Recharges after a Long Rest). If damage reduces the windcaller to 0 hit points, it must make a Constitution saving throw with a DC of 5 + half of the damage it took. On a success, the windcaller drops to 1 hit point instead and uses its threat action Severing Winds immediately.

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

ACTIONS

Multiattack. The windcaller makes two Slicing Wind attacks.

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

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

Slicing Wind. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Spellcasting. The windcaller casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At will: *charm person*, *expeditious retreat*, *minor illusion*
1/day each: *hold person*, *misty step*

REACTIONS

Gale's Rebuke (2/Day). In response to being damaged by a creature it can see within 60 feet of it, the windcaller forces that creature to make a DC 14 Constitution saving throw. The creature takes 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

THREAT ACTIONS

A threat action can be taken only when triggered by a trait, and must be taken immediately. The windcaller can use Severing Winds only when the Final Stand trait is triggered.

Severing Winds. The windcaller musters the last of its strength to summon a column of violent wind. A 10-foot-radius, 20-foot-tall cylinder of wind appears centered on a space the windcaller can see within 90 feet of it. Each creature in this cylinder must make a DC 14 Constitution saving throw, taking 19 (3d12) slashing damage on a failed save, or half as much damage on a successful one.



ARRIAX DRAGON

The most controversial dragons living in Sordane, arriax dragons are a large source of contention between sordalite mining corporations and the elemдар. These dragons spend most of their time planning how to best lure unwary adventurers and miners into their lairs in search of sordalite.

Arriax dragons illuminate the dark caverns they create their lairs in, as the suthalite covering their bodies like crystalline armor glows in various shades. The dragon projects a sense of wisdom as the flexible spines growing from its face resembles that of Sordane's wisest sages. At birth, arriax dragons are covered in red scales with pockets of light brown growing throughout and small clusters of suthalite crystal. With age, the color of their scales begins to blend causing the brown to show through more as the suthalite growing on their bodies spreads. By the time an arriax dragon reaches the age of an ancient dragon, its eyes have developed a bright white glow, causing them to look like two orbs of lightning.

Convergence Bringers. Arriax dragons are able to summon convergence storms, powerful elemental storms that are known to cause chaos. The dragons create these storms over time by living in an area for an extended period of time and often use them to protect their lairs when necessary. The element of the summoned storm varies and is controlled by the dragon, ranging from earth aligned storms that affect gravity in the area, to fire aligned storms that leave the sky burning. Though the storms arriax dragons are able to create are still dangerous and chaotic, they greatly pale in comparison to naturally formed convergence storms which have been known to destroy entire nations. Unlike natural storms the dragons storm is also unable to gather enough power to create an elemental imprint on an unborn child, which is necessary to birth new elemдар.



Sordalite Hunger. To sustain the massive amount of energy the dragons suthalite growths require, arriax dragons have a near constant hunger for sordalite. Though they are able to live on regular diets, consuming beasts and other creatures that wander into their lairs, without a reliable source of sordalite these dragons are unable to properly grow. The arriax dragons true food of choice though is refined sordalite, the purity of refined crystals satiates their hunger unlike anything else. To ensure they get as much refined sordalite as possible, arriax dragons will often construct their lairs in sordalite mines rich with sordalite to lure adventurers and mining crews laden with refined sordalite into their lair.

Divine Dragons. To the elemдар, arriax dragons are seen as creatures of divinity, their innate ability to conjure convergence storms, leads the elemдар who are born in these storms to revere the dragons as though they were chosen by nature itself. It isn't certain how arriax dragons first came into being, but the elemдар have passed down stories that a clutch of eggs was caught within a convergence storm as they hatched, creating the first arriax dragons. The elemдар often attempt to bargain with these dragons, offering to provide them with a steady supply of sordalite for the dragons to serve as the protectors of the elemental earthbergs.

AN ARRIAX DRAGON'S LAIR

Arriax dragons lair in earthbergs, deep caverns, or fresh mines rich with sordalite. Earthbergs known to possess sordalite are the most sought after by arriax dragons, as they often bring mining crews with refined sordalite for the dragons to feast on.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

- **Alluring Glow.** The dragon causes a crystal it can see within 90 feet of it to glow until initiative count 20 on the next round. When a creature starts its turn within 30 feet of the glowing crystal and can see it, the creature must succeed on a DC 20 Wisdom saving throw or be charmed by the dragon until the end of the creature's next turn. While charmed in this way, a creature is restrained and has a speed of 0.
- **Convergence.** Until initiative count 20 on the next round, the dragon creates a small storm within its lair mimicking the convergence storm outside. Each creature that starts its turn in the lair must succeed on a DC 20 Constitution saving throw or take 6 (1d12) damage of the storm's element type on a failed save.
- **Gravity Shift.** A 30-foot-radius, 30-foot-tall cylinder of intense gravity appears in a space the dragon can see within 60 feet of it. A creature within the cylinder has its movement speed halved. The gravity field remains until the dragon dismisses it as an action, uses this lair action again, or dies.

Regional Effects

The region containing an ancient arriax dragon's lair is warped by the suthalite growing on the dragon's body, which creates one or more of the following effects:

Convergence Storm. A perpetual convergence storm covers the area within 6 miles of the dragon's lair. The dragon can choose the storm's element from the following list, and can spend an hour focusing on the storm to change its element:

- **Earth Convergence:** A cloud of fine dirt blankets the area, lightly obscuring creatures' vision. Gravity in an earth convergence frequently increases in 100-foot-radius, 500-foot-tall cylinders. Each creature in one of these cylinders when it appears, or that enters a cylinder during its turn, must make a DC 20 Strength saving throw. On a success, a creature is unaffected by the gravity shift. On a failure, a creature falls prone onto the nearest vertical surface below it (if one exists within the gravity cylinder) and is restrained. If a creature falls at least 10 feet before hitting an object, it takes 3 (1d6) damage for every 10 feet it falls (up to a maximum of 20d6). A restrained creature takes 9 (2d8) bludgeoning damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If there is no vertical surface below the creature when it fails the saving throw, it falls out the bottom of the gravity cylinder and is not restrained. An airship's movement speed is halved while it is in the cylinder. A gravity field lasts for 1 minute.
- **Fire Convergence:** Intense fire rages in the area, setting the skies ablaze. At the end of each hour a creature within the storm must succeed on a DC 10 Constitution saving throw (increasing by 1 every hour) or gain 1 level of exhaustion. Additionally, at the end of every 10 minutes within the storm, a creature wearing heavy armor takes 3 (1d6) fire damage.
- **Water Convergence:** Heavy rain falls within the area, creating large spheres of floating water up to 30 feet in diameter each. A creature that touches a sphere must succeed on a DC 17 Strength saving throw or get pulled in. While within a sphere a creature cannot breathe and must succeed on a DC 20 Strength saving throw to be able to move.
- **Wind Convergence:** Tornadoes sporadically appear within the storming sky; each vehicle and creature within 50 feet of a tornado must succeed on a DC 20 Dexterity saving throw or get pulled in. At the start of its turn an airship or creature within a tornado takes 9 (2d8) slashing damage.

Crystal Sight. The dragon can see through all unrefined sordalite and suthalite crystals within 4 miles of its lair. It can look through one crystal at a time and can change which crystal it is using as a free action. The dragon cannot hear while looking through a crystal, but its darkvision functions as normal. A creature can detect the dragon's eye in the crystal with a successful DC 20 Wisdom (Perception) check.

Sordalite Disruption. Within the dragon's lair, sordalite powered items have their flow of power disrupted. Each time a creature attempts to use a sordalite powered item, roll a d20; on a 5 or lower the item is unable to activate that turn.

If the dragon dies, these effects fade over the course of 1d10 days.

ANCIENT ARRIAX DRAGON

Gargantuan Dragon, Typically Chaotic Neutral

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 40 ft., burrow 40 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (+3)	28 (+9)	26 (+8)	15 (+2)	21 (+5)	18 (+4)

Saving Throws Dex +16, Con +15, Wis +12, Cha +11

Skills Perception +12, Stealth +16

Damage Resistances bludgeoning, piercing, and slashing from sordalite-powered attacks

Damage Immunities force

Senses blindsight 60 ft., darkvision 240 ft., passive Perception 22

Languages Common, Draconic

Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Elemental Armor. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 10 (3d6) damage. The damage type is determined by the convergence storm surrounding its lair: force damage for earth, fire damage for fire, cold damage for water, or slashing damage for wind.

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

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) force damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons that matches the convergence storm surrounding its lair, or it can use its Suthalite Breath.

Earth Breath. The dragon exhales rocks and dust in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 45 (13d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on itself on a success. The

petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.

Flame Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Water Breath. The dragon exhales a jet of freezing water in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Constitution saving throw. On a failed save, a creature takes 70 (20d6) cold damage and its movement speed is reduced by 20 until the end of its next turn. On a success, a creature takes half as much damage and its movement speed isn't reduced.

Wind Breath. The dragon exhales a torrent of wind in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Strength saving throw. On a failed save, a creature takes 70 (20d6) slashing damage and is pushed up to 30 feet away from the dragon. On a success, a creature takes half as much damage and isn't pushed.

Suthalite Breath. The dragon exhales suthalite energy in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Constitution saving throw, taking 77 (14d10) force damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Suthalite Armor (3/Day). The dragon empowers its suthalite crystals, creating a defensive field over its scales for as long as it maintains concentration on the effect (as if concentrating on a spell). While empowered, the dragon gains a +3 bonus to its AC.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail. The dragon makes one Tail attack.

Dazzling Display (Costs 2 Actions). Each creature within 90 feet of the dragon that can see it must succeed on a DC 20 Constitution saving throw or be blinded until the end of its next turn.

Shattered Ground (Costs 2 Actions). The dragon plunges its tail into the ground in a space it can see within 20 feet of it, releasing a pulse of suthalite energy, shattering the earth. Each creature standing on the ground within 30 feet of where the dragon's tail entered the ground must make a DC 20 Dexterity saving throw. On a failure, a creature suffers 16 (3d10) bludgeoning damage and is restrained as its legs are caught within the rubble (escape DC 20). On a success, a creature takes half the damage and is not restrained.

This area now counts as difficult terrain.

PINNEX

Pinnex are enormous lobster-like creatures that are often found living atop earthbergs and in mountainous regions, where they prey on any smaller sky beasts that come too close to their lairs, such as cloud sharks and cloud skates. Though they will prey on small beasts, and despite their sheer size and power, pinnex are typically docile creatures that rarely engage in fights. Should a predator invade their habitat, the pinnex are more likely to flee in search of a new home than they are to stay and defend their territory. If they have no option but to fight however, the pinnex can quickly prove deadly for the unprepared, restraining attackers in globs of adhesive spit and releasing a powerful screech in an attempt to disorient them.

Multiple Uses. While most beasts are hunted or farmed purely for food, pinnex are one of the more versatile creatures that are often sought after in Sordane. Though most Sordanians will commonly find pinnex captured by sky tamers and being raised to work as beasts of burden and living airships, the majority of these gentle beasts are used in farming because of their carapace and saliva. The pinnex's carapace is durable and flexible causing it to be widely sought after for use in armor and when removed properly causes little discomfort for the pinnex who can regrow it; and their saliva has an extremely powerful natural adhesive in it, which is used in Sordane for all manner of things, from construction to simple beast traps.



PINNEX

Gargantuan Beast, Typically Neutral

Armor Class 20 (natural armor)

Hit Points 217 (14d20 + 70)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	2 (-4)	13 (+1)	4 (-3)

Saving Throws Dex +3, Int +0

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened

Senses darkvision 120 ft., passive Perception 11

Languages Common, Primordial

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Siege Monster. The pinnex deals double damage to objects and structures, including ships.

ACTIONS

Multiattack. The pinnex makes one Bite and one Claw attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage and if the target is Large or smaller it is grappled (escape DC 17). Until this grapple ends, the target is restrained and takes 13 (2d12) acid damage at the start of each of its turns. The pinnex cannot use its Bite attack while it has 3 creatures restrained in this way.

Claw. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage.

Adhesive Spit (Recharge 6). The pinnex launches a ball of adhesive spit at a point it can see within 45 feet of it. Each creature of size Large or smaller that is within 5 feet of that point must succeed on a DC 17 Strength saving throw or become restrained (escape DC 17). If a creature in that area was already restrained, it automatically fails the saving throw. While it is restrained, a creature takes 13 (2d12) acid damage at the start of each of its turns.

LEGENDARY ACTIONS

The pinnex can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The pinnex regains spent legendary actions at the start of its turn.

Fly. The pinnex flies up to its flying speed without provoking opportunity attacks.

Piercing Screech. The pinnex lets out a shrill shriek. Each creature within 30 feet of the pinnex that can hear it must make a DC 17 Constitution saving throw. On a failure, a creature takes 5 (2d4) thunder damage and is deafened until the end of its next turn. On a success, a creature takes half the damage and isn't deafened.

Thrash (Costs 2 Actions). The pinnex begins thrashing violently from side to side. Each creature within 10 feet of the pinnex must make a DC 17 Strength saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and is pushed up to 20 feet away from the pinnex. On a success, a creature takes half the damage and isn't pushed.

APPENDIX D: 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 UR'DAK

Medium Humanoid, Lawful Good

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

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

ACTIONS

Multiattack. Ur'dak makes two Shortsword attacks and one Dagger attack, or two Blaster Gun attacks.

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.

MEDIC

Medium Humanoid, Any Alignment

Armor Class 11 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Wis +5

Skills Medicine +7, Persuasion +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Holy Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 24 (6d6 + 3) radiant damage.

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

At will: *light*, *thaumaturgy*

2/day each: *cure wounds*, *lesser restoration*, *sanctuary*, *spiritual weapon*

1/day each: *dispel magic*, *spirit guardians*

NAVIGATOR

Medium Humanoid, Any Alignment

Armor Class 13 (leather armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	14 (+2)	18 (+4)	10 (+0)

Saving Throws Dex +4

Skills Nature +4, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages any one language (usually Common)

Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The first mate makes two Zap Rifle attacks. One of these attacks can be replaced by a Wisdom (Perception) check.

Zap Rifle (10 Charges). *Ranged Weapon Attack:* +4 to hit, range 80/360ft., one target. *Hit:* 5 (2d6 + 2) lightning damage, or 6 (2d8 + 2) lightning damage if the target is wearing armor made of metal.

SAILOR

Medium Humanoid, Any Alignment

Armor Class 12 (leather armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Pack Tactics. The sailor has advantage on an attack roll against a creature if at least one of the sailor's allies is within 5 feet of the creature and the ally is not incapacitated.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

SHIP'S CREW (VARIANT)

Huge Unit of Fifteen Humanoids (Any Race),
Any Alignment

Armor Class 12 (leather armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +3

Senses passive Perception 13

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Languages any one language (usually Common)

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

Unit. The unit can occupy another creature's space and vice versa and the unit can move through any opening large enough for a Medium humanoid. The unit can't regain hit points or gain temporary hit points. If the unit

is reduced to 0 hit points, the unit breaks up and 5 sailors appear in the space previously occupied by the unit.

ACTIONS

Multiattack. The unit makes two Scimitar attacks or two Light Crossbow attacks.

Scimitars. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 19 (4d8 + 1) piercing damage.

UNIT ACTIONS

The unit can take 2 unit actions, choosing from the options below. Only one unit action option can be used at a time and only at the end of another creature's turn. The unit regains spent unit actions at the start of its turn so long as it has half its hit points or more remaining.

Scimitar. The unit makes one Scimitar attack.

Light Crossbow (Costs 2 Actions). The unit makes one Light Crossbow attack.

SPELLDRIVER (BEGINNER)

Medium Humanoid, Any Alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Wis +3

Skills Perception +3, Persuasion +4

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 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. *Ranged Spell Attack:* +3 to hit, range 120 ft., one target. *Hit:* 6 (1d10 + 1) fire damage.

Spellcasting. The spelldriver casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 11):

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

2/day each: *detect magic*, *mage armor*, *magic missile*, *shield*

1/day each: *misty step*, *suggestion*

BONUS ACTIONS

Expend. The spelldriver expends the use of one of its spells, gaining a number of spelldriving points equal to the expend spells level. If the expended spell is a first level spell, the spelldriver gains 2 spelldriving points.

APPENDIX E: AIRSHIP

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's are 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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