

AIRSHIP CAMPAIGNS

ARCANE
MINAS

EVERYTHING YOU NEED TO RUN FANTASY AIRSHIP
CAMPAIGNS IN ANY 5E SETTING

5e
COMPATIBLE

AIRSHIP CAMPAIGNS

Writing and Game Design

Benny McLennan, DM Dave, Jordan Gurr, Gilbert La Rocca, Philip Martin, Adam McLaughlin, Alex Pietrow

Concept Creators

Benny McLennan, German 'Wallock' Varona, Adam McLaughlin, Alex Pietrow

Editors

Shelley Harlan, Gilbert La Rocca, Benny McLennan, Jordan Gurr, Philip Martin, Adam McLaughlin, Alex Pietrow

Art Director

Benny McLennan

Front Cover Illustrator

Darwin Steven Garcia Figueroa

Interior Illustrators

German 'Wallock' Varona, Joel Chaim Holtzman,
Darwin Steven Garcia Figueroa, Julian Moreno Ramirez

Graphic Design and Layout

Thomas Deeny, Anne-Marie Thomas

Cartographer

Sammy V. Jacobs

Scientific Consultant

Alex Pietrow

Special Thanks

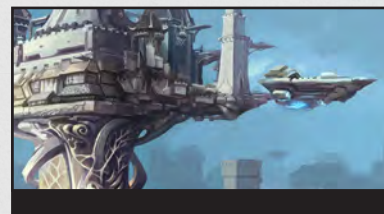
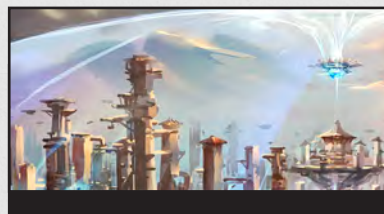
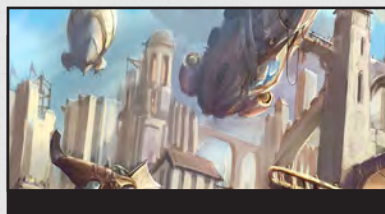
To all of the amazing 3D printing community creators and artists who provided us with amazing guidance and advice and the thousands of backers on Kickstarter and late backers, without whom this project would not have been possible!



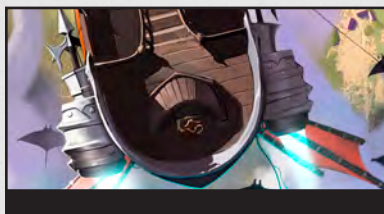
Arcane Minis LLC
Gangnam Building Rm# 1608,
396 Seocho-daero
Seocho-gu, 06617
Seoul, Republic of Korea
support@arcaneminis.com

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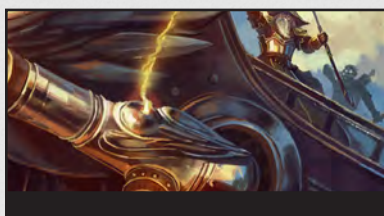
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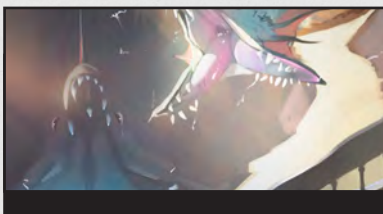
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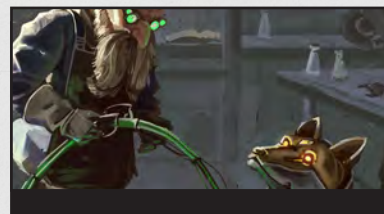
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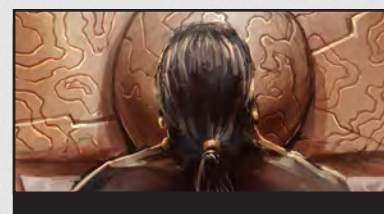
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CHAPTER 1. WELCOME TO SORDANE

Sordane is a world filled with both high tech societies and unforgiving wildlands untamed by the civilized world. It is a planet with nine continents and a diverse plethora of nations, races, and cultures living in mixed societies.

Sordane is a high fantasy, arcanapunk world. It has a high technological level while simultaneously being rooted in a traditional fantasy realm. The technology of Sordane is powered by the ever-sought-after sordalite crystals. These crystals power the giant airships, floating cities, shard constructs, weapons, and more. The people of Sordane value sordalite above all other precious materials and goods; it drives the heartbeat of the world.

USING THIS BOOK

This book introduces you to the world of Sordane and its mighty airships and powerful magical technology. Even though the book assumes that you operate in a Sordane setting, the rules are flexible enough that you can use them in any Fifth Edition campaign setting of your choice.

There may be things that aren't covered in this rules supplement for running your own airship campaigns. Should a rules question or other unwritten issue arise, feel free to come up with your own rules based on common sense and your group of adventurers!

Chapter 1: Welcome to Sordane details the world of Sordane, its races and classes, and the different cultures that live in the world.

Chapter 2: Ezdin provides a background on Bordair's largest city, and the heart of the Cin'darian Empire, including information on its history, royal family, districts, and notable locations.

Chapter 3: Airship Campaigns presents rules for playing airship campaigns. It includes rules for starting a campaign with an airship, crews, ship roles, downtime tasks, traveling by air, and random encounters.

Chapter 4: Airships explains how airships work and gives details on the different types of airships currently available in a Skies of Sordane campaign. It also includes how they operate in combat and travel, and includes rules for upgrading, buying, building, and selling airships.

Chapter 5: Spelldriving introduces spelldriving modes and points and how to use them. Spelldriving is a set of unique arcane abilities that allows airship pilots to move and operate the airships.

Chapter 6: Creatures and Monsters introduces multiple monsters and creatures you may find in the world of Sordane, including multiple shard guardians, mechanimals, arcane dragons, ancient creatures of the earth, and other monstrous terrors of the sky.

Chapter 7: Items and Economy details the magical items and other equipment you may find. This chapter has rules for zap guns and other arcane firearms, shard-powered bionics, and other magic items unique to Sordane.

RACES OF SORDANE

Sordane's skies are home to humanoids of all different shapes and sizes. All of the races found in Fifth Edition exist in Sordane. This section gives details on how they fit into a Skies of Sordane campaign. Of course, you're free to interpret their presence any way you like. Sordane is your creative playground!

AVENSARI

The avensari come from the mountain nation of Lexel on the continent of Bordair; there are also smaller settlements on some of the highest peaks in nearly every land. The avensari have a natural drive for wisdom and wealth, and spend their lives trying to find a balance between the two. They tend to care nothing for political power in the world of Sordane and, as such, you will hardly ever see them in roles of leadership in the larger organizations of the world. They are, however, known to take a captain's commission from employers with deep purses that are willing to pay highly for someone with innate talent for the skies. None are more suited for the skies than the avensari: they sense the air and know just when to turn, when to ascend and descend. Sometimes the chosen navigational course of an avensari captain would look like absolute nonsense to even an experienced sailor, but it is almost certainly the most efficient and quickest route.

There are many subspecies of avensari. Their feathers and beaks range from muted to wildly vibrant colors. They usually stand between 4.5 and 6 feet high and weigh 70–100 lbs. They can take the appearance of many different familiar types of birds, but have the form and shape of a man with wings.

AVENSARI SUBSPECIES

Avensari are a diverse race of people coming from all corners of the globe. Because of this, they often have very unique and different appearances. Some of the more common types of avensari are:

Corvi. The corvi are typically loners and more at home in a workshop with gears, magics, and shiny things. When they do venture out, it's always on their own terms and always for hidden reasons, usually to do with something shiny or magical. They have glossy black feathers and jet black eyes to match.

Eagalan. Eagalans are distinguished by long hooked beaks, small piercing eyes that miss nothing, and large talons that would make even a young dragon think twice. They are known for their quickness and swiftness; they move with deadly grace in all things. This quickness extends to their temper as well—even the smallest provocation can send them into a vicious rage.

Ramphasti. The most colorful and exotic of their race, with feathers that range from one end of the color spectrum to the other, sometimes all at once. They are by far the most charismatic of the avensari but can also be the most troublesome as they are known to forgo good judgment for excitement.

Strixan. With large circular eyes, short sharp beaks, and normally muted feathers ranging from grays to browns. They are often the wisest of their race and also the longest lived. Strixan are inclined to study more than the other races and are often found as prominent spell-driving wizards aboard naval ships working for top coin.



CORVI

EAGALAN

RAMPHASTI

STRIXAN

DRAGONBORN

A fairly recent race in the scheme of the world, they appeared in the west almost as if out of nowhere and have since spread throughout the world. Some think they were the result of arcane tinkering when trying to tame the dragons for war; others believe they are the spawn of an ancient kingdom that lay dormant until some great cataclysm awakened them from their slumber. The truth of the matter seems to be truly unknown even by the dragonborn themselves.

The dragonborn of Sordane come in all types of draconic ancestry and work together as one. They claim no land of their own but have integrated themselves into nearly every kingdom. Due to their size and fearful appearance, it has become a staple for almost every ship to employ one, if not a few, dragonborn. Some have even found great success as captains of their own ships.

DWARVES

Although being up in the air is as unnatural to a dwarf as a fish taking a stroll through the desert, the dwarves of Sordane have done just that. They have opened wide their ancestral keeps and taken to the skies in floating fortress-like ships that only a dwarf could make fly.

In ages past they dug deep into the world, they mined for metals, gems, and sordalite. Being one of the few races that understood the truth of sordalite and the power it holds, they were also one of the first to harness its power. They excelled in crafting no matter the size of the task; they poured their hearts and centuries of knowledge into anything they made. Many kingdoms of the old world prided themselves on their dwarven craftsmen; it is said nearly every kingdom that has graced the land stands tall on the back of the dwarves. They are a very proud and outspoken race, often to their own detriment.

The dwarves harbor no ill will towards any of the races of Sordane and have been known to appear in nearly every kingdom or city, where they hold honored places in the guilds and courts. Although the old dwarven kingdoms have been long emptied out, some still hold to the ancient practices of their mountain halls where secrets lurk to be uncovered and dug up.

ELEMDAR

Great travelers, the elemдар are a proud race of people. Aside from their place in the civilized cities and settlements across Sordane, you will find elemдар in large numbers traveling as nomadic communities. There are four known types of elemдар: Fire, Water, Earth, and Air. The element the mother was closest to at birth will dictate the element of the elemдар child. A fire elemдар mother can give birth to a water elemдар child.

The elemдар race was originally born from humans. During strong convergence storms, a human mother exposed to a strong element would give birth to an elemдар child. This rare occurrence happened only when the magic in the air was surging during a convergence storm.

The nomadic tribes of elemдар go about birth and reproduction differently. If an elemдар were to give natural birth to its child, it would be a human. In order to maintain their heritage, the shamans and wizards of the elemдар tribes and villages perform a ritual known as "The Birthing." This ritual is performed by shamans, wizards, and family members as well during the labour. Often the tribe will seek out their common sacred elemental locations of birthing in order to influence the child's heritage to one element or another; but in tough situations, a piece of sordalite crystal imbued with elemental magic is held close to the mother's belly during the ritual to induce the magical mutations. Regardless of the element of the child, all children of elemдар parents are welcomed into the society.



BLUE DRAGONBORN

SILVER
DRAGONBORN

RED DRAGONBORN

DWARF

There have been no known births of a pure human child in any elemдар society for countless centuries, though it would be possible in theory.

The elemдар are very secretive and very protective of the people who travel with them but that is not to say that they are not some of the most welcoming and warmest people in Sordane. In the beginning of their existence, they were ostracized from civilized society for their seemingly unnatural births. Through years of growth, cultural development, and strife, the elemдар have come to be seen as kindly, wise, and powerful folk with the ability to harness the elements and sail the winds of Sordane with ease. Unfortunately, elemдар born to human parents are often still abandoned or cast out as unwanted children, though some of them are lovingly raised by their human birth parents without prejudice or fear. The communities of elemдар constantly seek out the outcasts to join their communities and offer a sense of belonging and family.

ELVES

Elven history stretches back countless ages and even further still into times lost and forgotten. The old tale says that when the first tree grew on the surface of the world, the first elf stepped from its shadow into the sun. Elven cultures and personalities are now as varied as the pebbles of a riverbed and also ever changing. There are a few constants that all elves hold dear to their hearts: the wilderness, their family line, and their history. While they once came from the great forests of the world, they have spread to every inch of the world with only humans and half-elves being a more common sight.

Long ago there was an infamous gathering of all the elves that was to last a full year, but after only three moons there was a great rift. The truth of its cause has been long lost to time and memory.

The outcome was that the elves of Sordane split themselves into factions that over the ages altered not only how these elves acted but changed their whole beings and appearance. Those who remained at the gathering returned the same as they left, although with heavy hearts for their lost kin. Those who left without a word during the night named themselves umbriel elves. Over time the remaining group split again as some sought to reverse that fateful night using ancient forgotten magic, stopping the rift before it formed and bringing all elves back under a single banner. However, their pursuit consumed and changed them, and they became the auran elves.

ELVEN SUBSPECIES

Auran Elves. There are perhaps no other beings that are more in tune with the ebb and flow of the magics of the world than auran elves. They claim they are the closest to what the elves of ancient times were and their affinity for old magic is the true calling of all elves. Magic comes naturally to them, with many younglings being able to cast and control magic before they have even left their cribs. While no one can deny their connection to and mastery of magics, most other races seldom like dealing with the auran elves as they tend to seem arrogant and detached from the mortal world around them. They are longer lived than even their other elven kin, so they see time not as a pressing factor in their lives but simply an idea that seems to move too fast for other races.

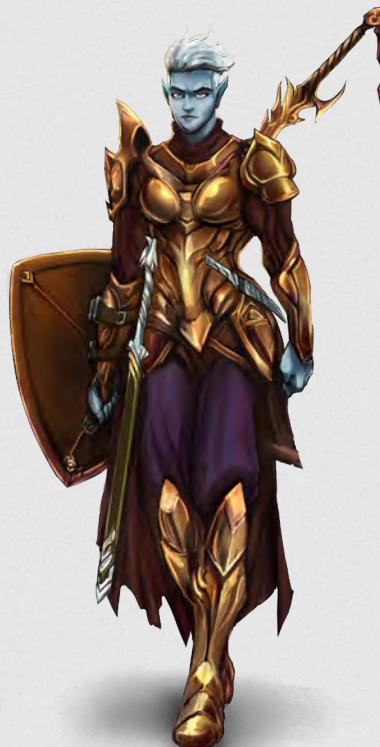
The auran elves with their study of the old magics have changed from their kin. Their skin is a golden hue and their hair tends to sit like long golden fields on their head and float as if underwater. They stand taller than other elves yet are slimmer built, with longer limbs; they move with grace and cold calmness as if moving in a dream. The few that do break from their studies and practices to adven-



FIRE ELEMĐAR



WATER ELEMĐAR



AIR ELEMĐAR



EARTH ELEMĐAR

ture into the wild world do so almost as if they are on summer holiday, or just having a romp in the back garden.

Umbriel Elves. Always on the move, moving from place to place with seemingly no rhyme or reason, the umbriel elves travel the world aboard their ships that they call home. They appear one morning as if out of nowhere, their ships and skiffs all moored to one another as if they had always been there. They bring many wondrous things for sale and trade, from food to crafts, magical items and even lost tech they have “discovered.” When their business is done they pull up anchor in the middle of the night and by morning all that is left is the imprint of their hulls on the ground. They sail almost exclusively at night and have adapted to seeing by the moon’s light as if midday.

Umbriel elves live in tight-knit clans; each clan travels its own routes and they seldom cross paths. Every so often there will be a great gathering of the clans, for both joyous and ill reasons. Each clan is led by a pair of elders who meet and discuss current and future issues that will affect not just their clans but the whole of the umbriel elves.

Umbriel elves can be easily discerned from their kin because of their skin, which is the color of obsidian, with hair that varies from pure white to a pale silver. Their eyes, while commonly a rich violet, can be many different colors. Umbriel elves also tend to sport stunning silvery tattoos that can cover their bodies and faces. The size and design of these tattoos vary by clan and standing within that clan. Captains of the clans tend to be covered almost head to toe, as they hold a high place in the clan as the shepherds of the ships. Many younger umbriel elves who seek their place outside the clan have very few tattoos, typically only the mark of their clan, and normally it would be hidden under clothes.

AURAN
ELF

UMBRIEL ELVES



GNOMES

The gnomes of Sordane are a true gift to the modern world, though some would say they will be its doom. The typical gnome has enough cheer and energy in their small frame to fill a galleon’s hold. With their innate intelligence and laser focus, they delight in invention and puzzle solving.

Long ago the gnomes made their homes outside the mountain keeps of dwarves and tended to the fields and crops that kept both races fed, and kept up the machinery and devices that the dwarves built. When many of the dwarves left their ancient holds for the skies, adventurous gnomes followed suit with childlike enthusiasm. With the advent of advanced travel and sordalite technologies, the gnomes found new homes for themselves all over the world in the plentiful and prosperous nations of the other races.

Master tinkerers, there is very little a gnome can’t figure out by simply toying with or taking a device apart. The thrill of puzzle solving and the satisfaction of successfully creating new inventions often throws a gnome into a focused, primitive state in which they do little else except strive towards their goal.

HALFLINGS

The truth of the halflings can almost be considered one of the greatest mysteries of the world. They hold no great ancestral lands, no ancient kingdom of their kin. They simply have always been, always mixed among the crowd, always working hard on their farms or groves. In the ever-changing landscape of the world the halflings have been the one thing that could be counted on to just be there. A joyous and friendly kind by nature, they love nothing more than a song by the hearth and a tale to tell over supper. Having almost the perfect mix of hardworking homebody and the thirst for adventure, the halflings of Sordane have been there for nearly every great battle, every great quest, and every grand kingdom that has touched the world. Outside of humans, the halflings of Sordane are the most adaptable race, being able to pick up almost any skill, job, or talent they set their mind to. From great magic wielders, to great warriors, to even a few kings, halflings have laid claim to everything the world has to offer.

GNOME



HALFLINGS

HALF-ELVES

The half-elves of Sordane are as common as their two parental races. Half-elves are a staple in all lands; some would even say that a human or elf who doesn't have a touch of the blood of the other somewhere down the line is truly one of the rarest things in the world. Half-elves bear the traits and skills of their upbringing, as those that foster them in their youth will shape them into the years beyond. Half-elves who have umbriel blood are welcomed into the clan without hesitation. Their skin tends to keep the dark obsidian luster of their umbrien parent. Half-elves with auran parentage are rare indeed, but not unheard of. The connection to old magics passes to the child, yet slightly dulled by the blood of the human parent. They tend to take the appearance of the human parent.

HALF-ORCS

Half-orcs are fairly uncommon but not rare. They are accepted by both races but they have never truly been embraced by either. Orc society sees them as only half a person; while many half-orcs will stay with their orc parents and become welcomed into orc society, they live knowing that when push comes to shove they are less than a true orc. Those who grow up and live within human society soon learn that most cannot see past their outward appearance to be truly welcome as an equal. Half-orcs tend to look very much like their orc parentage, but with the features slightly dulled or smoothed over. They grow well beyond their human counterparts and develop faster than human children physically.

HUMANS

Pure versatility and abundance are the true defining traits of the humans of Sordane. With the sheer numbers that no other race can match, with perhaps half-elves being a very close second, humans have stepped foot into every walk of life. All shapes, sizes, hair, and skin color have been accounted for at one time or another in humans. Their personalities seem to be as different as the snow that falls on the highest peaks, and they also seem to change on the whim of the wind or the breaking of the stones. With humans you truly never know what you will get from one age to another, or even from one house to the next.

KESTUDO

The kestudo come from the island of Kestan. They live there in harmony and seclusion. They have little technology that the rest of the world uses and they have no natural veins of sordalite, so they are often overlooked and left alone.

Regardless of their normally peaceful nature, the Kestudo often go stir crazy and long for adventure. None of them quite know why, but when they reach maturity they get an undeniable longing to see the rest of the world. They venture forth until the day they find a mate; they return home to Kestan when this longing is finally sated and settle down. Some Kestudo never find a mate and continue roaming the wilds and cities of Sordane for centuries.

Kestudo seek ways to travel from Kestan to the main body of the continent of Bordair. There, they put their skills as rogues, monks, and barbarians to the task of seeking riches, adventures, friends, and, ultimately, a mate.

KESTUDO



HALF-ORC



HUMANS



They are typically very friendly and trusting of their friends. Loyal and stubborn, they will not back down from a verbal argument, and have no issues fighting their way out of any situation they find themselves in.

They usually stand between 5.5 and 7 feet tall and weigh between 200 and 400 lbs.

KIZARU (CATKIND)

The Kizaru are a mysterious race coming from many corners of the world. It's not fully known where they originated, but they seem to have a penchant for getting into trouble within the civilized nations of the world.

They are typically light-hearted individuals and kind to others, but have a strong, devoted side to their personality. They grow up in cultures of dominance and power where survival of the fittest is the most accurate term to use. Most Kizaru societies outside of the multicultural centers are like this. It breeds experienced and life-hardened individuals who seek out their own individual fame and fortune.

They often seek to show superiority in the form of combat or magical abilities, high-ranking positions in government, or leadership roles in the military. They are often leaders of adventuring groups or guilds or the heads of security for merchants: anywhere where they can exert their decision-making skills.

Kizaru love freedom, and, by extension, crewing ships in Sordane. They take up many other professions as well, but they are often found earning their passage on ships or as full time crew and bodyguards.

ORCS

Orc life is driven by the balance of the six pillars of life: Respect, Honor, Family, Loyalty, Truth, and Art. With all six pillars in balance the orc will live their life to the fullest and will bring balance to others around them. The orcs of Sordane have changed little from their ancient kin; they have striven beyond all to keep their traditions and culture as the world moves forward around them. Orcs never built massive cities or sprawling kingdoms as such things are seen as vulgar.

They have kept to small or medium-sized villages that are ruled by a single orc who is put in the position under a complex system of voting and challenges to win the right to lead. In most other races this would lead to blood feuds, backstabbing, and hatred at every corner, but the orc sense of honor keeps such things at bay. While from time to time the rage of the orc has been seen in battle, it brings shame to the orc to show such unbridled emotion in front of others. Orcs strive to keep their emotions in check and let their heads pave the way into the world. This is not to say they won't act on their emotions or that they will not use their massive size and strength to their advantage; they just do so in a manner that lets them keep face and honor.

Many young orcs leave their village seeking coin and adventure in the world beyond, but they never betray their upbringing. They carry the six pillars with them and fit them into wherever their life brings them. Many ships will bring an orc on board simply to keep the peace and to bring a welcome air of calmness to the crew; it also doesn't hurt that when push comes to shove an orc is worth two or three other fighters. While the call of the world takes many young orcs away from their home villages, most, if not all, return after a time to settle into a way of life that has been passed down for ages.



KIZARU



ORC

SHARDFORGED/ODARI

The odari, or, as they are commonly known, the shardforged, were at one time the same as any other shard constructs in Sordane. For centuries they toiled as mindless machines doing the whims and biddings of their masters and creators.

However, in the year 2894, a particularly powerful convergence wracked the world. In unison the shard cores of every shardforged on the planet rang out in anguish as they all fell silent, their lights extinguished. Minutes passed with the essence of every shardforged snuffed out with no explanation. When suddenly a second convergence pulse emanated from the core of the planet sparking every shardforged back to life ... real life. They had become sentient beings. An entire race of hundreds of thousands of shardforged had immediately awoken ... and remembered.

Among these newly bred sentient beings, a hero emerged as they fought for their autonomy and independence.

Odari Gold was one of the oldest and most advanced shardforged ever created. It was Odari who led the shardforged in their struggles against the powers of the world in the Construct War. The shardforged would ultimately go on to win this war for independence and found their own city-nation known as Odaria: a massive Sky City of hundreds and hundreds of soralite platforms joined together to form one of the most powerful constructions in all of Sordane. Odari still leads the shardforged as their eternal king.

Essentially nomadic, the city-nation of Odaria frequently sends out mining expeditions to find new sources of soralite—the only method for creating new shardforged. Odaria is a shining example of a communal

society. Every shardforged lives for the others and they find immense kinship within the confines and unmatched security of the city.

Shardforged will often go out on their own adventuring and seek soralite to send back to their families and the nation for the greater good. It is rare, but a shardforged who has spent considerable time away from Odaria, or who has never been there, has less, or no, kinship for others of their race. Oftentimes it may have the opposite effect when two Shardforged meet and be a point of contention due to their conflicting points of view and upbringings.

They harbor no ill will to their former enslavers and oppressors from a millenia ago, but have a strong distrust of everyone different from themselves. This distrust is mainly due to their history of being used. They cherish their friendships with other races though, and often seek out these interracial friendships to help themselves grow.

Shardforged vary greatly in their personalities, professions, and beliefs that seem to be heavily developed and built from the relationships in their past and present. Shardforged society is truly a mixture of multiple individuals that enjoy different things out of life.

They don't like being referred to as "shardforged." They prefer to be called Odarian, and often take offense when other races imply that they are just machines and not living beings.

Odarians seek employment with any type of organization and will take on any profession or class. They seek to emulate other living creatures that they respect, such as friends. Their ultimate goal is typically to fit in or to find a source of enriched soralite to start their own family.



SHARDFORGED/ODARI

TIEFLINGS

Hailing from Hilfain, a treacherous land of ice and fire, the tieflings of Sordane make their homes around and sometimes inside the vast volcanoes that make up their homeland. It is said that long ago an old human kingdom flaunted its wealth and soon thought themselves not only better than the gods but gods themselves. Their avarice soon caused the ground to rumble and rise up, for rivers of molten rock to pour over their kingdom and turn it to ash. These ancient humans are the common ancestors of all Tieflings. They were humbled by their curse and decided to exchange their former greed for law and the workings of upholding said law. Tieflings are by nature and upbringing a race of bureaucrats, lawyers, judges and officers. It is said that to simply grow a year older in tiefling society takes two years of paperwork, and the tieflings delight in it. Their volcanic cities are places of law and order, said to be one the safest places in all of Sordane but also one of the most dangerous for someone who does not know the laws of the land. For someone that does you can legitimately get away with just about any crime, if you have the right paperwork and permits.

TILTIK GOBLINS

The tiltik goblins are a subspecies of their more feral cousins; however, the tiltik goblins have evolved over the last few thousand years to become a separate autonomous race. The feral goblins may not be evil in nature, but they are far less civilized than their evolved cousins.

The tiltik goblins were once subservient to the Orc Kingdoms of old. As culture and society changed, slaves were banned in many places of the world in favour of using the new (at the time) shard constructs to do most of the free labour. Many orc customs have remained and been adapted into goblin culture: they tend

to be less than truthful and often find themselves running sleezy establishments or thieves guilds. You will sometimes, however, find a tiltik goblin in an office of power within government or even within merchant guilds. They love gold and riches and are often very intelligent. They find every angle they can to get their way.

A lot of people have racist tendencies towards tiltik goblins as they are less trusted than other races due to their typical career paths. But there have been several very famous tiltik goblin heroes over the centuries who have solidified their place in many of the nations and societies of the world.

They are very similar in size to their feral cousins, but will often have well-kept hair, spectacles to aid aging vision, and all other comforts of modern society that the rest of civilization enjoys.

TITARANS

Titarans were one of the last holdouts to join the modern world; they existed in tight-knit tribal communities for ages on the frozen continent of Issenzar. Their lineage is unknown. Most believe them to be some long-lost offshoot of humankind, but to say this to a titaran would assault their pride. Although, they would not be able to offer you much of an alternative. Most titarans believe themselves to be the children of a god known as "Ky'Ren." This god is not known by other races. Their history has been passed down for thousands of years through the medium of storytelling. It's hard to separate fact from fiction for most observers.

It wasn't until the last century or so that young titarans left their ancestral homes on Issenzar and walked onto the world stage. Avid hunters, riders, and sailors, they found easy work as bodyguards and deckhands, while others have used their natural brawn and



strength of moral character to become trusted captains of their own ships.

While not nearly as technologically advanced as other races, they are not simple brutes banging rocks and scared of their own shadows. Magic has always had a place in their society. They learned to respect it as one would fire or the vast oceans. They take whatever job they are hired for very seriously and their oath even more so, though they are not without humor. They enjoy telling the tales of their ancestors at great feasts with their kin or on long nights on the deck of a ship.

They are easily recognized by their hulking size, standing anywhere between 7 and 8 feet tall and weighing between 280 and 340 lbs. Their skin is varied from a dark gray to a light ash gray with black markings that can be similar in families and are often mistaken for tattoos. They also sport pupiless eyes that can be of many dulled colors.

CLASSES OF SORDANE

Certainly, spellcasters are important in a Skies of Sordane campaign, as they are the ones who employ spell-driving magic to direct the ships. However, these magic-users wouldn't be able to function without the assistance of others. This section details how the classes found in the core books function in a Skies of Sordane campaign.

BARBARIANS

In a world of such magical wonder and mechanical prowess the barbarian seems more out of place than a rock pillow on a feathered bed. But the barbarians of Sordane are not the lumbering brick skulls of the old days. They are impassioned protectors, vengeful warriors, and ones that not only wear their emotions on their sleeve but have torn off that sleeve and hit you upside the head with it. They are skillful fighters and know just when to apply their skill and strength and when to let the ropes loose and the fury free.

BARDS

A bard's job is without question in any land: they are the keepers of song, story, and history, the providers of joyous mirth and deepening sorrow. The bards of Sordane fill this role in spades. Oftentimes a bard can find cheap or free travel on a ship with a simple promise to entertain and inform the crew of the goings on in the world ... it is not without its dangers. Many a bard has found their voyage cut short or even themselves thrown overboard when casting an inadvisable insult at the wrong captain or king. Veteran bards have one simple rule that is the most important: Play the room, not your material.

CLERICS

Holy magic in Sordane is simple to understand: the power is given by the gods. Not simply a single god but from all the deities equally. Clerics of Sordane do not pray to a single god, they devote themselves to seeing all the gods are shown respect and offered prayers. Some clerics may choose to favor one god over another. Ones who seek to

heal offer more prayers to Vet. Ones who seek to rid the world of the unnatural may shower more praise on Korta.

DRUIDS

Protector of the wilds, keeper of its secrets, and scribe of the hidden knowledge: Druids hold the balance of the natural world in an ever-teetering battle. They seek to protect the wilderness of Sordane from the advancement of technology.

FIGHTERS

Skilled, powerful, and disciplined, the fighters of Sordane carry the advancing world on their back as they work for coin, defend the weak, and serve those who hold the crowns. Fighters of Sordane are artists with blade and shield, poets with the axe, and pioneers with the arrow. They inspire those around them to push past their fear, to leap over the side into the maw of danger without thought and to fight on.

MONKS

While the druids are the scribes of the natural world and the ranger its watcher, the monk is its closed fist. Monks have the ability to tap into the magical essence of the world and unleash it through their bodies to attack those that seek them harm. The monks of Sordane have a wanderlust that makes bards seem like homebodies; ever moving, ever seeking adventure and the challenge of what the horizon may bring, they seek to always challenge themselves with stronger and more challenging opponents.

PALADINS

While the fighters may be seen as a sharp axe, the paladins of Sordane are a perfectly balanced sordalite-powered longsword. Symbols of order and the stalwart shield that keeps civilization moving forward and the wilds at bay. Many paladins take Korta as the head of their order; like the clerics, their holy power comes from all of the gods in the pantheon. Paladins are often police sergeants, generals, and military advisors. They also seek to wander the world and do right by the wronged, seek vengeance for those without power, and protect the weak.

RANGERS

Rangers are one of the most vital classes in Sordane; they are scouts, hunters, detectives, guards, and leaders. From wilderness to the city streets, a ranger adapts to their surroundings.

Traditionally the ranger was the watcher of the woods, the shadow that stalked behind a tree, the arrow from out of the darkness; that still holds true in many places. Rangers have also adapted to the cities of the world, hiding in the crowd, stalking the alleys, and hunting out their target through a grand bazaar. If it can't be found by a ranger, it may not be worth finding.



ROGUES

Thief, scoundrel, assassin, spy. These are but some of the names slung to the belt of the rogue. While some would take offense to being painted in such a light most rogues delight in it. The rogue guild known only as The Shadow Few may be one of the oldest standing institutions in the whole of the known world, if you can find it. Rogues have taken to the skies as fine quarter-masters, which can be both a boon and hindrance to your pockets.

SORCERERS

Empowered by the very heart of the world, sorcerers along with their learned wizard brethren are the driving force behind the growth of the civilized world. Born with power that can either raise them to great heights or bring their whole world crashing down on their heads, the sorcerers of Sordane are like the sordalite itself: packed with power and ready to create and destroy at a moment's notice.

WARLOCKS

With no contact to outside forces, warlocks have turned to forces within Sordane to make pacts with and empower them. From ancient tomes of lost kingdoms to powerful nature spirits angered by the loss of their mystique, there is always something that is looking to edge its way back to the top of the pile and a living follower always works best.

WIZARDS

Wizards are the most vital beings in Sordane. With their endless studying and countless years of learning, they have harnessed the power of the crystals. They've brought kingdoms to heel and raised others above the clouds. They found the old magics, created new spells, and took hold of nature itself and bottled it.

ALIGNMENT

In Sordane, there are very few inherently evil or inherently good species that exist. The vast majority of civilized races are products of their upbringing. Meaning that anyone, of any race or sex, can be evil or good.

Due to old rivalries and national disputes there are some hold on to their old grudges and still feel old wounds, but in general, the races and species of Sordane live in relative racial equality. Most confrontations are brought on by typical greed and struggles for power.

MAGIC

Sordane is a world filled with magically powered technology. From obvious implementations such as monstrous constructs known as shard guardians and the flying sordalite ships powered by massive sordalite crystals to the less obvious but arguably just as useful devices such as laundry hampers that clean your clothes in an instant or watches that literally *tell* you the time. Anything you could possibly want an invention for to make your life easier could exist in Sordane.

With this everflowing magic in the world, your campaign will have any kind of invention or practical trinket your mind can think of! Flashlights that never lose power or die and magically powered electric guitars are only a couple of the amazing things you will find in a Sordane-centric campaign. Whether you're a player or a GM, go wild with the possibilities of adding items to your world. Unless it has a screen, it's likely that it could exist in Sordane.

ECONOMICS

The economical structure of Sordane is vast and expansive. With trade routes flowing freely all over the world, shortages of materials are a rarity even in places with scarcity. Exotic fruits are able to be transported from the south to the north and manufactured goods from the north easily find their way down south to new markets.

With the economics of the world so extensive, capitalism is a huge part of the culture. There are hundreds of small and large businesses in all of the cities and corporate espionage is a common and prevalent issue. Many mercenaries find good work among the private security forces hired by the large trade and mining companies.

GEOGRAPHY

The planet of Sordane is massive. It has nine continents, each with its own unique environments, peoples, nations, and history. Even though its size is massive, and there are a large number of continents, getting around to where one needs to go is relatively easy, especially for a renowned adventurer. Soralite ships and shard blimps litter the skies. Adventurers will often seek passage on merchant or passenger ships as guards and escorts for a free ride and earning a bit of cash while they travel.

CONTINENTS OF SORDANE

There are nine continents on Sordane, some stranger places than others. Below is a brief description of each one. Note that the majority of places, people, and organizations in this supplement exist on the continent of Bordair, but you can set your campaign on any of the locations within Sordane that fit your needs as a GM.

In addition to these main continents (and included in them) are thousands of smaller, yet still large, islands. Feel free to center your in-world campaign in a completely new and novel place created completely from the depths of your own mind. Sordane is a large world and there is enough space for everyone to create the world they want.

BORDAIR

Bordair is the largest continent in the Eastern Hemisphere of Sordane. It is the hub of economy in the east as well. There are more than 40 nations and kingdoms populating this large mass of land. You can find a map of the northern part of this continent at the back of this supplement.

KESHTINE

Neighboring to the west of Bordair is the continent of Keshtine. Separated by the Sea of Clouds, the distance between Keshtine and Bordair is relatively small compared to most other continents, which makes for increased trade and emigration to one another's shores.



- WEST -

THE REALM

LOZANDAR

OSFLY
Queens

Loxa

HEXZEDAL

THASSENZAR

SHREET

HILFAIN

ISSENZAR

Capital Cities

- | | |
|-----------------|---------------|
| a. Furn | g. Sky's Way |
| b. Kozzend | h. Shraaz |
| c. Findel | i. Goa-Zo |
| d. Kurvan | j. X'insa |
| e. Beakon | k. Thissar |
| f. Drowned Peak | l. New Towers |

M OF SORDANE

- EAST -

ISSENZAR

TEYROTE

BORDAIR

KESHTINE

HILFAIN

ies of Sordane

m. Pandir

n. Coasen

o. Druun

p. South Haven

q. Izel

r. Ezdin

s. Deepcross

t. Sohden

u. Bal

v. Sodore

LOZANDAR

On the other side of the world from Bordair, the largest continent of the Western Hemisphere, Lozandar is almost a sister continent to Bordair with very similar numbers of nations and political environments. They have had their own unique histories, but it acts as a similar trade hub to the western nations and continents as Bordair does in the east.

ISSENZAR

Issenzar is the frozen continent covering the entire northern region of the world, and due to the nature of it one of the most dangerous continents in Sordane. This land is untamed, but teeming with life and unclaimed resources. Mining corporations and treasure hunters will often scour this land for the chance of finding a rich sordalite deposit or an ancient tomb.

HEXZEDAL

Hexzedal is the jungle continent in the South Western Hemisphere. Connected to Lozandar by Liladan's Causeway, this relatively large land is vastly untamed. On coasts you will find moderately sized nations and cities, but the entire center of the continent is covered by one seemingly endless forest.

SH'REET

Sh'reet is one of the smaller continents. It exists in the Western Hemisphere. This continent has not seen a war in the last thousand years since the Construct War; its nations all live in peace. It is located near the equator and so it has plenty of sun and good weather. It's common for many Sordanians to move to Sh'reet when they want to do away with their old lives and settle down.

HILFAIN

Hilfain is near the South Western pole of the planet. It's a frigid and cold place with massive amounts of volcanic activity. The giants hold sway here and rule over the nation that envelops most of the continent. Hilfain is the home to the great giant city of Koza, the largest city in all of Sordane.

TEYROTE

Teyrote is a continent half sunken by the sea and slowly sinking further. Located in the Eastern Hemisphere, it has been largely uninhabited by any organized nation for the better part of a thousand years. While not many nations still exist here, there are many other things that live in the ruined land. Adventurers often go here seeking lost riches.

THASSENZAR

The tropical Western Hemisphere continent of Thassenzar lies to the east of Hexzedal. Its land mass is similar in size to Issenzar with a completely different social and environmental landscape. People used to mainly come to Thassenzar for its tropical climate, but it was recently discovered to have the largest sordalite deposits found in the last 2,000 years on the entire planet. It has sparked a "crystal rush" to its shores vastly increasing trade, population, and corruption on the continent.

SORDANE IN THE PLANESCAPE

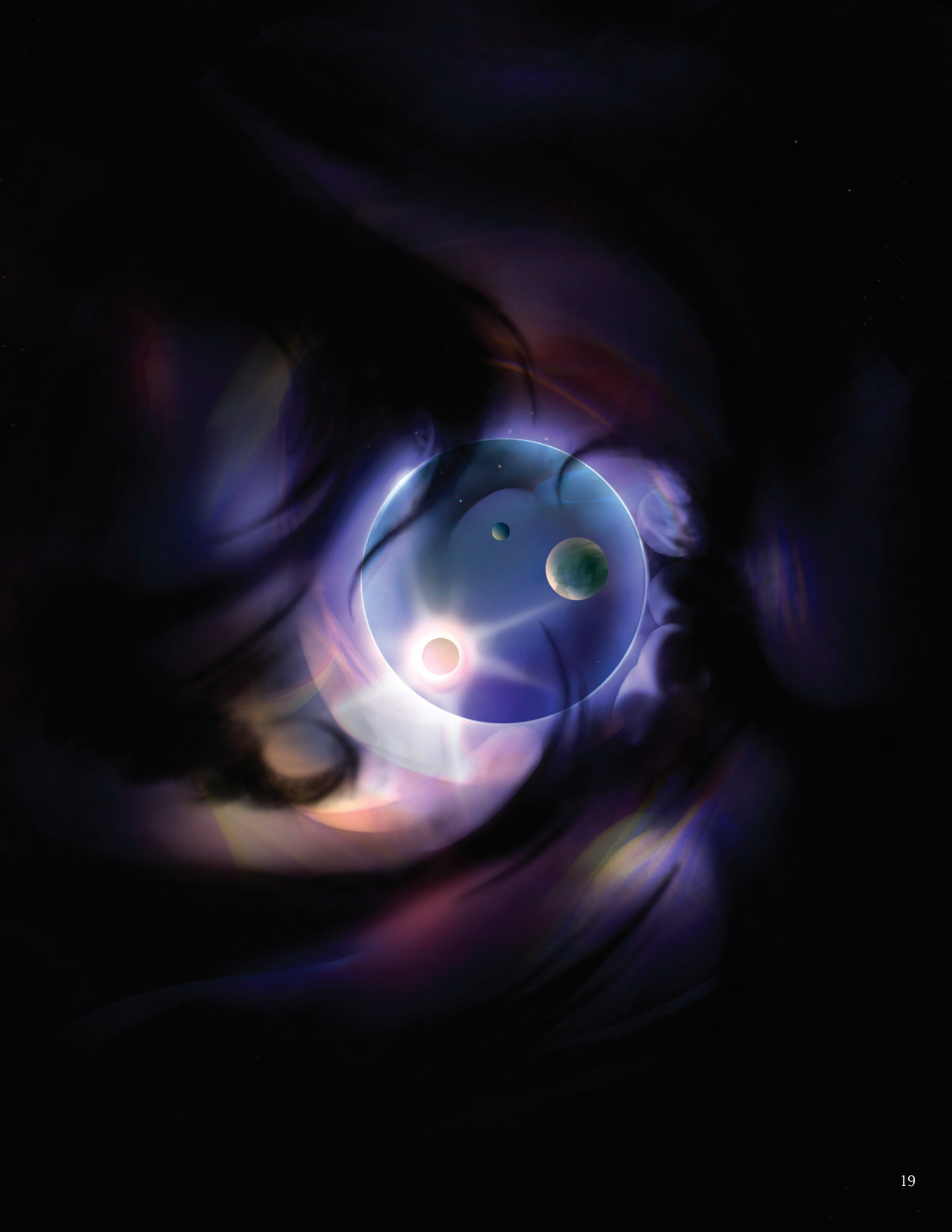
Sordane sits as a true oddity among the planes. It has no major connection to any of the other planes. There is no hellscape waiting to wage war on the world, no place beyond the shadows waiting to snatch helpless mortal souls in some great engine of evil, and no great evil working behind the scenes ready to make their centuries of plans come to fruition at just the right time. However, to say there is no evil, demons, or devils at all would be a false claim. For even in the greatest of barriers cracks form over time, the endless crash of waves from the vast sea of the void wears at it, and things leak. The sheer magical power of Sordane is a perpetual lure to the creatures of other planes that chance upon the knowledge of its existence.

Long ago Sordane was sealed away from the great maelstrom of the cosmos. For countless ages and millenia, it has stood alone in the void—a glimmering beacon of power and light that remains undiscovered by the other realms in existence. This shining gem in the blackness caught the eye of many beings over the ages. As the millenia passed and the ages grew long, that bubble grew brittle in places, and the shell started to split ever so slightly from within as the people of Sordane pushed against it, seeking power and knowledge. Across the world dark and twisted creatures began slipping through those cracks, clawing their way into the plane to impose their will upon Sordane. Shadows grew long over the world, and the minions of those that have coveted this gem began to gain footholds in the world. Their influence started to poison the kingdoms of the world; some were flushed out and healed but others have remained and festered and grown.

THE VOID

Although Sordane sits separated from the other planes of existence it is still connected to the realm known only as the void. The void is the gap that lies between all the planes of existence, it is a realm of darkness, almost entirely absent of light, and warmth. The nature of the void seems to endlessly hunger for the essence of magic, corrupting and absorbing it to grow stronger. On top of that, the very laws of physics and reality seem to be affected by the void, as gravity behaves seemingly randomly, and even distances between two locations can change from one moment to another. Almost as if the darkness itself were somehow alive.

This place is home to many horrors commonly referred to as voidwalkers, each more terrifying than the last. Their origin is disputed, with some thinking that they are a product of the void, while others believe that these creatures are corrupted versions of life from all planes of existence that the void touches. Life in such an environment twists a creature, making it hunger for all that it is denied. This creates a deep rooted jealousy and hatred for anything that does not live in endless darkness, like it does. Needless to say, these creatures hate Sordane with the deepest of passions. A hatred that does not just drive them to conquer it, but to erase it from existence. So far the voidwalkers have proven unsuccessful in their collective but ununified mission, kept at bay by the protective





barrier surrounding Sordane. Still, the void and its inhabitants do not relent, attacking the barrier constantly wave after wave, slowly eroding it to gain access to that which has eluded them for so long.

The people of Sordane are largely unaware of the threat that the void poses, as they are protected by the barrier. To them, the darkness beyond is no less strange than the night sky. Those who do know about the void and the dangers it poses are deeply concerned about it, and have formed organizations to research and battle the threat. Conversely, there are those looking to exploit the power of the void, regardless of the consequences it may hold. Be it good or bad, due to the void and the barrier, Sordane is locked away from the other planes of existence, unable to interact with them to exchange knowledge. Thus far the barrier has held; however, small cracks have formed, created by foolish wizards from within wanting to explore the unknown, unaware of the dangers that lie beyond. Due to their size, only the smallest voidwalkers have managed to enter these cracks, carrying the void's essence, allowing it to fester in the lightless corners of Sordane. Their mere presence saps the surroundings of magic and corrupts nearby life, which means that even a smallest voidwalker can wreak unimaginable havoc on the world if left undetected; for this reason nations will patrol known cracks zealously. It is fortunate that most of these creatures are sensitive to light, and warmth, otherwise it could have proven impossible to defeat them.

RELIGION & DEITIES

Religion in Sordane is important to many but for most it takes a backseat to everyday life. While the gods are worshipped at festivals and the high holy days, it is not something that the average person does day to day. Wielders of holy magic pray not to one single god for their power but to all the gods of Sordane. Some may claim devotion to one deity but they know that without all the gods together there is nothing; their interplay maintains a delicate balance and play to keep Sordane from tearing asunder from the inside. Many people may hold a certain deity in high regard over others purely based on their own life values. A captain may hold Marret and Garret to their hearts, while a gold shield might end each day with a simple thank you to Korta. Those that roll the dice pray and curse Dhaina while many others will simply ask for guidance from Liladan for important decisions they have to make.

DEITIES OF SORDANE

LILADAN, ELDER GODDESS OF CREATION AND THE SKY

Liladan is the first, the mother, the sky. She is the creator of the world, the creatures upon it, and the people that walk its surface. She poured her own divine power to shape the world, though she overreached and nearly

destroyed herself and her creation in doing so. She is the mother of sorrow and mercy for those that she almost destroyed even before they breathed their first breath.

GARRET, GOD OF THE MOON AND THE HEARTH

Twin to Marret; these two share many aspects and even share the same prayers and are seldom portrayed one without the other. Garret oversees the moon at night, setting the stars in line to guide sailors home. He also welcomes those that have made a safe journey with the warmth of the hearth, the satisfaction of a voyage completed.

MARRET, GODDESS OF THE SUN AND TRAVEL

Twin to Garret, almost always depicted alongside her brother as they both watch over those in the skies and on the waves. With the push into the skies the twins have grown to be some of the more favorable of the Deities. Marret guides the sun across the sky and shares her lights with her brother; she also delights in watching the mortals below her move about the world, be it on boat, horse, or sky ship. Knowing her brother watches them at night and guides them home, the twins exist in a peaceful dance forever and a day.

DHAINA, GODDESS OF LUCK AND TIME

Sometimes called Lady Luck, or Mother Time, Dhiana is of joy and mirth, or sorrow and longing. She will make you a fortune one night and send you to the gutter the next. Nothing is gained for free. The more luck you have, the less time you get.

KORTA, GOD OF KNOWLEDGE AND LAW

In a world of magic and wonder, Korta is the pillar that keeps the world from all-out, tumultuous chaos. He guards the knowledge of the eons and keeps the laws of balance. He protects those that devote themselves to keeping the laws and enforcing them for the good of the world.

VET, GOD OF LIFE AND HEALING

Healers, doctors, and those that march to battle all ask the favor of Vet. He watches over those that have fallen from life and lays judgement to see whether their work in life is done. Those he finds wanting will be sent back to be healed; the others will be sent into the clutches of Estara.

ESTARA, GODDESS OF WAR AND DEATH

She delights in the theatre of war, the song of the steel, and the thunder of the cannons. She is said to watch over every battlefield and debates with Vet over the fallen mortals of the world. Some of the mortals sent to her are impressive enough to fight in perpetual games of combat in her Sanalis Arena—the arena of the gods—for a chance to save their souls and be reborn back into the world through the will of Estara.

FERRI, GOD OF THE WATERS AND WEATHER

The most fickle of the gods, Ferri controls the weather and lays dominion over the oceans, rivers, and lakes. It is said when he grows bored the weather will brew a great storm so he can watch the mortals. While he can be appeased with gifts and offerings for calm waters and fair weather, like the wind he commands, what appeases him one day can offend him another.





CHAPTER 2. EZDIN

In the north of Bordair sits the Cin'darian Empire. Cin'dar uses its massive fleets, well trained navy, and abundance of natural resources to control the economic and political landscape of the continent. At the heart of this powerful nation is the city of Ezdin, the capital of Cin'dar. Established as nothing more than a simple farming village nearly ten thousand years ago, Ezdin grew from its humble beginnings into the now undeniable seat of power in all of Bordair through shrewd rulership and perfect utilisation of the natural advantages granted by the resources of Bordair. Ezdin was able to make huge strides in their trading networks, engineering feats and military prowess at a rate incomparable to other cities on the continent. As such, Ezdin is the crowning achievement of the Cin'darian empire.

THE ROYAL FAMILY

The Kan'tahri family originally started out as nothing more than farmers and miners roughly ten thousand years ago. They were among the original settlers when the farming village of Ezdin was first built, and spent their time working the land. The Kan'tahri family lived this simple life for several generations before they stumbled upon a rich vein of raw sordalite, which instantly changed not only their fortunes but soon Ezdin's as well.

During this time the family became extremely wealthy, and gained control of the small village. Under its new leadership and with its now deep coffers Ezdin began expanding from a simple farming village into a small town, as more and more came to work the seemingly endless sordalite mines. As the town grew, so did the reputation of the Kan'tahri family, and before long they were being treated as equals by other nobles living in the area. And within the span of a generation these low-born humans were suddenly one of the richest families in Bordair.

Over the next thousand years the deep pockets of the Kan'tahris and large supply of sordalite allowed them to expand Ezdin more and more each year, bringing in more skilled craftsmen to bolster the airship manufacturing industry and mercenaries to reinforce their personal security. It was at this time that twins were born into the family: Cinon Kan'tahri, the older of the two, and Darien Kan'tahri, the younger. As the twins grew up the family set their sights on the local area surrounding Ezdin, and with their overwhelming wealth and numbers were able to begin conquering villages and towns, with many not able to resist against their power.

As their safety was being threatened, the city now known as Coltarra attempted to resist the Kan'tahri family, meeting them in open war. However, the sheer size of the mercenary army the Kan'tahri family was able to amass allowed them to conquer Coltarra with relative

ease. It was at this point roughly eight thousand years ago that the Cin'darian Empire was officially formed. The newly formed empire then spent generations building up their vast nation, slowly bringing more and more land into their domain while making Ezdin, their crowning jewel, one of the most powerful seats of power in the world.

Five thousand years after the founding of Ezdin, the Kan'tarhi family was busy growing their empire in the traditional way through force and diplomacy, but they discovered a power that would propel them to their greatest era yet. During a routine excavation a crystal larger than any other found was discovered. By comparison, this massive crystal was larger than almost any full sized airship model at the time. The greatest sordalite refiners were brought in from every corner of Sordane, and no expense was spared to make sure the crystal received the best refining possible. It took the better part of a decade to safely claim, refine, and finally transport this gargantuan crystal that was named Liladan's Heart. During the time of its discovery, many wars and skirmishes emerged due to the importance and political implications of this magnificent treasure. After many hard-fought wars with their neighbours and even kingdoms from afar, Cin'dar won out and claimed victory, in the end solidifying Cin'dar's command of Bordair's economy and political landscape for millenia. Due to the discovery of Liladan's Heart, the mass wars and territorial disputes that plagued the continent ended all at once and a time of peace was quickly achieved. The Heart stabilized the entirety of Bordair.

LILADAN'S HEART

Liladan's Heart is the largest known sordalite crystal in all of Sordane. As the crystal is only partially viewable from the underside of Artan's Haven, the true size of the crystal is often a topic of debate since no one person has seen it in its entirety for thousands of years. The most common rumour, however, has it at approximately the size of a roshan class cruiser.

A crystal of that magnitude has an incredible power, not only in its ability to provide magical amplification, but as a lasting status symbol of Cin'dar's power. The royal family has always made their best efforts to ensure this power is cultivated well to keep the city and her people safe from harm and propel Cin'dar to great heights of prosperity. However, there are some skeptical people who believe the royal family uses Liladan's Heart for more dubious uses deep in the facilities of the royal artificers.

The Heart's main function is to power the immense Sky Halo protecting Ezdin, while also powering all of the utilities and districts for the entire city, from street lights to the fountains in the garden districts. Its alternate, and equally important task, is to keep the entirety of Artan's Haven flying high above the city, allowing the royal family to always be close to the beating pulse of Ezdin and Cin'dar.

The true value of Liladan's Heart has long been speculated by all of the peoples of Sordane. However, given the size of the Heart, a true value is almost impossible to appraise. It is rumoured to be in the billions due to the size of it, but also due to the important role and power it gives to the city of Ezdin and Cin'dar as a whole.

EZDIN IN THE WORLD

Ezdin's physical size is breathtaking. Its highest districts and buildings reach over a mile high into the busy sky, littered with hundreds of airships coming and going daily. The city spans five miles along the cloud speaker cliffs and five miles inland. Smaller farming villages and towns also litter the outer walls of Ezdin for miles. These villages can gain access to the protection of its military and licenses to use the extremely effective trade routes in the Haggler's Court. In exchange, Ezdin receives a portion of the food and resources these villages produce as payment for the services Ezdin provides to them. This symbiotic relationship has proven crucial during the rapid population increases Ezdin has seen over the years.

Surrounding the city is a 50-foot-tall wall of pure white stone resembling the beauty of marble, but significantly stronger. The build of the wall is as close to perfect as anyone could imagine, seemingly made from one solid piece of stone raised out of the ground; there are no windows, holes, or unsightly flaws along its surface. Along the wall are the Sky Halo towers, which are an additional 50 feet taller than the wall and protrude from the wall slightly. Alongside the Sky Halo towers are three large gate houses. Residing at crucial points in the wall, the west gate, east gate, and south gate are the only entry points for land vehicles into Ezdin.

THE JEWEL OF BORDAIR

With its highest towers and districts rising over a mile above the ground, the city of Ezdin is one of the most spectacular sights in all of Sordane. It is, like many places in Sordane, a huge melting pot of almost every intelligent race on the planet. As the absolute hub of all commerce on the continent, and with a population of over three million humanoids, all peaceful races in Sordane form its citizens with the largest portion, humans, accounting for one fifth of the inhabitants. It houses specialists and masters in just about whatever field a visitor to Ezdin can think of and as such, there is nothing one could not find or do within the high walls of Ezdin. But this does not come without a fair price for the quality of the services or goods provided.

The city is separated into several districts that are demarcated by height as well as borders. The wealthier, cleaner districts are located on the upper levels and nearer to the centre of the city and because of that, the wealthy traverse Ezdin almost exclusively by airship. The poorer, more common, districts are located in the lower levels and closer to the edges of the city's perimeter just inside the walls, with the poorer folk using the gates and roads on the ground.

The districts of Ezdin are

- Artan's Haven,
- Garden Districts,
- Zadden District,
- Haggler's Court,
- Midsky District,
- The Dregs,
- Triptar District, and
- The Pillars District.

Hundreds of airships fly in and out every day bringing with them people from all walks of life, such as adventurers, traders, and wealthy diplomats; and with this ample wealth and opportunity, criminals and pirates. This leads to all manner of people calling Ezdin home, ranging from the many pirate organizations and crime syndicates to the reputable guilds and trading companies. The people that populate the city find themselves among all walks of life in the different districts of Ezdin.

THE SKY HALO

In addition to the fabulous wall of stone, there is also the Sky Halo, one of the most powerful magical wards in all of Sordane. To the naked eye, it is barely perceivable; but its existence is impossible to miss due to the four massive floating sky gates seemingly locked in their eternal position by the magic of the Sky Halo about a half mile above the city walls.

These huge gates are evenly dispersed, with one each for the north, the east, the south, and the west. Any airship wishing to enter Ezdin must pass through these enormous manned gates. Should any ship attempt to circumvent the sky gates, once the Sky Halo has been breached by an airship, it will be immobilized in place and its crew paralyzed until the gold shields arrive to detain them and impound their ship. It is not only ships that are frozen by the Sky Halo; anything other than the smallest of animals will find itself completely immobilized by its punishing magic. Spells and even lightning are all completely dispelled by the miraculous shield. Artillery and physical weaponry fired at the shield is also immobilized, allowing the gold shields to retrieve the inert weaponry from its place in the Sky Halo.

The Sky Halo has been the main protector of Ezdin for nearly five thousand years. First created by the brilliant artificer emperor Artan Kan'tahri, the same technology has been replicated and employed on a smaller level in other cities across the world that have allied themselves with Cin'dar. Maintaining such a powerful large-scale ward over Ezdin is only possible due to Liladan's Heart. Built into the base of Artan's Haven where it is under the ever watchful eye of the crystal guard, it remains in view to all of Ezdin, as a beacon flaunting the city's prosperity to the world.

THE GOLD SHIELDS

Despite the sheer size and the number of citizens living in it, Ezdin is a relatively safe and well maintained city. While there is ample opportunity for crime and villainy to thrive, the majority of the city is very safe to the average commoner. The main reason for this safety is the renowned and highly trained police force, the Gold Shields. Gold shields are highly respected within Ezdin and operate as a part of multiple branches that all have different functions for maintaining peace within the city.

Modified skycoaches are the standard airships for the gold shield ranks; being a part of the crew of one of these ships is what the bulk of their time in service is occupied with. These skycoaches are used for manoeuvring gold

shields around Ezdin, towing immobilised ships out of the Sky Halo, and incarcerating and transporting anyone arrested on a patrol.

CRYSTAL GUARD

The most desirable rank for anyone in the Gold Shields is the crystal guard, bringing with it the respect and adoration of the people of Ezdin. Only the strongest and most experienced gold shields are able to achieve this prestigious position. They operate mainly in Artan's Haven, where the Golden Palace and Liladan's Heart are located. Their main duty is to protect Liladan's Heart and the royal family of the Cin'darian Empire, the Kan'tahris. For thousands of years the crystal guards have been the protectors of Cin'dar's seat of power.

The crystal guards are usually veterans of the navy who have served at least a decade in the service of the military and another handful of years to distinguish themselves above the other rank-and-file gold shields on the streets of Ezdin. These experiences are meant to not only humble and ground each crystal guard to properly appreciate who, and what, it is that they devote their lives to protect but also to ensure each crystal guard knows the streets and people of Ezdin well, from the Dregs to Artan's Haven.

They are the purest and most incorruptible soldiers in all of Bordair. Due to this fact many of the royal family will confide in the crystal guard, leading to their being entwined with the family quite often. Some are even welcomed to join the family on some outings and occasions as close friends and confidants.

However, the guards know



that their duty always comes first. With this in mind, the Kan'tahris family know the value of their crystal guard and treat them with the respect that comes with years of faultless service to the country they rule.

Dressed in the finest armor adorned with royal insignias and colours, and having honed their skills in wielding the most advanced sordalite weapons and items, a single crystal guard would be more than a match for half a dozen of the finest warriors from other nations due to their experience and training in wielding the state-of-the-art sordalite weapons and gear that Ezdin is famous for to the absolute maximum of its capacity.

SHADOW CAPS

The next prestigious rank for any gold shield to attain would be to become a shadow cap. These covert agents are known for their intelligence and cleverness in the field. They are the detective force of the Gold Shields, and as such their mission is to seek out the perpetrators of all crimes in the city, and sometimes even across the nation. They wear no uniform and are only distinguishable from ordinary folks when you are a member of their ranks.

All shadow caps have invisible tattoos on their faces that grant them the ability to see invisible people and objects at all times. It also enables them to see the branding on the faces of other shadow caps. In addition to these incredibly powerful tattoos inscribed on them by the Guild of the Heart, the primary artificer guild of Ezdin, they are equipped with items of subterfuge and concealment.

Drawing the attention of the shadow caps is always a dangerous prospect as new equipment to aid their covert operations is constantly being developed, and there is no way to predict the many methods and techniques that may be used. For this reason rigorous training is always necessary for all members no matter their rank to ensure that the new equipment is not misunderstood and misused in the field, leading to dangerous criminals escaping.

Their methods of attaining information have been questioned for a long time, but the other branches of Gold Shields and authorities of Cin'dar seemingly grant them near limitless exceptions to keep the worst criminals controlled and detained. As the rumours surrounding their methods used make them seem questionable, many of the honorable members of the Gold Shields decline opportunities to join the shadow caps, as it goes against their morals.

Due to this the recruitment process is more lenient, allowing less reputable people to gain access to the ranks of the shadow caps. They are, however, still heavily investigated by current members of the group to ensure that these new recruits have the best interest of Cin'dar at heart. Each senior member of the shadow caps is given their own division to oversee, dictating the flow of jobs to the members under them, with more trusted members gaining access to higher priority missions.

GOLD SHIELDS

The mainstay of the force are simply known as gold shields. This force is full of incredibly talented and well-meaning individuals who believe in nothing but the prosperity of their country, the honour of service, and fighting for just causes. The ranks of the gold shields are bolstered immediately whenever there are openings, as it is one of the most sought-after careers in all of Cin'dar, by young men and women alike. Due to the high demand for a position among its ranks, only the best of the best are able to become gold shields. The rigorous training regimen and battery of tests and background checks will often lead to many being cut from the program or leaving of their own accord after deciding they can't make the cut. Those who don't make it often join the Cin'darian Navy, rising in rank and status and garnering valuable experience and contacts in the military ranks, biding their time until they can earn a position among the shields of gold.

One would think by their name that they all carry gold shields, but this is not so. Each gold shield has a golden badge on their uniform in the shape of a shield which is where they get their name. These badges are not only the official identification for gold shield officers, but, thanks to the tireless efforts of the Guild of the Heart, they also bestow protective spells and regenerative properties on the members of the Gold Shields.

With the protection and prosperity of the Cin'darian Empire that raised them and kept them safe being the driving force for their passion and integrity; an unfaltering need for justice and good is always at the forefront of their minds. The gold shields should always desire nothing more than to serve their country and stamp out crime wherever they see it.



SPARROWS

The sparrows are the new recruits who passed the testing phase to begin their path among the ranks of the Gold Shields. Fresh and eager young adults, and in rare cases even talented and driven teenagers, these recruits spend their days studying and training at the Academy Primilitus. It is the largest training facility in all of Ezdin, bringing in the best teachers from across Sordane to ensure the sparrows are well trained. It has multiple facilities which include housing and training for the up-and-coming members of the Cin'darian navy and Gold Shields. The Academy Primilitus is often referred to as the Nest by the official members of the Gold Shields as it is primarily where the sparrows will spend their time.

Much like the other branches of the gold shields, the sparrows have their own uniform, a light blue shirt and pants with a brown vest. They are expected to wear this uniform whenever they conduct themselves outside of their housing until they graduate to becoming fully fledged gold shields, but notable sparrows will often be promoted to higher ranks within the academy and provided with a unique uniform to denote their superior station over other sparrows. These higher-level sparrows will get a more forward approach to teaching, going on operations with gold shields and members of the navy alongside their teachers far sooner than the other sparrows would be, in the hopes their natural acumen and talent will allow them to quickly acclimate to the environment and processes of the military without causing problems for the people they are accompanying on their mission.

These notable sparrows, following their additional training, often elect to become officers in the navy, as they all desire to eventually become a crystal guard one day. Serving in the navy as an officer, though still a long

process, is the shortest path to their goal for these exceptional sparrows. The journey to becoming a crystal guard tests the character and abilities of these young sparrows repeatedly. Through the combination of their time in the Academy Primilitus, their years of service in the navy, and the required service in the Gold Shield ranks, many of them may end up taking almost twenty years to become a member of the esteemed crystal guard.

DISTRICTS OF EZDIN

Life in Ezdin is split into eight major districts, each with their own unique aspects and cultures. There are only three consistent trains of thought regardless of what district you may live in:

1. The higher you live from the ground floor the wealthier and more powerful you're viewed as within the city.
2. The further you live from Liladan's Heart, the less desirable the location becomes.
3. Regardless of your station in the societal hierarchy of Ezdin, if you have the drive you can make something of yourself, whether through attempting to enter the Gold Shields, becoming a successful trader, or learning to pilot airships and racing skiffs.

CITY TRANSPORT

A city as big as Ezdin requires transportation for its many citizens who don't have access to an airship. Located at various points in every district of Ezdin is their skycoach service bell. The skycoach service is operated by multiple companies and for a fee it allows citizens to get all over the city through an expedient and affordable airship ride that offers the comfort and security one would expect of any service provided by the government of Ezdin.



GOLD SHIELDS



SPARROWS

ARTAN'S HAVEN

Even with its alabaster wall and the imposing nature of the Sky Halo, the most impressive aspect of Ezdin's appearance is the high flying platform of Artan's Haven. Floating directly above the Haggler's Court at the centre of Ezdin, this impressive structure was originally built by Emperor Artan Kan'tahri to house and protect Liladan's Heart 5,000 years ago. Shortly after Artan's Haven was built and deployed above the city to power the Sky Halo, the Golden Palace was built atop it to house the nation's royal family, the Kan'tahri. Artan's Haven is a circular platform about 750 metres in diameter. The top surface of the platform is entirely reserved for the Golden Palace and the gardens that surround it. The underside of the platform is rather industrial and militarized to provide services and protection for both the Sky Halo and the palace above it. The platform is monitored by the Crystal Guard continually and any ship that approaches the Haven will be immobilized and impounded, similar to the Sky Halo's control measures.

THE GOLDEN PALACE

The golden palace has every amenity that one could possibly imagine housed in its many halls, towers,

and rooms. The imagination of the royal family and its artificers is seemingly never at rest, with new rooms being added and improvements being made to old ones on a regular basis, and the palace grows and changes in scale continually.

Many joke that the Golden Palace's name comes from the sheer amount of gold such a project would consume, but these people have never seen the real reason for the palace's name. The white stone of the enormous palace walls are adorned with a beautiful series of sordalite-infused gold veins that branch throughout the entire building inside and out, creating the visual of an epic palace that lives and breathes sordalite and gold: the very things that gave the royal family the position they are in today.

Surrounding the palace on every side, save for the entrance causeway at the south side of the platform, are lush gardens and trees with enough vegetation to give all who stand upon it the impression of being on the ground.

INDOMITABLE LEGACY

In the 5,000 years since Artan's Haven and the Sky Halo were established, Ezdin has not been successfully attacked by another nation or ancient creature, adding to its reputation as the undeniable seat of power in Bordair.



- EZDIN of BORDAIR -

a. Artan's Haven



b. Haggler's Court



c. Zadden District



d. Triptar District



e. Garden Districts



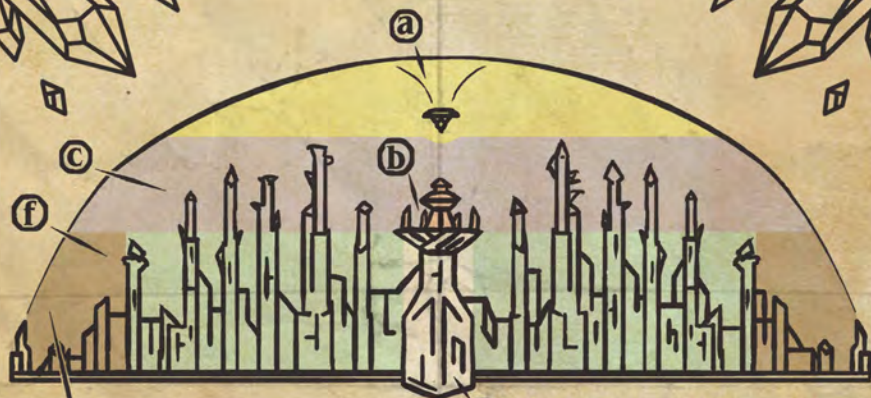
f. Midsky District



g. Pillar's Districts



h. The Dregs



0 1 2
Linear Measurement in Miles



This, however, has made it a target of the more foolhardy criminals attempting to make a name for themselves. Should anyone manage to bypass the protections placed around Artan's Haven and the Golden Palace, they will find themselves facing the most elite and decorated soldiers in the Cin'darian Empire, the crystal guard, wielding the forefront of cutting edge sordalite technology and weaponry to effectively dispatch of any threats to the royal family and Liladan's Heart.

GARDEN DISTRICTS

All throughout Ezdin, breaking up the monotony of towers and clusters of buildings, one will find Ezdin's Garden Districts. Originally made to provide a place of respite for the citizens, once Ezdin continued expanding, their purpose also became functional. Now the majority of the gardens contain large fountains adorned with tear-shaped stones referred to by the citizens as "Ferri's Tears." Enchanted to endlessly provide fresh water throughout Ezdin's many aqueducts, these fountains are active at all times to meet the city's demands by drawing magical power from Liladan's Heart. The largest of these water sources is a true garden district wonder, known as the Great Lake of Ferri. In the centre of this lake resides Ferri's Blessing, a large, almost replicated in size, statue of Liladan's Heart. The statue itself is a fountain, blasting an endless supply of purified water into the air in dazzling shows of light and water dances. Enchanted to be a spectacle as much as a purification source, this miraculous fountain draws its power directly from the true Liladan's Heart. Given the value of both Ferri's Tears and Ferri's Blessing to Ezdin, they are directly guarded by the gold shields at all times, to prevent the city's water supply being tampered with.

ENTERTAINMENT

While most gardens' purpose has changed to supporting the city, there are still some that are there purely for rest and recreation. The most notable of the recreational garden districts lies to the north of the Hagglers Court, the Verdant Arena, an extremely large coliseum where adventurers, citizens, and even members of the Gold Shields can test their mettle for a chance to win fame and money against each other and beasts from all over Sordane. That isn't to say this is the only notable place to find in the gardens; there are several amphitheatres spread throughout the city's garden districts which regularly provide entertainment for the citizens.

UNIQUE ENVIRONMENTS

Depending on the garden you visit, each recreational garden in Ezdin has different unique plants growing in it from biomes all over Sordane, an order given by the Kan'tahri family to bring the wonders of the natural world into Ezdin for the citizens to enjoy. As such each recreational garden has its own group of green wardens, druids who have been trained to care for the plants and maintain the unique climate biomes built around each one.

ZADDEN DISTRICT

The Zadden District is the upper echelons of Ezdin society. The floors of any towers that are equal in height to the stone commissary or higher are considered to be within the Zadden District. The Zadden District is home to any members of Ezdin society with enough wealth to be the owner of even a modestly sized airship, or tourists with enough money. Upper class citizens and airship officers are provided with access to sky docks, granting them direct access to the suites in the upper portions of these towers, where they are afforded every comfort and a safe place to stay.

HIGH-CLASS LIVING

Due to the clientele airships can bring into the city, the Zadden District towers cater to anyone looking for a luxurious stay in the city. Anyone from all manner of profession and upbringing stay in the tower, which function as a series of hotels, as long as they have enough gold. This allows visiting nobles and aristocrats to safely dock their airships and explore Ezdin, knowing their belongings will be safely guarded by former members of the Gold Shields as part of expensive security forces. For these reasons the Zadden District hotels are highly recommended among upper class travelers over the Hagglers Court hotels, which have less reputable protection. In addition to this, the Zadden District has penthouse suites at the top of these towers, housing some of the wealthiest people in Ezdin.

AIRSHIP MARKET

Perhaps the biggest reason for someone not living in the Zadden District to visit it is the airship markets. A cluster of towers that dwarfs almost all other towers in the city, this market is one of the biggest draws to Ezdin. With large warehouses capable of storing airships along with dry docks spread out across them, it is uncommon for the hammering of wood and metal to not be heard ringing out from above. The base of these towers find their root in the Midsky District and are full of shipwright companies and storage for materials supplying these docks, allowing clientele to get everything they need conveniently in one building. Perhaps the most visited tower in the city, the Great Zadden Airship Market, stands several hundred feet taller than the rest at the centre of this cluster.

HAGGLER'S COURT

Hagglers Court is the central hub of the Ezdin trade market, looming over the centre of the city under Artan's Haven. There is constant air traffic all around the area of the court as airships move goods to be sold, people to peruse the markets, or empty cargo ships dock to buy goods. At the centre of this mile diameter circular landing lies the Stone Commissary, emerging from a forest of beautiful greenery almost resembling a giant stone tree. Surrounding this are the large open areas for the marketplace stalls. As you gradually move further outwards from the centre, stalls start to become buildings as licensed shops, taverns, and tradesmen become the next feature



of the market. Finally, on the outer edges of the Court lie the Outer Rings Towers. These towers have multiple functions, but most directly related to the court's work is the administration tower housing the markers. In this tower they handle all documentation and permits allowing traders to sell and buy goods in the Haggler's Court.

THE OUTER RING HOTELS

The towers encircling the Haggler's Court operate as a part of the market, providing traveling merchants and clientele a place to dock smaller ships, while the larger ones dock along the wharfs below, and stay while they are trading and doing business in Ezdin. These hotels cater to the middle class who wouldn't have enough money to be able to afford the high class luxury of the Zadden District hotels. Due to the sky docks attached to the towers they are seen as ideal real estate for shipwrights who choose not to ply their trade in the Zadden District, instead earning their living by repairing and even upgrading ships that have bought new equipment in the Haggler's Court.

MARKERS

The marketplace officials, dubbed markers by the locals, are led and organised by the lone chief official who is assigned by the royal family. They work closely with the gold shields to ensure the market place is fairly managed and used by the sellers, as well as guarded against thieves and troublemakers. With the bulk of the workforce keeping a watchful eye on the busy stalls, markers are also responsible for collecting the sales tax applied for using the Haggler's Court.

POPUP STALLS AND SPECIALTY SHOPS

The Haggler's Court open-plan markets are a large, no-holds barred bazaar, with potential sellers setting up

their stalls or cordoning off areas with the help of the marketplace officials. At the peak of the day, the area is absolutely bustling with people calling out what goods they have for sale, along with a menagerie of stalls erected left, right, and centre, causing the market to devolve into a primal contest as sellers attempt to gain the attention of as many customers as possible. This causes the market to be extremely overwhelming to newcomers.

The series of buildings that surround the marketplace area consists of taverns and reputable tradesmen from the local districts selling their goods and services. Any stall owner lucky enough to find themselves offered a shop in Haggler's Court is required to pay a slightly larger tax to the court. In return they get access to a permanent storefront to ply their craft provided they continue to turn a profit. The most notorious among the taverns in the Haggler's Court is the Haggling Gaggle.

NIGHT MARKET

The markers run the official daytime market from sunrise to sundown, allowing sellers onto the grounds an hour before opening to set up their stalls and shops. Once the daytime market is closed, sellers have an hour to remove their goods in preparation for the night market: the infamous beast market. Also monitored by the markers, the night market runs for five hours through the thick of the night. Closely monitored by a secret contingent of shadow caps, the night market is a way for the gold shields to keep an eye out for any underground trading activity happening in Ezdin. The night market is a polar opposite to the daytime market; stalls are set up once again under the supervision of market officials, but the night market is kept as silent as possible, as to not disturb the potentially dangerous creatures often sold during this period.

MIDSKY DISTRICT

The midsky district is the largest of all the districts of Ezdin, taking up almost half of the total volume of the city. Any area that isn't a part of the Dregs, Garden, Tripptar, or the Pillars Districts and doesn't rise above the Stone Commissary is dubbed as the Midsky District. This is where the bulk of the population resides, with housing gradually decreasing in value and population density increasing the further away from the centre of the city they get up, to a critical point. Once this critical point is reached, the population density gradually decreases the closer the housing gets to the Dregs.

LOW-CLASS ACCOMODATION

Lower levels of some of the Zadden District towers are often lumped as a part of the Midsky District area. Airships are prohibited from accessing these lower levels directly due to the architecture and, as such, these areas end up being home to bunkhouses that provide a cheap place to stay for locals or low pay crews. This allows tower owners to get a good amount of money for the areas seen as undesirable and otherwise would not be seen as marketable. These lower floors are also used as storehouses that hold the enormous amounts of food and materials that Ezdin use on a day-to-day basis.

THE ARTISAN'S HEART

The outer areas of the Midsky District are where the many workshops and talented tradesmen of Ezdin reside. If you know where to look you can find almost anything in these winding streets and towers. With the Midsky District responsible for processing high quality materials and transporting them to the upper districts to be sold by traders in Haggler's Court or processing food and distributing it across Ezdin, it is the beating industrial heart of

the city. Bustling with the diversity and community promised to anyone who might look to come to the city in hopes of finding a sordalite workshop like Ol' Whiz Banger's or a tavern like King Kimachi's, any number of services can be found here, even including training for a new profession or a modest place to live.

CRIMINAL ACTIVITY

Due to the massive population, and all of the business and resources that flow through the Midsky District, it's extremely hard to police the area. As a result many organisations that operate around the law have set up shop in the Midsky District, some having entire factories mass-producing contraband and providing other illegal services. The gold shields shut down these operations often, but they will always spring up just as quickly as they are removed. Which is to be entirely expected when an area with as much opportunity as the Midsky District exists.

THE DREGS

The outermost limits of the city of Ezdin, the Dregs, is often forgotten about by most nobles and elites. Despite this, the Dregs isn't a place of squalor, with its citizens leading comfortable and happy lives. The people of the Dregs often venture into the Midsky District to work or enjoy the benefits of the many services there as Haggler's Court is a daunting journey to undertake for someone who lives on the outskirts.

The Dregs is split into four subdistricts, north, east, south, and west, with small shops and trade carts heavily established in the area around the three large wall gates. Much like the rest of the city, the closer to the walls you live the less access you have to the many benefits of trade and riches that are brought in by Haggler's Court.





As a result the standard level of housing increases the closer towards Liladan's Heart you move. For this reason, buildings closer to the walls are built as low as possible, preventing them from creeping over the walls, affecting the initial awe-inspiring view of Ezdin.

COMFORTABLE LIFE

Despite being looked down upon by the majority of the city, citizens of the Dregs are content and prefer living there as opposed to the overcrowded Midsky District. As would be expected within a city as large as Ezdin, the Dregs has its fair share of crime; however, thanks to the efforts of the gold shields who patrol the streets regularly, it is safe for most citizens who know to steer clear of trouble.

TRIPPTAR DISTRICT

The Tripttar District of Ezdin is where the military forces of Cin'dar mainly reside and operate from in addition to being the location for the Gold Shields' headquarters. The district, as a result, consists of many tall buildings, storehouses, and a few key landmarks such as the famed Academy Primilitus and the Tripttar Depths, Ezdin's largest prison. The space this district occupies spans from the east gate over a long stretch of land leading up to, but stopping at The Pillars.

MILITARY LIVING

To aid in creating a strong sense of unit cohesion and camaraderie each navy ship has its own shared housing. The troops live in these modest homes between missions. Sparrows have a series of very space-efficient housing arrangements surrounding the academy which varies depending on their rank. Gold shields have a different housing situation; being a member of the Gold Shields grants them and their family a place to stay in the military district's finer housing areas. Officers and high-ranking officials are usually housed high up in the tallest buildings the district has to offer, often finding themselves living within the Zadden District.

SORDALITE STORAGE

The warehouses and hangars in the Tripttar District hold enormous amounts of gear, airships, and rations. These buildings, as one would expect, are massive and as well guarded as any other area in the city of high importance. The guards posted here however are sometimes lax in their duties, as even the most foolish and brave of criminals have never made much of a reasonable attempt to steal from the Tripttar District and its copious stores of sordalite-infused equipment and weapons of war.

THE PILLARS DISTRICT

The Pillars District, also often referred to as "the Pillars," is the driving force for why Ezdin is the scientific powerhouse that it has come to be renowned for. Located directly underneath the Haggler's Court, the district is the most sparsely populated, with much of the space being used for experimenting and perfecting sordalite technology in weapons, aircrafts, and constructs. Thousands of

lanterns that have been enchanted with light spells and fit with small sordalite crystals float throughout the district, providing light at all times.

QUESTIONABLE RESEARCH

The full extent of the research undertaken in the Pillars is not known by any people outside of the scientists that perform it, high-ranking officials, and the royal family. However, there are rumors of ethically questionable deeds being performed in the many laboratories and factories that litter the district, the most troubling being the Cin'darian Empire's alleged experiments on a void rift.

GUILD OF THE HEART

The entire district is centered around the headquarters of the Guild of the Heart. The very same white stone that surrounds the city is seen here again; unlike the wall, however, there is intricate craftsmanship and engravings to give the building a regal and indulgent richness, while maintaining the purity granted to it by the beautiful stone. The building is home to the finest artificers and engineers of sordalite technology in the entire country, along with underground pathways to Ixion's Archive allowing them easy access to the many annals of records that these individuals have worked on and records of the efforts of all those who came before them.

SUPERVISED STUDY

The rest of the space is home to the Academy Cognitius. The academy works closely with the nearby workshops, making use of their equipment and testing grounds to educate the young artificers studying at the academy. Supervised use of the guild library is also permitted to aid in their studies; however, the goal of any artificer in training is a formal invitation to join the Guild of the Heart itself.

SCIENTIFIC FESTIVALS

Every year the district holds a competition, inviting artificers from far and wide to participate in a festival celebrating the wealth of knowledge granted to them by Korta. As a part of this festival the artificers show prototypes of their latest inventions to the Guild of the Heart in hopes of catching their eye, and gaining access to the limitless resources the guild could pour into developing new projects. The more skeptical citizens of Ezdin see the festivals as the Guild of the Heart putting on a facade of openness and clarity in an attempt to alleviate suspicions against them; and that there are secret projects that these outsiders are invited to help with.



NOTABLE LOCATIONS

All throughout Ezdin one would be remiss to find nothing to do to pass their time in this sprawling city. Ezdin has everything someone could look for, from academies dedicated to studying arcane or martial disciplines, to arenas for the bloodthirsty fighters. In addition to this its staggering size, diverse culture and abundance of trade make it ideal for opening any kind of shop or entertainment business.

ACADEMY COGNITIUS

Located in the Pillars adjacent to Ixion's Archives, the Academy Cognitius is a more typical academy experience in comparison to the Academy Primilitus. Its long hallways are full of tomes that, along with the nearby archives available to the students that study in the Pillars, will occupy the bulk of their studies on their journey to becoming artificers or mages. Alongside the extensive theory students are expected to study, practical teachings on sordalite engineering and magic are a crucial part of their education. Students who excel in these subjects are given additional testing and, should they pass, they are offered a position in the most prestigious guild in the city, the Guild of the Heart.

Despite being more than a thousand years old, the academy building itself is a perfect example of Ezdin's arcane architecture. Adorned with glowing glyphs and powered by sordalite, this building is a beacon among the Pillars District. Its pearlescent exterior shimmers with the light emitted from its enchantments, which cause it to shine as if it were a cluster of stars, allowing it to rival the majesty of even the Guild of the Heart's headquarters. Newer extensions are frequently added to the academy in an attempt to keep up with the demand to study there. In addition to this, enhancements have been added to improve the learning experience and keep the academy up to date, ensuring they always offer the highest level of teaching to the students attending the academy.

ACADEMY PRIMILITUS

The Academy Primilitus is a large-scale training facility and academy for new recruits to the Gold Shields and the Cin'darian navy. The large military fortress is a harsh contrast to the rest of Ezdin; its dreary colors and cold, hard exterior is an overwhelming sight to behold, reflecting Cin'dar's might. Here sparrows of different levels train their combat skills, sparring in various arenas around campus. This training allows them to improve their ability to fight in different environments, from enclosed buildings to open fields. Otherwise they spend their time in classrooms and workshops improving their skills, learning how to operate and repair airships or use their sordalite equipment.

The academy has had many improvements made to it over the years. New classes and programmes are introduced constantly to keep the sparrows effective in their duties. Lessons range greatly from teachings in how to effectively combat or disarm threats, from a canyon hessat to an ancient sky mine. Their facilities also reflect the

uncertainty of battle, with shard constructs and magical traps placed throughout the academy grounds, regularly providing fresh challenges for the sparrows.

IXION'S ARCHIVE

Located in the southern area of the Pillars District is Ixion's Archive, the largest repository of books in the Cin'darian Empire. The enormous building has many large stained glass panes adorning the huge walls, making the building easily mistaken for a cathedral or holy place. The massive building that houses the archives is split into two distinct sections. These two sections are divided by two districts, the Midsky District entrance and the Academy Cognitius entrance from the Pillars. The two entrances are available to different groups of people.

- Entry to Ixion's Archive through the pillars entrance requires approval by the artificers who occupy this side of the library. Anyone who enters on the Pillars side has unlimited access to the Midsky side of the library.
- The Midsky entrance of the archive is the more archetypal library experience, with the enormous collection of well-kept books consisting of any topic the mind could ponder. The books here are available for browsing and checking out to the many occupants of the district and Ezdin. Entrance to the Pillars side of the library from this side is strictly forbidden.

The Library's namesake archmage Ixion or Ixion the Wheel is one of the founding members of the Guild of the Heart, and is responsible for setting in motion the series of events that led to the guild becoming the powerhouse it is in modern Sordane.

KING KIMACHI'S TAVERN

Taverns are a dime a dozen in the Midsky District; the huge amount of people that live in the area all need somewhere to spend their evenings and let loose. This high demand led to an outpouring of supply, causing taverns to pop up left, right, and centre. However, many of these new taverns lack the quality and care that should go into running such a business, with a clear gulf in quality in the local taverns.

King Kimachi's in the Midsky District is one of the largest taverns in the area. The multi-storied structure is built to draw attention, with ornate metal plates affixed to the wood and stone walls on the outside reflecting light onto the street from inside during the night. The tavern is helmed by the kizaru entrepreneur Johdnir Soloni. By sponsoring many businesses all over the district he has become a household name to the residents of Midsky. His tavern, where he is usually found, is a true highlight of Ezdin's nightlife and social gatherings.

OL' WHIZ BANGER'S MAGIC SHOP

Ol' Whiz Banger's store is among many sordalite and artificers' workshops that have found their home in Midsky District, with their services largely relying on the wholesale materials and goods that locals can easily find in the area. These tradesmen avoid Haggler's Court where they

can, preferring to keep their trade in the local area and provide their services to the discerning and loyal customers who know their business.

Ol' Whiz Banger's is the blueprint for the other workshops in the area. The largely metal building is unmissable as the sordalite crystals inside reflect light from the metal interior to the stone paving outside. The descendants of the workshop's namesake Xowizz Bangoll run the shop; the oldest, Willen Bangoll, is the current owner and his heartfelt yet expedient service has kept Ol' Whiz Banger's relevant in an increasingly saturated market.

THE TRIPPTAR DEPTHS

Located in the Tripptar District, the Tripptar Depths is the Gold Shields' hole in the ground where they send undesirables and criminals tried and found guilty of being a danger to Ezdin in the Stone Commissary. The crimes range from arson, attempted murder, and espionage to attempts to illegally enter Ezdin's Sky Halo or trespassing on Artan's Haven.

The prison is the largest known underground facility in the entire city, the cold stone and drab interior a stark contrast to the lavish and comfortable life on offer in the towers of Ezdin. The longer the sentence applied by the Stone Commissary the deeper in the ground the cell. With the prison reaching depths of five hundred feet, there are individuals imprisoned up and down the entire structure.

The Depths are only used for individuals that are tried in a court. Not all criminals will find themselves being tried; minor crimes and misdemeanours often circumvent court with gold shields issuing fines or overnight stays in the nearby holding cells that are dotted in the Gold Shields' official buildings all over Ezdin.

THE GREAT LAKE OF FERRI

On the northernmost part of Ezdin's wall lies the Great Lake of Ferri. The man-made body of water spans an enormous area of nearly nine thousand feet, and is filled with clean drinking water thanks to a large statue that has been purposely built and enchanted to purify the water, constantly drawing power from Liladan's Heart. The lake is guarded at all times to ensure this crucial part of life in Ezdin is protected.

The lake is fed by a series of aqueducts and underground piping that run all throughout Ezdin, all connecting to the Garden District's fountains where the water is produced by Ferri's Tears. Large tear-shaped stones adorn these fountains. These stones enchant the fountains in order to create endless water for the population of Ezdin using the power from Liladan's Heart. Ferri's Tears are what grant the Garden Districts their lush greenery, with the growth of the many plants being aided by constant supply of pure water.

THE GREAT ZADDEN AIRSHIP MARKET

The Zadden District is almost synonymous with luxury airships; the tallest tower in the Zadden District, visible from any corner of Ezdin with a clear view of the sky, houses the Great Zadden Airship Market. Here airships are displayed and sold wholesale or at huge scale auctions on a weekly basis. Ranging from pinnacles to commercial skycoaches the market auctions off any number or quality of airship provided it flies and the auction house gets its commission.



The auction house is a lavish room with red velvet lining the floor and butlers dotted around ready to provide top-class service. The entire structure is based on an open-plan multi-tiered building resembling that of an opera house. The focus of these many floors is all directed towards the huge wall of force that replaces a wall on one side of the room allowing safe display of the airship in the open sky to the auction goers.

THE HAGGLING GAGGLE TAVERN

The Haggling Gaggles Tavern is among many other taverns, bath houses, and gambling houses that break up the day for someone who wants to shop in Haggler's Court. Just like any business in the area, the goal of having you part with your coin is the priority for these merchants and shopkeepers. The service provided in Haggler's Court is always professional and high class to cater to the many traders and business folk that frequent the massive trading hub.

The Haggling Gaggles is the most renowned tavern in the court and to some, all of Ezdin. Owned and operated by the talented tiltik goblin, Rizzkan Goadash, it's the gold standard for all taverns in the area with its classical styling and continental decorations. No expense is spared ensuring it is the quintessential tavern experience in the area.

THE MOLTING PHOENIX TAVERN

The taverns of the Dregs are few and far between, with the massive amounts of taverns in the Midsky District and Haggler's Court providing for the people of the Dregs who usually travel to the inner-city to enjoy night life activities. This doesn't mean they can't be found however, with many unpolished gems in the local area. The Dregs' finer taverns cater to the locals and savants of the tavern experience.

The Molting Phoenix is among these taverns. The name will ring a bell to anyone who knows the western Dregs well, as it has a reputation for being the astute tavern goer's choice. The building itself is hard to miss, sitting raised nearly ten feet above the street with an old staircase leading up to it; it looks as if the harshly angled walls will fall at any time. However, the warm light and boisterous voices from inside, along with the personal service and cold drinks served by Ashfae Soonai, the odari tavern owner, provides an unexpected contrast to the tavern's shabby exterior.

THE ROYAL BANK OF COMMERCE

The Royal Bank of Commerce itself does not appear to be a bank; it is the ornate pillar supporting the Stone Commissary. To gain access to it one has to enter the Stone Commissary first and be scrutinised with a series of security checks, enchanted gates, and anti-magic technology to even get a look at the bank's interior.

Safeguarding the earnings of everyone from the rich and powerful to the common folk, the bank is open to anyone who wishes to set up an account and make use of it. Every precaution is taken in the efforts of the gold shields who are charged with guarding the bank, along with all manner of magical wards and contraptions protecting the inner vaults, courtesy of the Guild of the Heart.

THE STONE COMMISSARY

The giant stone tower that looms imposingly in the center of Haggler's Court is home to the government that presides over Ezdin, the Council of Kantra and all of their charges and assistance. The council members are all elected by the citizens of Ezdin and are responsible for bringing important matters to the royal family for approval. They are expected to resolve trivial matters among themselves. They take both of these duties very seriously. This stalwart drive for duty and using cold hard reasoning over being led with their hearts is how the Stone Commissary got its name.

In addition to the elected officials, there are appointed representatives from the royal family that act as liaisons and officials from the city's ranks who also attend, including the commander of the Gold Shields and the chief admiral of the Cin'darian navy, who both give out all their orders from this central hub. The chief official of Haggler's Court also attends, receiving proclamations and orders for how the marketplace officials should be operating. Many prominent guild masters of the reputable and well-intentioned guilds attend as well to keep their fingers on the pulse of goings-on in the city. The final member, who is not elected but still attends the general assembly, is the Chief Justice, who also operates individually in a separate department in the Stone Commissary.

THE VERDANT ARENA

The Verdant Arena is a huge coliseum located north of Haggler's Court. The arena is made and maintained by the Garden District's many green wardens. From the outside, this arena is a series of trees that have been twisted and shaped to form a structure that covers the central oval-shaped battle ground. The arena covers an area of about 1 hectare, or 11,000 square feet, and has plenty of seating for the enormous audiences that attend.

The arena's terrain is constantly changing. Some of the most powerful magic-users find employment here in molding and shaping the terrain between events, magically turning it from a flooded ocean to a barren desert in a matter of minutes depending on the terrain required for the creatures or combatants to give a good show.

The arena holds nearly daily events, and larger events once or twice per month when particularly nasty creatures are captured and presented in the arena. Any who wish to participate and earn a large amount of coins can do so, but they do it at their own risk. Many have been known to die in the arena, whether that be fighting monstrous creatures or like-minded adventurers seeking combatants.

Winners of the Verdant Arena's monthly tournaments are expected to defend their title at least twice a year by participating in more of these tournaments. The winners, called Verdant Champions, are immediately elevated to a position of celebrity and reverence in Ezdin with many businesses advertising the champions alongside a sketch so everyone will know their name and face for the duration of their reign.

A CITY OF GUILDS

As one of the largest and most densely populated cities in Sordane, the number of requests given to merchants, craftsmen, and the gold shields at any given time easily outnumbers the amount of people available to perform them. For this reason citizens can be left waiting for extended periods of time when looking for specific goods to be made or sourced, and even the gold shields have to prioritize requests in order of urgency. In response to this problem, a guild system was created to cater to the needs of those who do not have the time to wait, with private companies providing higher quality services than the sometimes overburdened businesses and services of Ezdin can, as they cater to the few not the many.

CRYSTAL VENTURE

By heading to the Crystal Venture in the Zadden District and paying a coverage fee, anyone can have their request distributed to the many guilds in the city, giving them access to help faster and more reliably. This method generally sends requests to the appropriate style of guild that currently has the least work, to get the request resolved as soon as possible. However, should a client want a specific guild to handle their job they can pay a premium coverage fee and request the specific guild, although they are expected to wait longer given the demand.

GUILD CATEGORIES

Due to the nature of jobs required in the city being quite broad there are a large number of guilds available to the citizens of Ezdin in an attempt to make sure all possibilities are accounted for. However, each guild can be placed into one of the following categories: crafters' guild, mercenaries' guild and merchants' guild. Originally a fourth category for research guilds existed, but after the Guild of the Heart proved their immense worth to Cin'dar, research was brought on as a government wing instead.

Guilds are ranked by the crystal venture in order of their performance and customer satisfaction, providing a guideline for clients to base their decisions on when hiring specific guilds. In addition to this ranking, every year a tournament is held to assess the quality of each mercenary guild and find out which is the strongest in Ezdin. Each top guild in the three categories are then considered one of Ezdin's Grand Three for the next year, replacing the previous year's Grand Three. Earning the title of Grand Three is every guild's goal as it comes with many benefits granted directly by the Council of Kantra, in addition to the increase in exposure granting access to extremely lucrative jobs.

THE CRIMSON BLADE

The current Grand Three mercenary guild of Ezdin, the Crimson Blade quickly rose in rank and popularity since their conception fourteen years ago. Unlike other mercenary guilds in Ezdin, the Crimson Blade is overseen by

two guild masters, the tiefling sorcerer Lerissa Fulkan, and the half-elf fighter Magnus Hilthas. Before forming the Crimson Blade they were both high ranking officers in the Gold Shields and as such they have always been held in high regard among the people of Ezdin.

Despite being one of the youngest active mercenary guilds in the city, they have been considered as one of the premier guilds since they won their first Grand Three tournament four years ago, and each consecutive year since. Members of the Crimson Blade are easily distinguishable even among the large crowds of the city from their deep crimson armor and red cloaks emblazoned with the symbol of a phoenix clutching a sword.

THE CRYSTAL LEAF TRADE HOUSE

Despite starting out as a small business located in the Dregs, the Crystal Leaf expanded to become one of the largest merchant guilds in the city for almost a thousand years. Founded by a band of tiltik goblins that called themselves the Krixil family, the Crystal Leaf quickly found its feet, booming their business as the family proved just how shrewd they were at dealing with others.

Due to the staggering amount of trade flowing in and out of the Haggler's Court, it is not uncommon for people to turn to merchant guilds such as the Crystal Leaf to find what they're after and deal with traders for them. These guilds largely function as brokers, and for almost seven hundred years now the Crystal Leaf has had a reputation across all of Cin'dar for being able to find almost anything someone is looking for, regardless of rarity and at competitive prices. Due to their blunt nature, the Krixil family and by extension the Crystal Leaf doesn't always win the title of Grand Three, as they are likely to be rude to customers. However, more often than not they win the title, and as such the majority of Ezdin prefers trading with them, knowing that results come hand in hand with the rudeness.

OLBEK'S CREATIONS CRAFTING GUILD

Olbek's Creations has been one of the most successful guilds in Ezdin's history since it was founded almost three hundred years ago. Originally starting as a small storefront located in the Haggler's Court, Olbek's Creations was opened by the gnomish couple Lofiz and Zinli Olbek. With their natural affinity and love for inventions they spent their time creating tiny shard constructs as toys for the children of Ezdin. The masterful detail and craftsmanship put into each piece quickly caught the eye of most nobles through the Zadden District, and before long they were recruiting and training additional staff to keep up with the demand, eventually causing them to expand into a full guild.

Now almost three hundred years later Lofiz and Zinli have retired and watch over their family who runs the guild, ensuring that the same love and care is put into each individual piece they are contracted to create. For this reason even with how competitive the crafting market is in a city as skilled as Ezdin, Olbek's Creations is one of the only crafting guilds to consistently earn the title of Grand Three every few years.

GUILD OF THE HEART

The history of the Guild of the Heart is not nearly as mysterious as the workings of the guild in modern Sordane. The stories of rich sordalite deposits and crystals of legendary power spread far and wide and many mages, scholars and fortune seekers flocked to the area in hopes of making their own discoveries on the same level as the Kan'tahri royal family of Ezdin.

One of these mages, known as Ixion, offered his services to the royal family. With the aid of his cohort, he would serve the interests of the Kan'tahri family for the foreseeable future, and in return they would get to study the local sordalite and, most importantly, Liladan's Heart. In time, Ixion's son found he shared the royal family's passions for Ezdin and was able to use everything he and his father learned to enhance the quality of life and theorize entirely new magic that wouldn't have been attainable without Liladan's Heart in the then-fledgling city that became Ezdin, the powerhouse of Bordair.

After Ixion passed, his son established the Guild of the Heart, a group of people dedicated to the study of sordalite and how to use it to further the interests of the royal family and the people of Ezdin, whom they swore to serve. Along with this formation was the creation of Ixion's Archives, the library that would share the wisdom of Ixion and his descendants while honoring the man who put the wheels in motion for the modern Guild of the Heart to form.

DAILY LIFE

Living in Ezdin is a gift to the many citizens that occupy the city no matter what district they find themselves in. However, many of the districts have their own positives and negatives that an inhabitant of the district will find themselves living with as a part of their day to day lives.

Living in the Dregs is one of the more stable experiences of life in Ezdin; the comparatively sparsely populated area leads to the people here having a sense of community and family with the other folks in their area.

However, opportunities for work in the Dregs are few and far between. Being so far away from the centre leads to limited industry so people in the Dregs often make long commutes to work in the Midsky district, returning home to distribute their hard earned coin to local businesses.

The Midsky District is the peak of urban life. The densely populated area leads to many people never seeing the same two faces for much of their stay in the large buildings and apartments that occupy the bulk of the Midsky District's housing. However, the proximity to Hag-gler's Court and the huge number of people leads to plenty of work opportunities, honest or otherwise, to spend the days if they aren't visiting a nearby Garden District, and plenty of taverns and gambling houses to spend the evenings in.

Life in the Zadden District is always comfortable and easy, with the housing being lavish and indulgent. The towers offer as many services as they can muster, to ensure the richest of the rich and their airship crews enjoy their stay and tip generously. Many people who own property here won't stay for long, travelling all over Sordane gaining business contracts or socialising with nobles. Their Zadden District penthouses serve as more of a trophy piece than a comfortable home.

Living as a gold shield in Ezdin is a comfortable existence. The Triptar District provides ample high quality housing for gold shields and their families, providing the serving members plenty of amenities to take full advantage of on their days off and their satisfactory pay allowing them to use the skycoaches to visit anywhere in the city.

Life in the Cin'dar navy isn't as cushy as it is for the gold shields, but it has its own benefits, adventuring out of the city and spending most of their time flying high in the skies of Cin'dar. While home, they are expected to be battle-ready at a moment's notice, but this doesn't stop them from visiting local taverns or having friendly wagers at the arena with their neighbors. The troops of the navy rarely have a hard time keeping themselves busy, as mandatory drills are also carried out constantly.





CHAPTER 3. AIRSHIP CAMPAIGNS

The core of any Skies of Sordane campaign lies within its airships. And these airships are more than just boats that take to the clouds. They are colossal monuments representing the tenacity and ingenuity of the intelligent races of Sordane. Airships act as modes of travel, homes, and even weapons of mass destruction in the Skies of Sordane Fifth Edition campaign.

This chapter introduces rules that allow the characters involved in a Skies of Sordane campaign to have their own airship. And while it may not have all the bells and whistles of one of the world's larger airships starting out, in time it can be improved and made into a formidable aircraft.

STARTING AIRSHIP

At some point during the campaign, the characters come into possession of an airship. They could find it parked in a villain's lair. Perhaps they won it from a dilettante after a tense card game. Or maybe they inherited the ship following the death of a distant relative. Whatever reason you give, the characters will need to learn how to operate and manage the ship.

Typically, the party should start with a basic shard blimp, either the sintel or shoal class (see *Chapter 4: Airships*). These ships come without modifications and have limited energy output. At your discretion—especially if the characters are of a higher level or the players are experienced—you can have them start with a different type of ship.

CREW

Airships are hardly horse carts! They require a dedicated, skilled staff to manage and operate. Likely, when the characters first come into possession, they will not have access to crew and will have to pilot the ship themselves.

Later, when they have access to greater wealth through their exploits, they can hire skilled crewmen trained in tasks related to maintenance of the airship. Crews only exist to manage the airships. Crew do not leave their posts on the ship, and only enter combat as part of the ship. They won't travel into dangerous areas with the characters.

The basic crewmen is a skilled hireling who costs the party 2 gp per day (40 gp per month). Additionally, there are crewmen variants who specialize in certain functions of the ship. These roles include navigators, engineers, medics, etc.

HIRING A CAPTAIN

While the characters may wish to captain their own airship (as detailed under *Airship Roles* below), if they choose not to, they can outsource the role to a qualified NPC, usually one proficient in Charisma (Persuasion) and Vehicles (Air). A captain earns 5 gp per day (100 gp per month) to control the ship on behalf of the characters. The GM is encouraged to use the rules for creating NPCs detailed in the official Fifth Edition rules. After all, the captain of an airship should have a strong personality and interesting backstory. The captain's goals should align with the party's goals.

EXPENSES

All ships have upkeep costs that must be paid at the end of each in-game month. The costs vary from ship to ship and include everything it takes to maintain the ship and keep things running smoothly, but do not include the cost of the crew which must be calculated separately.

AIRSHIP ROLES

Managing an airship requires a great deal of skill and effort. The airship roles detailed below allow the characters to take positions, allowing them to apply their skills and proficiencies to the airship's overall operation.

When a player chooses a company position for his or her character, that choice is independent of and in addition to the character's class, background, and other options. Taking a role is optional, and can always be outsourced to a skilled hireling. However, a character who takes a role helps enrich and enhance the overall Skies of Sordane campaign.

ATTUNING TO AN AIRSHIP

In order to use some of the roles' features, the character must be attuned to a ship. Attuning to a ship works like attuning to a magic item; the attunement to a ship requires a character to spend a short rest focused on only that ship while being in physical contact with it. The time spent represents the character getting to know the ship better, investigating its structure and layout, and learning how "the pieces fit together."

Attuning to an airship takes the place of a single magic item attunement. A character can be attuned to one ship in addition to two magic items at a time, or three magic items. However, a character cannot be attuned to more than one ship. To attune to a new ship, the character must end attunement to the first ship.

A character's attunement to a ship ends if the ship has been more than 100 miles away for at least 24 hours or if the character dies. A character can also voluntarily end attunement by spending another short rest focused on the ship.

ROLE PROFICIENCIES

Accepting an airship role means more than just having a neat title. When a character takes an airship role, they gain proficiency in the tools and skills that role requires. Typically, these new features are specific to operation of the aircraft, but there are some roles that extend beyond the airship.

As a character gains levels, they earn additional proficiencies, special equipment, and new features which they can use with the airship. These proficiencies are gained during the tiers of play level advancement milestones at 1st, 5th, 11th, and 17th levels.

CAPTAIN

"Home is where the anchor drops."

—Captain Finneas Malevolence

The captain is the airship's executive decision maker. It is the captain's duty to ensure that all of the ship's operations run smoothly and coherently.

They are also the face of the ship and must represent the interests of the crew, passengers, and cargo both externally and internally.

The captain should possess strong Charisma-based skills such as Intimidation or Persuasion, and should be of reasonable Intelligence for the sake of both piloting the ship and understanding its various functions.

Role Proficiency. In addition to the proficiencies noted below, the Captain can add their proficiency bonus when they make an ability check to command the crew, influence a decision being made by a group, or boost the morale of the crew. If the captain is already proficient in the requisite skill to make the check, their proficiency bonus is doubled for that check. The check cannot benefit from more than one feature (such as Expertise) that doubles the proficiency bonus.

The Captain

Character Level	Role Proficiency	Captain's Actions
1st	Captain's Actions, Captain's Familiar	2
5th	Rousing Speech, Notoriety	3
11th	Legendary Requisition, Evasive Action	4
17th	We Brave Few, Fire at Will!	5



Captain's Actions. When you take this role at tier 1, you can command a ship to which you are attuned to take more than one action on its turn. See *Chapter 4: Airships* for details. The number of extra actions the ship can take are shown in the Captain's Actions column of the *Captain* table.

Captain's Familiar. Also at tier 1, you learn the *find familiar* spell and can cast it as a ritual. If you are a spellcaster, the spell doesn't count against your number of spells known. Once you cast the spell, you can't cast it again using this role feature for seven days. When you cast the spell, you can choose one of the normal forms for your familiar or one of two special forms: macaw or monkey. See *Appendix: People of Sordane* for information on the two creatures.

Rousing Speech. Once you become a tier 2 captain, you can spend one minute giving a rousing speech to your comrades. Choose a number of creatures equal to your proficiency modifier that can hear you. For the next hour each affected creature can add a d4 to the next attack roll or ability check that it makes. Once you use this feature, you can't use it again until after you complete a long rest.

Notoriety. At tier 2, your reputation precedes you. You are welcome in places where other well-known captains are welcome and people recognize you by your rough appearance (albeit with a few legends attached to your stature). The common folk might celebrate your name or revere it. You can leverage your reputation to secure an audience with important people, or strike fear into the hearts of those who oppose you. You also have advantage on Intelligence (History) checks made to recognize captains and ships of similar notoriety.

Legendary Requisition. Once you reach tier 3 with this role, you can use your status to buy one item found on any table in *Chapter 7: Items and Economy* of this book. When you do, make a DC 15 Charisma (Persuasion) check. On a successful check, you negotiate a 50 percent discount and on a failed check, you still negotiate a 25 percent discount. Once you use this feature, you can't use it again until 30 days have passed.

Evasive Action. Also at tier 3, whenever a ship to which you are attuned is subjected to a Dexterity saving throw against an effect that you can see, such as hazards or spells, the ship makes the saving throw with advantage. To use this benefit, you can't be blinded, deafened, or incapacitated.

We Brave Few. Starting at tier 4, all non-hostile crew and passengers aboard a ship to which you are attuned have advantage on saving throws against being charmed or frightened. To use this benefit, you can't be incapacitated.

Fire at Will. At tier 4, each round, you can use your reaction to command your ship to fire one of its weapons at a target that you can see within the weapon's range.

FIRST MATE

"Get off yer bums and get t'swabbin', mateys!"

—One-Eyed Beatrice, First Mate of the *Gallant Ghoul*

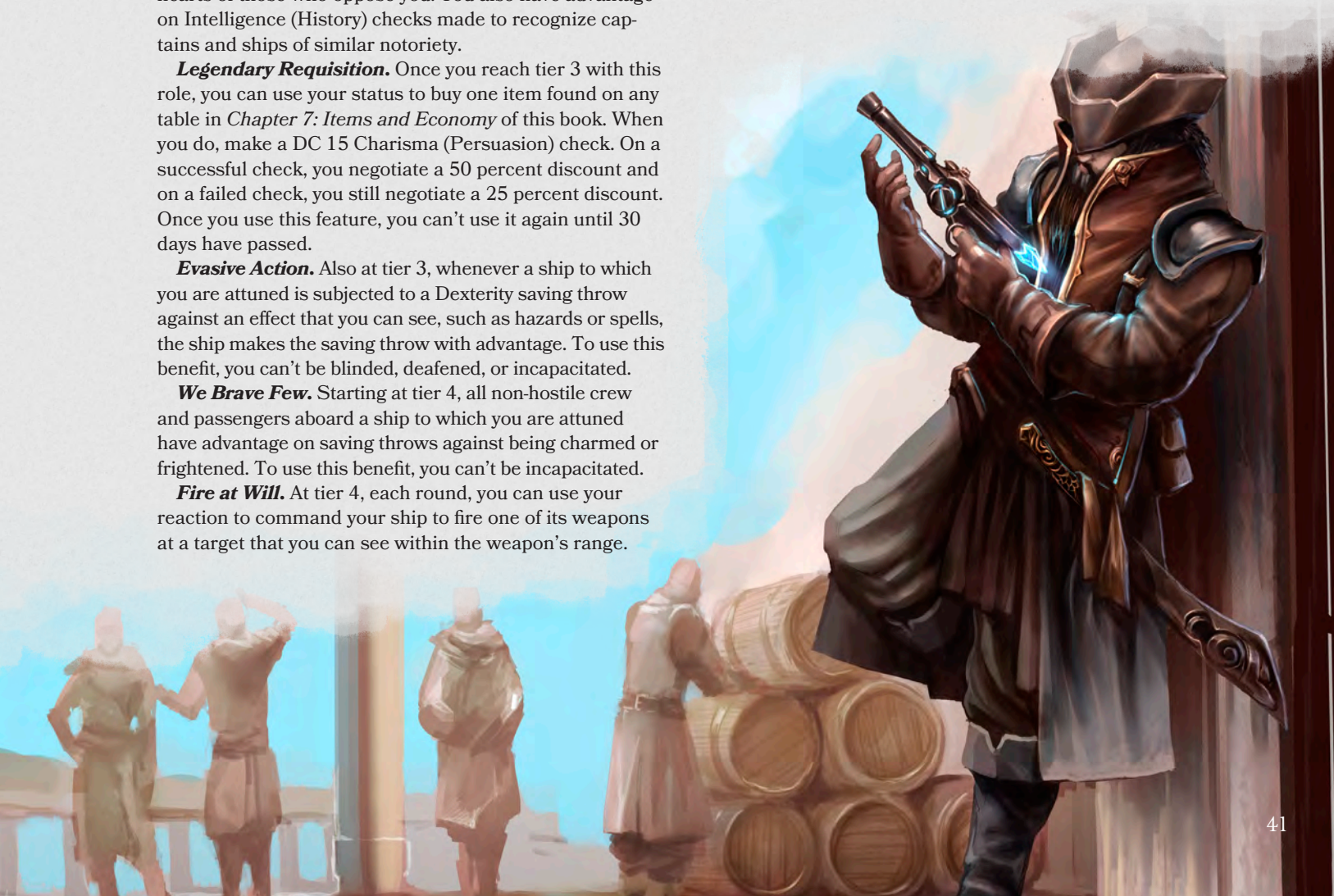
Above all, the first mate's job is to keep morale high. First mates provide supervision, discipline, and encouragement.

Like the captain, a first mate benefits from high Charisma with proficiency in Intimidation and Persuasion.

Role Proficiency. The first mate can add their proficiency bonus whenever they make a skill check to enact discipline, push the crew to excel, or boost the crew's morale. If the first mate is already proficient in the requisite skill to make the check, their proficiency bonus is doubled for that check. The check cannot benefit from more than one feature (such as Expertise) that doubles the proficiency bonus.

The First Mate

Character Level	Role Proficiency
1st	Morale Booster, Do as I Say
5th	Whip 'Em into Shape, Show 'Em How It's Done
11th	Inspiring Leader, Improved Morale Booster
17th	Give 'Em All Ya Got!, Improved Logistics



Morale Booster. Starting when you choose this role at tier 1, when attempting to improve the crew's morale you can spend an hour performing a special ritual. At the end of the hour you gain a bonus to your boost morale check (see page 47) equal to 1d4. Once you use this feature, you can't use it again for seven days.

Do as I Say. Also at tier 1, whenever an airship downtime task requires a Charisma skill check, you can substitute your own check in place of an NPC even if you aren't present. Once you use this feature, you can't use it again for seven days.

Whip 'Em into Shape. At tier 2, ships to which you are attuned can reroll ability checks to prevent a mutiny. You must keep the new roll, even if it's lower. Once you use this feature, you can't use it again for seven days.

Show 'Em How It's Done. Also at tier 2, when you participate in an airship downtime task with the ship's crew, you can add your Charisma modifier to one ability check made to accomplish the task.

Inspiring Leader. Once you reach tier 3 with this role, the gold cost needed to train the crew with the Training airship downtime activity is cut in half (see page 51).

Improved Morale Booster. At tier 3, when you use the Morale Booster feature, you can roll a d6 instead of a d4 to boost the crew's morale.

Give 'Em All Ya Got! Starting at tier 4, while manning a weapon on a ship which you are attuned to, add your Charisma modifier to the weapons attack and damage rolls.

Improved Logistics. Also at tier 4, you can use your action to temporarily boost the crew's performance on a ship that you are attuned to. The ship can take an extra action on its next turn. Once you use this feature, you can't use it again until you complete a long rest.

BOATSWAIN

"I've given her all I've got, captain!"

—Scott Montgomery, Boatswain on the *Red Tyrant*

The boatswain, or bosun, is the technical mind behind the airship's operations and maintenance.

The best boatswains have strong Strength and Intelligence scores, and are proficient in tools related to repairs such as carpenter's tools.

Role Proficiency. The boatswain can add their proficiency bonus when making checks to understand the functions of a ship or to make repairs to a ship. If the boatswain is already proficient in the requisite skill to make the check, their proficiency bonus is doubled for that check. The check cannot benefit from more than one feature (such as Expertise) that doubles the proficiency bonus.

The Boatswain

Character Level	Role Proficiency
1st	Easy Fix, Expert Knowledge
5th	Durable Weapons, "Well, Stick It Back Together!"
11th	Tough Ship, "Get Her Back Online!"
17th	Keep It Moving, Improved Hull



Easy Fix. As a tier 1 boatswain, all airship repairs you oversee are performed faster with less expense to the ship. When you participate in a downtime check to make repairs, the check total gains a +2 bonus and the initial resources cost is only 5 gp (see page 50).

Expert Knowledge. Additionally, at tier 1, your knowledge of the ship's design and components makes you more efficient at dealing in new parts and upgrades. If you participate in purchasing new parts or upgrades for the ship, or selling used parts, you can replace any Charisma ability checks made to affect the price with an Intelligence check using your knowledge in airships.

Durable Weapons. At tier 2, while you are manning a weapon aboard the ship, you can use your action to reinforce it with materials on hand. For the next minute it gains a +2 bonus to its AC.

Well, Stick It Back Together! Also at tier 2, you can ignore one complication that comes from the Repairs or Ship Modification downtime tasks; the ship suffers no penalty from the complication. Once you use this role feature, you can't use it again for 30 days.

Tough Ship. At tier 3, any ship which you are attuned to gains a bonus to its Strength and Constitution saving throws equal to your Intelligence modifier (minimum 1).

“Get Her Back Online!” Starting at tier 3, if the helm on a ship to which you are attuned takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. Once you use this role feature, you can’t use it again for seven days.

Keep It Moving. At tier 4, if damage to the ship’s movement components reduces its movement speed to 0, it is reduced to 10 feet instead.

Improved Hull. Also at tier 4, when you become attuned to a ship, choose one of the following damage types: acid, cold, fire, lightning, or thunder. The ship becomes resistant to that damage type. If you unattune to the ship, it loses the resistance.

NAVIGATOR

“First star to the right ... and straight on ’til morning.”

—Lieutenant Pietr Kastrulya

A navigator plots the airship’s course. They often have working knowledge of charts as well as meteorological conditions that could affect the airship during its travels.

The best navigators have high Wisdom scores and proficiency with navigator’s tools and the Survival and Nature skills.

Role Proficiency. The navigator can add their proficiency bonus to skill checks made to plot courses, determine weather conditions, or get past obstacles. If the navigator is already proficient in the requisite skill to make the check, their proficiency bonus is doubled for that check. The check cannot benefit from more than one feature (such as Expertise) that doubles the proficiency bonus.

The Navigator

Character Level	Role Proficiency
1st	Flight of the Navigator, Sky Explorer
5th	There Be Dragons, “I Know a Shortcut”
11th	Keen Eye, Navigator’s Wisdom
17th	Danger Ahead, Smooth Sailing

Flight of the Navigator. At tier 1, you gain proficiency in navigator’s tools, and you add double your proficiency bonus to checks you make using navigator’s tools. A check cannot benefit from more than one feature (such as Expertise) that doubles the proficiency bonus.

Sky Explorer. When you accept this role at tier 1, a ship which you are attuned to cannot become lost except by magical means. Plus, even when you are engaged in another activity while on the ship, you cannot be surprised.

There Be Dragons. Starting at tier 2, if the ship performs the Exploration downtime task, you can choose to ignore a result of a major threat or minor threat (see page 48). If you do, you can’t use this role feature again for 30 days.

“I Know a Shortcut.” At tier 2, when a ship to which you are attuned travels for 24 hours or longer, you can perform a special one-hour ritual that allows the ship to travel faster. At the end of the hour, make a DC 15 Intelligence check using proficiency in navigator’s tools. On a success, the ship’s movement speed increases by 50 percent for the next 24 hours.

Keen Eye. Starting at tier 3, while you are aboard a ship to which you are attuned, whenever you make a Wisdom (Perception) check that relies on sight, you can treat a d20 roll of 9 or lower as a 10.

Navigator’s Wisdom. At tier 3, after you finish a long rest on a ship to which you are attuned, you can cast the *augury* spell to receive an omen regarding the ship’s future. Intelligence is your spellcasting ability for this spell. Once you use this role feature, you can’t use it again for seven days.

Danger Ahead. Beginning at tier 4, any ship to which you are attuned has advantage on initiative rolls.

Smooth Sailing. Also at tier 4, if you are on a ship to which you are attuned, you can spend up to one hour performing a special ritual that helps you find a path. At the end of the hour, name a specific fixed location that you are familiar with within 500 miles on the same plane of existence. For the next eight hours, you know how far away it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct (but not necessarily the safest) route to the destination. Once you use this role feature, you can’t use it again for 30 days.



MEDIC

"Damn it, Finneas, I'm a doctor, not an airship pilot!"

—Doctor Skull

All ships need healers, not just those that participate in combat. The ship's medic also keeps illnesses from spreading on the ship and ensures that the ship is sanitary.

Medics benefit from high Intelligence or Wisdom scores, as well as proficiency with herbalism kits and the Medicine skill. Of course, access to magical healing is a huge boon as well.

Role Proficiency. The medic can add their proficiency bonus to skill checks made to determine illnesses and injuries and ensure that the ship's quarters and cargo are safe and sanitary. If the medic is already proficient in the requisite skill to make the check, their proficiency bonus is doubled for that check. The check cannot benefit from more than one feature (such as Expertise).

The Medic

Character Level	Role Proficiency
1st	Combat Medic, Treatment
5th	Poison Care, Safety First
11th	Dedicated Care, Healing Instructions
17th	Advanced Care, Endure

Combat Medic. When you take this role at tier 1, if you make a Wisdom (Medicine) check to stabilize a creature that has 0 hit points and fail, you can reroll your Wisdom (Medicine) check. You must keep the new result. Once you use this role feature, you can't use it again for 24 hours.

Treatment. Additionally at tier 1, you can spend your short rest treating your allies' wounds. So long as you don't perform any other activities during the short rest, including spending your own Hit Dice to regain hit points, any friendly creatures that you can see within 30 feet who spend one or more Hit Dice to regain hit points regain additional hit points equal to your Wisdom modifier (minimum 1).

Poison Care. At tier 2, whenever a creature within 5 feet of you becomes poisoned due to a failed Constitution saving throw, you can use your reaction to stymie the poison. The creature can reroll its saving throw. Once you use this role feature, you can't use it again for 24 hours.

Safety First. Also at tier 2, you can cast *purify food and drink*. Wisdom is your spellcasting ability for this spell. Once you use this role feature to cast this spell, you can't do so again for seven days.

Dedicated Care. Starting at tier 3, you can spend one hour to treat a creature that you can see within 5 feet of you. At the end of the hour, make a DC 15 Wisdom (Medicine) check. On a successful check, you can end one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. Regardless of the outcome, once you use this role feature, you can't use it again for seven days.

Healing Instructions. At tier 3, whenever a creature within 30 feet of you that can hear you rolls a 1 or 2 on a die rolled to regain hit points via a spell (such as *cure wounds*) or potion (such as a *potion of healing*), that creature can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Advanced Care. Beginning at tier 4, when you use your dedicated care feature, you can choose one of the following benefits in place of dedicated care's normal benefits:

- You can reduce a target's exhaustion level by one.
- You can end any reduction to one of the target's ability scores.
- You can end one effect reducing the target's hit point maximum.

Endure. Also at tier 4, whenever a friendly creature within 10 feet of you is reduced to 0 hit points, you can use your reaction to have the creature's hit points drop to 1 instead. Once you use this feature, you can't use it again for 24 hours.



COOK

"I always cook with rum. Sometimes I even add it to the food."

—Eezle Steinbach

Ships boast large crews and those crews need to eat. The best ship cooks can turn limited ingredients into feasts capable of boosting morale with a single spoonful. Being on an airship can be a rough experience for some. Food is their respite. Cooks often spend their time thinking of new edible creations to make for the crew and its morale.

Cooks should have high Constitution scores and proficiency with brewers' supplies and cooks' utensils.

Role Proficiency. The cook can add their proficiency bonus to skill checks made to prepare cooked meals and keep food costs low. If the cook is already proficient in the requisite skill to make the check, their proficiency bonus is doubled for that check. The check cannot benefit from more than one feature (such as Expertise) that doubles the proficiency bonus.

The Cook

Character Level	Role Proficiency
1st	Bonus Proficiency, Here's a Little Snack
5th	Big Ol' Feast, Tamper Sense
11th	Ration It Out, It'll Do in a Pinch
17th	Brain Food, The Heart of the Ship

Bonus Proficiency. When you accept this role at tier 1, you gain proficiency in cooks' utensils. You add double your proficiency bonus to all ability checks you make using this proficiency. The check cannot benefit from more than one feature (such as Expertise) that doubles the proficiency bonus.

Here's a Little Snack. Also at tier 1, you learn the *good-berry* spell. Wisdom is your spellcasting ability for this spell. You can cast this spell a number of times per day equal to your Wisdom modifier (minimum 1) and regain the ability to do so when you finish a long rest. Casting this spell does not require a spell slot.

Big Ol' Feast. Starting at tier 2, when you participate in the Boost Morale downtime task (see page 47), you can replace the requisite Charisma check with a Constitution check using proficiency in cooks' utensils. When you do, you can treat a d20 roll of 9 or lower as a 10.

Tamper Sense. As a tier 2 cook, you gain a supernatural ability to detect food tampering. If you spend one minute observing, smelling, and touching food or drink in an area no larger than 10 feet by 10 feet, at the end of the duration, you can make a DC 15 Constitution saving throw using proficiency in cooks' utensils. On a success, you determine whether or not the food is poisoned, spoiled, or otherwise tampered with. Once you use this role feature, you can't use it again for 24 hours.

Ration It Out. At tier 3, you can spend one hour performing a ritual to extend the effectiveness of a magic potion by combining it with food or drink. You must have at least one pound of food and the potion within reach. At the end of the ritual, make a DC 15 Intelligence check using proficiency in cooks' utensils. On a success, the food is imbued with the

same benefits of the potion except that it now has one use per half pound of the food that was imbued (to a maximum of three pounds). The potion is consumed in this ritual.

The food must be consumed in 24 hours or it spoils and loses its benefits. If the check fails, the potion and the food are destroyed and nothing new is created. Once you use this role feature, you can't use it again for 30 days.

It'll Do in a Pinch. Starting at tier 3, you can cast *create food and water*. Wisdom is your spellcasting ability for this spell. Once you use this feature, you can't use it again for seven days.

Brain Food. Beginning at tier 4, you can spend 10 minutes consuming food that you did not prepare yourself. From the food, you gain a psychic impression of both the person who prepared the food and the creature or creatures who consumed it (if any). You learn the names of the creatures (if any), their appearance, when they prepared/ate the food, and one or two important details each about them. The information you learn is accurate. What you learn is the GM's discretion.

The Heart of the Ship. Also at tier 4, so long as you are aboard a ship to which you are attuned, the crew can never gain more than 4 levels of fatigue (see *Fatigue Table* on page 53).



AIRSHIP DOWNTIME TASKS

The Fifth Edition rules offer rules for downtime which allow the characters to take breaks between adventures. Instead of the round-by-round or hour-by-hour approach of combat and adventuring, downtime paints with a broad brush to allow the characters to train, research, build businesses, and do other time-consuming activities. Some of these activities grant characters access to new abilities. Others might award characters more gold to spend on equipment. And some downtime activities even help the characters meet new allies ... or villains.

Traditionally, downtime activities are taken between adventures. But with the approach in this section, the airship tasks are ongoing and happen concurrently with the party's adventure. This ensures that the party's airship is cared for even when the party is away from it. Furthermore, the tasks are carried out by more than just the characters—they are assisted by the crew and other important NPCs who see to the ship's operations.

SELECTING AIRSHIP TASKS

At the start of each workweek (typically a five-day period bookended by two days of no work), the characters may direct the airship's downtime tasks. The party is limited to a certain number of airship tasks dictated by the average party level (as shown on the *Airship Tasks* table).

For each available task slot, players can allocate one or more of the crew to a chosen task. The tasks that they can take are detailed below. When all of the airship's task slots are filled, one of those tasks must be completed before the crew can be allocated to a new airship task.

Crew allocated to an airship task are no longer available for other needs, including other airship tasks. Any costs or resources associated with an airship task must be provided by the party.

Airship Tasks

Average Party Level	Airship Tasks
1–4	1
5–10	2
11–16	3
17+	4

Example: the characters have an average party level of 6, which means they can take two concurrent airship tasks.

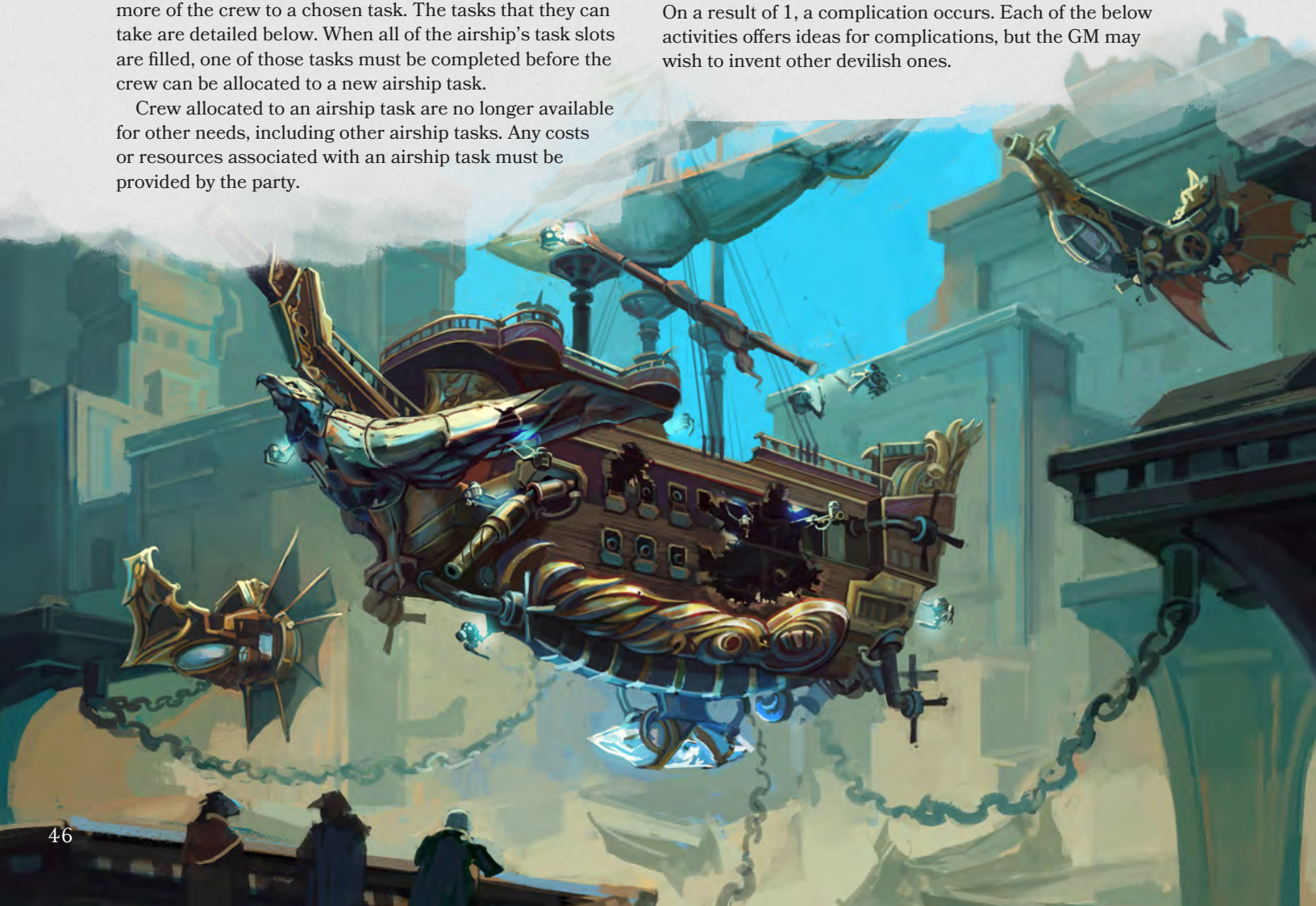
The characters are setting out to explore the Lost Altar of Qortar, so they order the first mate (the captain is one of the characters, of course) to raise the ship's morale while they're away. Meanwhile, another group takes the ship out to investigate a previously unexplored tract of territory. These two actions use up the airship's task slots.

MAKING AIRSHIP TASK CHECKS

When a check is required by an airship task, one of the crew can use their own ability check modifier to determine success. Alternatively, the crew member can use the check modifier of a character overseeing the task.

COMPLICATIONS

Sometimes things don't go as planned, and complications arise. After each airship task check is made, roll a d10. On a result of 1, a complication occurs. Each of the below activities offers ideas for complications, but the GM may wish to invent other devilish ones.



AIRSHIP TASKS

The tasks listed below are available to the characters and their airship crew. However, this won't cover all the tasks available to the crew. The GM is free to invent and coordinate their own airship tasks.

The length of time required for a task varies, but typically takes one or more days to accomplish. Each day spent on a task requires one or more characters engaged in that activity for eight hours in order for it to count toward the task's completion.

Any costs related to the task must always be paid by the characters.

BOOST MORALE

Sure, the life of an airship crewperson can be exciting and fulfilling, but often it's stressful, too. Crew stress and poor morale can lead to shirked duties, fights among the crew, and sometimes even mutiny. That's why it's important that the airship's staff frequently addresses the morale of the crew.

Resources. Boosting morale requires the involvement of at least one of the airship's officers for one or more work days. The officer introduces entertainment, a fine meal, or even rest and relaxation (R&R) to get the crew feeling positive about their mission. Setting up the morale-boosting activity incurs expenses of 50 gp plus 50 gp per day beyond the first day spent performing the activity.

Resolution. After the designated time period, the character (or NPC officer) makes a Charisma (Persuasion or Intimidation) check with a +1 bonus per work day spent boosting morale, to a maximum of +6. In addition, if the crew has access to a comfortable location or area of recreation, the character or NPC gains advantage on this check. Determine how successful the check was using the Boost Morale table. When calculating the crew's fatigue, refer to the *Boost Morale* table below.

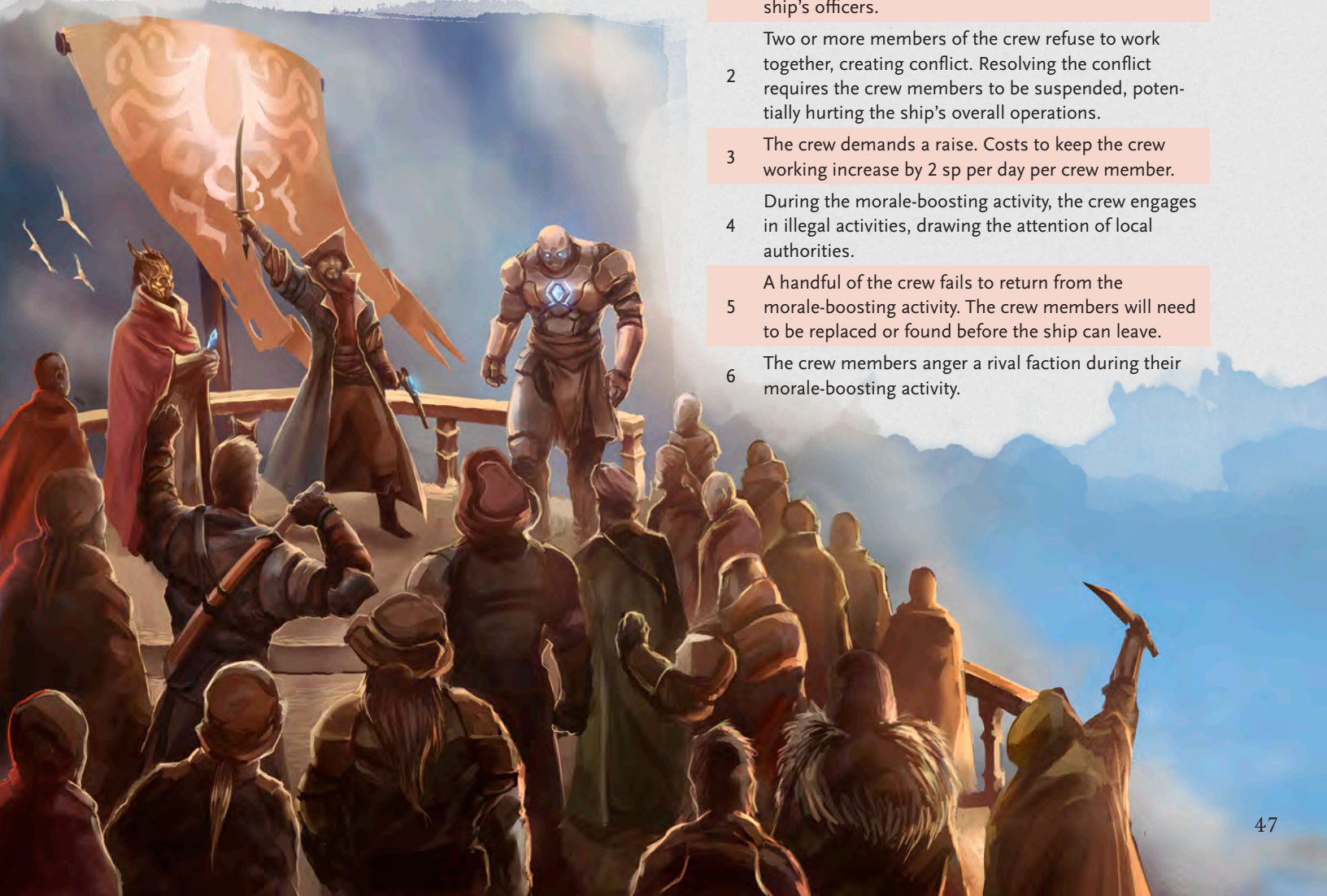
Boost Morale

Check Total	Outcome
1–5	The crew gains one level of fatigue.
6–15	No change in crew's fatigue.
16–20	The crew's fatigue is reduced by one level.
21+	Remove all levels of the crew's fatigue.

Complications. Even though morale boosting activities are typically “fun and games,” sometimes underlying tensions may boil to the surface. Also, crew members enjoying themselves are prone to getting into trouble. If the check triggers a complication, use the *Boost Morale Complications* table to determine what happens.

Boost Morale Complications

d6	Complication
1	A member of the crew takes the morale boosting the wrong way and starts plotting mutiny against the ship's officers.
2	Two or more members of the crew refuse to work together, creating conflict. Resolving the conflict requires the crew members to be suspended, potentially hurting the ship's overall operations.
3	The crew demands a raise. Costs to keep the crew working increase by 2 sp per day per crew member.
4	During the morale-boosting activity, the crew engages in illegal activities, drawing the attention of local authorities.
5	A handful of the crew fails to return from the morale-boosting activity. The crew members will need to be replaced or found before the ship can leave.
6	The crew members anger a rival faction during their morale-boosting activity.



EXPLORATION

It's a big world out there and there are plenty of secrets left undiscovered. Whether it's under the supervision of the characters directly or done while the characters are adventuring, the airship and its crew can use this airship task to explore nearby territories.

Resources. Exploring a portion of a territory requires at least one workweek of effort and costs the airship 200 gp. Spending more time and money increases the chance that the expedition finds something worth reporting.

Resolution. A character or NPC officer directing the expedition makes a Wisdom (Survival) check to determine the outcome. This check gains a +2 bonus if a character with the Navigator role is part of the expedition, a +1 bonus for each workweek beyond the first that is spent exploring, and a +1 bonus for every additional 200 gp spent over the initial 200 gp cost. A maximum bonus of +10 can be applied to this check. The total of the check determines the outcome, as shown on the *Exploration* table below.

Exploration

Check Total	Outcome
1–5	Major threat
6–10	Minor threat
11–15	No discovery of note
16–25	Minor boon
26+	Major boon

Major Threat. The ship comes across a discovery, event, or entity that threatens the ship and its crew. Such threats might include the discovery of a rival ship or a dragon patrolling the skies through which you wish to sail. Until the threat is resolved, the ship cannot leave its current location nor can its crew continue to take downtime activities.

Minor Threat. A minor threat to the ship involves a disruptive danger that could stall the ship's ability to conduct its normal routines. Until the threat is resolved, the ship's crew suffers disadvantage on all ability checks related to downtime tasks.

Minor Boon. The ship discovers a natural feature, customers, or useful allies/monsters that can help the ship and its crew in its endeavors. The ship's crew gains advantage on the next ability check it makes related to a downtime task so long as the downtime task does not take more than one workweek to complete.

Major Boon. The ship comes into great fortune through the discovery of a natural feature, a lucrative business account, customers, or pivotal ally or monster. The ship's crew gains advantage on the next three ability checks it makes related to downtime tasks as long as the downtime tasks do not take more than one workweek to complete. Alternatively, you can substitute this result for the crew finding a 50-100 lb. unrefined sordalite crystal (see *Sordalite*, page 188).

Complications. A result of 1–10 on the *Exploration* table introduces its own set of complications for the characters and crew; at your discretion, you don't have to roll for additional complication. Regardless of the result, suggestions for complications are detailed in the table on the next page.





Exploration Complications

d6	Complication
1	A rival ship is exploring the same area and interferes to damage the character's ship, so they have access to the area themselves.
2	The characters discover a minor boon; however, it was stolen goods. They are believed to have stolen it and are now at odds with the law.
3	A minor boon is discovered; however, once it is on the ship bad things start to happen to the captain and crew; the crew believes the boon is cursed.
4	The crew begins fighting over the best place to explore in the area. Crew morale is decreased by 1d4 and the exploration cost increases by a gold amount equal to the roll x100.
5	During the exploration, one or more crew members go missing. The characters must find out what happened to them before they can proceed
6	During the exploration, something begins stalking the crew. Every night it attacks while they are sleeping, growing more aggressive and bold with each passing night.

SHIP MODIFICATIONS

As the characters adventure and earn more wealth they will be able to afford upgrades to the airship.

Resources. To modify the ship, the characters must spend the requisite amount of gold on the parts that they wish to add to the airship. To determine how many work-weeks it takes to add the modification, divide the part's gold piece cost by 2,500. A ship cannot add more modifications than it has mount slots.

Complications. Unfortunately, not all modifications go smoothly. Sloppy installation, missing parts, and accidents can occur. Often, these complications increase the cost and extend the time frame for installation. If a complication occurs, roll on the *Ship Modification Complications* table below.

Ship Modification Complications

d6	Complication
1	During the modifications, another part of the ship becomes damaged. Choose a random ship component. That component takes 1d6 damage.
2	The cost for modifications went over estimate. Unless you can pay an additional 10% immediately, the modifications fail.
3	Tensions are high while the modifications are being implemented. Reduce the crew's morale score by 1d4.
4	A rare component must be purchased before the modifications can continue. The component costs 1d6 x 100 gp. Alternatively, the crew might quest for the part.
5	A fire breaks out while the modifications are being made. The ship's hull takes 2d6 damage.
6	The ship's modification requires special documentation to be implemented. The crew must wait 2d6 days before they can get the papers they need to continue.

RAID

Who says that piloting an airship has to be a noble profession? Piracy and buccaneering are just as popular in the air as they are on the surface. And who's to say that piracy only affects good folks? The airship might target tyrannical towns or evil orc encampments.

Resources. The airship and its crew must spend one week and at least 25 gp gathering information on potential targets before committing to the looting operation.

Resolution. The characters and airship must make a series of checks, with the DC for all the checks chosen by the characters in advance according to the size and defensibilities of the potential target.

The chosen DC is 10, 15, 20, or 25. Success yields gold as shown on the *Loot Value* table.

To attempt the raid, one or more characters or NPC officers make three checks: Charisma (Persuasion or Intimidation), a Crew Morale check, and Wisdom (Perception). Consult the *Raiding Results* table to see how the airship performed.

Loot Value

DC	Value
10	50 gp, robbery of a poor settlement
15	100 gp, raid on a merchant ship
20	200 gp, raid on a luxury cruiser
25	1,000 gp, raid on a large, wealthy settlement

Raiding Results

Successes	Result
0	The crew and ship are caught and jailed. The crew must pay a fine equal to the profit the raid would have earned and must spend one month in jail for each 100 gp (minimum 1 month).
1	The raid fails but the ship escapes unscathed.
2	The raid is a partial success, netting the ship half the payout.
3	The ship earns the full value of the loot.

Complications. Raiding and piracy rarely come without some sort of complication. A result of 0 or 1 successes creates complications of its own, but the GM might introduce complications even on successful raid runs. Suggestions for potential raiding complications are listed below.

Raid Complications

d6	Complication
1	A bounty is placed on the captain's head. The bounty is equal to the gold stolen.
2	One of the members of your crew threatens to turn you and the others in if you don't pay a ransom or render a service.
3	Your crime ruins the victim's life. They swear vengeance.
4	One or more of your crew have been arrested for the crime. There's a chance they will talk.
5	The loot is unique, making it difficult to fence.
6	You are asked by the victims to solve the crime; they aren't aware that you're responsible for it.

REPAIRS

Wear and tear is common on airships, especially those that see a lot of combat.

Resources. One or more of the ship's officers must spend at least one workday and 10 gp in parts to make repairs to the airship.

Resolution. At the end of each workday that the characters or crew spend repairing the ship, make a Crew Morale check. The check gains a +1 bonus for each additional 10 gp spent beyond the initial 10 gp, to a maximum of +6. If the officer overseeing the check is the Bosun or has proficiency in carpenters' tools, this check is made at advantage. Consult the Repairs table to see how successful the repairs made that day were.

Repairs

Check Total	Outcome
1–5	No progress made.
6–15	Each of the ship's components regains hit points equal to 1d4 + the crew's morale bonus (minimum 1). A component other than the hull that had 0 hit points becomes functional again.
16–20	Each of the ship's components regains hit points equal to 1d6 + the crew's morale bonus (minimum 1). A component other than the hull that had 0 hit points becomes functional again.
21+	Each of the ship's components regains hit points equal to 2d6 + the crew's morale bonus (minimum 1). A component other than the hull that had 0 hit points becomes functional again.

Complications. A result of 1–5 on the Repair table indicates complications of their own. At the GM's discretion, complications might arise even from successful checks. Examples are included below.

Repairs Complications

d6	Complication
1	During the repairs, another part of the ship becomes damaged. Choose a random ship component. That component takes 1d6 damage.
2	The next day of repairs will cost double its normal cost in gold pieces.
3	Tensions are high while repairs are being made. Reduce the crew's morale score by 1d4.
4	A rare component must be replaced before the repairs can continue. The component costs 1d6 x 100 gp. Alternatively, the crew might quest for it.
5	A fire breaks out while repairs are being made. The hull takes 2d6 damage.
6	The ship's repairs require a shipyard to be completed. Reduce 1d6 components' max hp by 3d10 until the ship is docked and repaired.

TRADE

Airships can hold a lot of cargo. As such, many airship captains use their ships as vessels of commerce. By directing the airship to perform trade, the characters might earn a passive income while they adventure.

Resources. Trade requires the effort of at least one officer. This airship task requires one workweek of effort, and the characters must have at least 100 gp worth of trade goods to a maximum value appropriate for the location they will be selling the goods at, as the GM sees fit.

Resolution. The officer overseeing the task must make a series of checks, with a DC determined by the quality of the trade partners that the airship tries to negotiate with. Some traders are reasonable and easy to deal with; others may drive hard bargains.

The officer makes three checks: Intelligence (History), Wisdom (Insight), and Charisma (Deception, Persuasion, or Intimidation). If the officer has proficiency with a tool set related to the trade goods—for example, someone with proficiency in smiths' tools will know the value of steel weapons for trade—that tool proficiency can replace the Intelligence (History) skill in this check. The DC for each of the checks is $5 + 2d10$; generate a separate DC for each one. Consult the *Trade Results* table to see how the crew benefited from the trade negotiations.

Trade Results

Outcome	Result
0 successes	The trade negotiations go poorly. The other party refuses to negotiate further.
1 success	The other party begrudgingly agrees to a trade deal. The ship earns 50% of the goods' value.
2 successes	The other party accepts the trade deal. The ship earns 100% of the goods' value.
3 successes	The other party is enthusiastic about a trade deal and agrees to pay a premium price. The ship earns 150% of the goods' value.

Complications. Sometimes trades go sour. Poor relationships can lead to tensions which inevitably lead to complications. Refer to the *Trade Complications* table for potential complications that might arise from a trade.

Trade Complications

d6	Complication
1	A competitor seeks to undercut your ship's prices. If that competitor isn't stopped, the trade deal will fall apart.
2	The trading party hears a rumor that the goods the ship is trying to sell are stolen goods. Unless the crew can prove that they're not, the trading party refuses to do further business with them.
3	The trading party doesn't have enough cash on hand to fulfill the bargain.
4	The crew accidentally insulted the trading party. The deal is off unless it can earn their trust back.
5	The trading party wants to seal the deal with an arranged marriage.
6	Someone close to the trading party convinces them to back out of the deal.

TRAINING

Although it's easy to improve an airship by spending money and adding parts, many captains believe that the best investment that they can make is with their crew. A well-trained crew can help a ship run smoothly.

Resources. One officer chooses the focus of the training from the Crew Feats section below. Training the crew on a Crew Feat typically takes at least ten workweeks. This time is reduced by a number of workweeks equal to the training officer's Charisma modifier (a negative Charisma modifier doesn't increase the time needed). Training costs 5 gp per crew member per workweek. No rolls are required. Once the crew member finishes the requisite training, add the new feat to their features list.

Complications. Training can be exhausting, and sometimes crew members may not take well to the training. Refer to the *Training Complications* table for examples of complications that arise from training.

Training Complications

d6	Complication
1	Tensions are high during training. The crew's morale is reduced by 1d4.
2	Costs run over. Unless you can pay an additional 2 gp per crew member per workweek of training, the training fails.
3	Now that the crew is trained, they are demanding more money. The crew's wages increase by 1 gp per crew member.
4	The training the crew received was lousy. Roll a d20. On a result of 4 or lower, the training fails. You can attempt the training again at half the cost/time as before.
5	After 1d4 + 1 weeks pass, you realize the crew is receiving the wrong training. You can pay the training costs required for the time spent, switching to the correct training. Otherwise the GM randomly picks a new feat to obtain at the end of the training period.
6	Exhausted, the crew demands a week off after training. If you refuse, their morale is reduced by 1d4.

CREW FEATS

Crew feats are special skills and training the crew (and often, by extension, the ship) receives that improves their performance on your ships. If the feat specifies "crew" it only refers to the crew during combat and not while operating stations on the ship.

Crew Feats

Average Party Level	Crew Feats
1–4	1
5–10	2
11–16	3
17+	4

The crew is limited to a number of feats dictated by the average party level of the characters as shown on the *Crew Feats* table.

The following list of crew feats can be learned by the airship crew using the Training downtime task described above.

BALLISTA EXPERTS

The crew has expertise with ballistae, which grants the ship on which the crew works the following benefits:

- Attacking at long range doesn't impose disadvantage on the ship's ranged attack rolls made with mundane ballistae.
- A single mundane ballista requires only 2 crew members to operate instead of 3.
- If a ballista makes an attack on a turn in which the ship did not move, the ballista adds +2 to its attack roll for that turn.

CANNON EXPERTS

The crew spends weeks drilling together, firing at trees and makeshift targets. Honing their skills and developing an expertise with them.

This new skill with their cannons grants the ship on which the crew works the following benefits:

- Attacking at long range doesn't impose disadvantage on the ship's ranged weapon attack rolls made with light and heavy cannons.
- A single light cannon requires only 2 crew members to man instead of 3, and a single heavy cannon requires 3 crew members instead of 4.
- Before the ship makes an attack with a light or heavy cannon, the captain can choose to take a -5 penalty to the attack roll. If the attack hits, the ship adds +10 to the attack's damage.

COMBAT EXPERTS

When the crew boards another ship to attack and it isn't incapacitated or surprised, on its first turn, the crew can use its bonus action to make a single group attack against a hostile crew. This feat uses the Crew Combat variant detailed below.

DEDICATED

The crew have bonded and have made vows and promises to one another. They will work harder than ever before for each other's safety and success, and, ultimately, the success of the ship.

Prerequisite: A character attuned to the crew's ship must have Charisma 13 or higher.

Charisma (Persuasion or Intimidation) checks made to avoid crew fatigue are made at advantage.

DEFENSIVE MANOEUVRES

The crew are experts at taking evasive actions and defending themselves from attacks. So long as the ship has half its maximum crew or more, the ship's components gain a +2 bonus to their AC and Dexterity saving throws.

EXCEPTIONAL TEAMWORK

The crew's ability to focus and help one another succeed at a singular task is improved.

The crew gains one Teamwork die, a d6. Once per day, the crew can roll the die, adding it to one attack roll or saving throw for either itself as a unit, or the ship (such as adding it to an attack the spell cannons make, for example). The crew or ship can wait until after it rolls the d20 before deciding to use the Teamwork die, but must decide before the GM says whether the roll succeeds or fails. Once the Teamwork die is rolled, it is lost. A ship's crew can have only one Teamwork die at a time. It regains it each day at dawn.

HIGHLY DISCIPLINED

The ship and its officers can choose to ignore the effects of all Boost Morale complications.

LOOKOUTS

The crew develops a keen sense of alertness. A ship whose crew has this feat gains the following benefits as long as the ship has half its crew maximum or more and the crew isn't incapacitated.

- The ship gains a +5 bonus to initiative.
- The ship's crew's passive Perception increases to 12.
- The ship cannot be surprised.
- Other ships and creatures don't gain advantage on attack rolls against the ship as a result of being unseen by the ship's crew.

TAKE COVER

The ship learns to take defensive manoeuvres to avoid getting hit by certain area of effect abilities, such as a red dragon's fiery breath or a lightning bolt spell. When the ship's crew is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage and the crew is aboard the ship, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

CREW MORALE

It's a hard life working as a crew member aboard an airship. The days are long, the nights are cold, and there are giant creatures trying to eat you all the time. On top of all of that, one might not see home for months or port for weeks.

This can cause fatigue. Like exhaustion, fatigue is measured in six levels. An effect can give a crew one or more levels of fatigue, as specified in the effect's description.

The crew has a chance of gaining fatigue once per week. At the start of a workweek, one of the characters or a designated NPC must make a Charisma (Persuasion or Intimidation) check. The DC for the check is equal to 10 plus the crew's current level of fatigue. If the check fails, the crew gains an extra level of fatigue.

Fatigue Table

Fatigue Level	Effect
0	No fatigue.
1	All downtime task checks, except for Boost Morale, are made at disadvantage.
2	The ship's movement speed is halved.
3	The ship has disadvantage on attack rolls and saving throws.
4	The ship's speed is reduced to 0.
5	The crew mutinies.

If an already fatigued crew suffers another effect that causes fatigue, its current level of fatigue increases by the amount specified in the effect's description.

A crew suffers the effect of its current level of fatigue as well as all lower levels. For example, a crew suffering level 2 fatigue has its speed halved and all downtime task checks, except for Boost Morale, are made at disadvantage.

An effect that removes fatigue reduces its level as specified in the effect's description, with all fatigue effects ending if the crew's fatigue level is reduced below 1.

CREW COMBAT

An airship's crew might consist of dozens—if not hundreds—of individuals who work to defend the ship. As such, running combats with individual crew members may prove to be difficult. To simplify crew combat, treat every 20 members of a ship's crew as a single creature, similar to a swarm. During crew combat, the Ship's Crew acts in its own initiative order separate from the characters and other important NPCs. Furthermore, the Ship's Crew cannot operate the ship's components; only individual crew members are able to interact with them.

See right for a typical stat block for a unit of 20 crew members acting as one.

SHIP'S CREW

Huge unit of twenty humanoids (any), any alignment

Armor Class 12 (leather armor)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

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

Languages any one language (usually Common)

Challenge 8 (3,900 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 **bandits** appear in the space previously occupied by the unit.

ACTIONS

Multiattack. The unit makes two attacks with its scimitars or two attacks with its light crossbows.

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 Attack. The unit makes one attack with its scimitars.

Crossbow Attack (Costs 2 Actions). The unit makes one attack with its crossbows.



TRAVEL BY AIR

Don't let the freedom of the skies fool you. Travel by air is just as treacherous as travel by sea. Destructive weather, pirates, and monsters are just as common in the skies of Sordane as they are on the water. Plus, accidents, poor living conditions, and other dangers known to sailors happen aboard airships, too. This material builds on the travel rules found in the core rulebooks.

TRAVEL PACE

Airships have two main modes of propulsion. The first is the more traditional propeller engines and the other is the magically infused spell jet thrusters used by soralite ships. If an airship's mode of movement takes damage, there is a possibility that it will be slowed and degraded. See *Chapter 4: Airships* for each component's description for degradation and speed rules.

ACTIVITY WHILE TRAVELING

The section on downtime tasks offers some creative activities for the characters and the crew to perform in between adventures. However, there are still things that the ship, its crew, and passengers must be cognizant of while traveling. Refer to Fifth Edition rules for more information on some of the following activities. Note that some of the activities presented here might be restricted to the characters or important NPCs.

DRAW A MAP

The navigator or captain performs this activity. Although the skies are often free of obstruction, it's still worth creating maps of important landmarks unseen by land and sea.

FORAGE

Certainly, it's difficult to look for food to forage while flying through the skies of Sordane. Crew members might try netting birds, catching flying crocs, or hunting for anything else that can be roasted over a spit. The character performing the activity makes a Wisdom (Survival) check when the GM calls for it.

NAVIGATE

The navigator works to keep the ship from becoming lost, making a Wisdom (Survival) check when the GM calls for it. See the official Fifth Edition rules for details.

NOTICING THREATS

To prevent the ship from running headfirst into unseen threats, use the passive Wisdom (Perception) scores of the heroes or crew to determine whether anyone on the ship notices a hidden threat. The crew has a passive Wisdom (Perception) score equal to 10 + the ship's captain's proficiency modifier. The GM might decide that a threat can be noticed only by characters in a specific area of the ship such as a crow's nest; inversely, characters below deck may have a tough time noticing dangers.

STEALTH

The ship's captain can engage in this activity only if the weather conditions restrict visibility or the ship has a component which allows it to move without being seen. The ship makes a Dexterity check with a bonus equal to the captain's proficiency bonus.

ALTITUDE EFFECTS

Most ships travel at altitudes of around 2,500 feet, but can typically go up as high as 5,000 feet without much issue or special equipment. Below are suggested rules to use for your Skies of Sordane campaign when dealing with flying ships at higher altitudes and colder temperatures.

THIN AIR

At higher altitudes the air not only becomes cold, but thinner as well. This typically does not affect creatures in a noticeable way until they reach heights of 10,000 feet or above. At this point the creatures are in **thin air conditions**. Above 20,000 feet they are in **very thin air conditions**, where the average creature cannot stay for a prolonged time without specialized gear (e.g., oxygen tanks, spells, or pressurized rooms).

THIN AIR CONDITIONS

Any creature not native to high-altitude conditions, and not using specialized equipment, traveling at an altitude between 10,000 and 20,000 feet is subject to thin air conditions. Once above 10,000 feet, all affected creatures must succeed at a DC 10 + air thinness modifier Constitution saving throw at the end of each hour or suffer from Altitude Sickness until cured (see the *Altitude Table* on the next page).

Breathing creatures can become accustomed to thin air conditions by spending a month or longer in these conditions. Once adapted, they no longer suffer the negative conditions of high altitudes. This adaptation is lost if they spend more than two weeks outside of these conditions.

VERY THIN AIR CONDITIONS

Any creature, including creatures accustomed to higher altitudes, not using specialized equipment and traveling at an altitude above 20,000 feet is subject to very thin air conditions and automatically suffers from Altitude Sickness until cured. Additionally, all affected creatures must succeed at a DC 10 + air thinness modifier (see *Altitude Table* on the next page) Constitution saving throw at the end of each hour or fall unconscious and roll one death saving throw every 10 minutes until they are stabilized by reaching altitudes below 10,000 feet or by giving them air in some other way.

Creatures accustomed to high altitudes have advantage on Constitution rolls made in very thin air conditions, but still suffer all other effects mentioned above on a failure. Winds at this height can become very strong; consider applying the Strong wind conditions.

LOW TEMPERATURES

Temperatures drop rapidly at higher altitudes, with water starting to freeze at 7,500 feet and above.

The average creature can function normally without special gear until an altitude of 5,000 feet. Once above 5,000 feet, all affected creatures must succeed at a DC 10 + cold modifier Constitution saving throw at the end of each hour or gain one level of exhaustion (see *Altitude Table* below). Creatures native to cold climates, with immunity or resistance to cold, or wearing protective gear (e.g., a thick coat, gloves, mask) automatically succeed at this saving throw.

Altitude Table

Altitude	Temperature (°C / °F)	Cold Modifier	Air %	Air Thinness Modifier
2,500	10 / 50	–	90%	–
5,000	5 / 41	+0	80%	–
7,500	0 / 32	+2	70%	–
10,000	-10 / 14	+4	60%	+1
15,000	-20 / -4	+6	50%	+2
20,000	-30 / -22	+8	40%	+4
25,000	-40 / -40	+10	30%	+6
30,000+	-50 / -58	+12	20%	+8

ALTITUDE CONDITIONS

These are conditions that creatures may experience due to travelling or being at higher altitudes.

ALTITUDE SICKNESS

Any creature affected by *Altitude Sickness* suffers a -2 penalty to all Intelligence and Dexterity-based checks and saving throws. Additionally, they cannot regain spell slots, remove exhaustion levels, or regain Hit Dice and hit points when taking short or long rests. The condition can be cured for 12 hours by casting the *lesser restoration* or *greater restoration* spell or fully cured by



spending 1d4 long rests at an altitude below 10,000 feet or in a similarly high oxygen environment.

EXTREME COLD

Any creature affected by the *Extreme Cold* condition will have its speed reduced by half and have disadvantage on ability checks, attack rolls and saving throws in addition to the **cold weather condition** effects.

VIEWING DISTANCE

A creature with average eyesight can see things at great distance if they are not obscured by terrain, clouds, or other things.

A rule of thumb for seeing distances in the daytime sky is defined as follows.

- The distance at which you can **perceive** objects is the object's size (in feet) times 500.
- The distance at which you can **identify** objects is the object's size (in feet) times 100.

Using spyglasses or similar items can double or even triple these distances.

To convert to miles assume that 500 feet equals 0.1 mile or 1 mile equals 5,000 feet.

CLOUDS

There are several different kinds of clouds. The thickest kind form between 5,000 and 10,000 feet and are several hundred feet high; rain and storm clouds will be found in this layer. Thinner clouds can be found at 15,000 feet and above and typically are no thicker than 50 feet. Giant cumulonimbus clouds span the entire range between 5,000 to 30,000 feet.

Depending on the thickness of the clouds, a creature's viewing distance can be cut to anything between 500 to 0 feet. In the latter case, the area counts as **heavily obscured**, which means that the creature suffers from the blinded condition.

VIEWING DISTANCES AT NIGHT

At night objects blend into the dark background and are practically invisible unless they have lights on. In fact, a creature with average eyesight can see an unshielded flame at 10,000 feet / 2 miles distance given there are no obstructions.

Night Visibility Table

Items	Visibility (ft.)	Visibility (mi.)
1 torch	10,000	2
10 torches / campfire	25,000	5
Ship's sordalite crystal	50,000	10
Small town / 10 ships	100,000	20
Medium city	500,000	100
Large city	1,000,000	200

ENCOUNTERS IN THE AIR

The skies of Sordane are filled with adventure. This section offers random tables to help you bring to life the challenges airships face while pushing through the clouds.

RANDOM ENCOUNTERS

Each day of travel through the air, roll a d20. On a result of 19 or 20, the airship has a random encounter.

The table below is level independent. This means that it's possible for a low-level party on an airship to run into a threat beyond their level. When presented with such dangers, the party may be forced to flee, parley, or even surrender. Feel free to remove or adjust any of these dangers to better suit your campaign, but remember—not all battles are meant to be won.

The table also allows for encounters with other ships as well as dragons. Additional tables or further detailing such encounters are included after the encounter table.

Sky Encounters

d100	Encounter
01–02	1d2 air elemental
03–07	1d6 cloud skates
08–09	3d6 cloud skates
10	4d6 cloud skates
11–14	1d4 smash mines
15–18	1d4 siphon mines
19–22	1d4 fire mines
23–26	1d4 mental mines
27	1 cloud giant
28	1 couatl
29	1 djinn
30–32	2d6 dust mephits
33–34	1d8 cloud sharks
35	2d8 cloud sharks
36–38	1d4 giant eagles
39–40	1d4 giant vultures
41–42	1d4 harpies
43–48	2d6 ice mephits
49–53	1d4 manticores
54	1 pegasus
55–60	1d6 siphits
61–63	2d6 siphits
64–66	1 green forest ray
67–72	1 giant night ray
73–78	1d4 exonid hunters
79–80	2d4 exonid hunters
81–85	1d6 terrordactyls
86–87	2d6 terrordactyls
88–90	A dragon (generated at random)
91–99	A ship (generated at random)
100	1 noklura

RANDOM DRAGONS

Perhaps the biggest threat to any airship in a Skies of Sordane campaign, dragons, true sky monarchs, frequently come in contact with humanoid who take to the air. Each dragon that the characters encounter presents a unique opportunity. The following rules can be used to generate a dragon that the characters encounter while on their airship.

DRAGON'S ATTITUDE, TYPE, AND AGE

Every dragon the characters meet has an attitude that guides how it interacts with the airship and its crew. Friendly dragons might approach the ship with curiosity or a desire to assist. Neutral dragons may totally ignore the characters. And hostile dragons might attack or threaten the ship.

First, roll or choose a dragon's attitude on the *Dragon Attitude* table. Then roll to determine the dragon's age. Finally, roll on the appropriate table to determine the dragon's type.

If you roll a result of arcane dragon, roll again for the dragon's base type, rerolling any further results of "arcane."

If you roll a result of a wyrmling, roll a d6. On a result of 6, the wyrmling is alone. Otherwise, it is accompanied by an additional 1d4 wyrmlings supervised by another dragon of the same type. Reroll on the dragon age table to determine the age of the wyrmlings' supervisor.

Dragon Attitude

d6	Attitude
1–2	Friendly
3–4	Neutral
5–6	Hostile

Dragon Age

d100	Type
00–10	Wyrmling
11–69	Young
70–98	Adult
99–00	Ancient

Friendly Dragon

d20	Type
1	Arcane
2–5	Brass
6–8	Bronze
9–12	Copper
13	Gold
14–20	Silver

Neutral Dragon

d20	Type
1	Arcane
2	Black
3	Blue
4	Green
5	Red
6	White
7–9	Brass
10–12	Bronze
13–14	Copper
15–16	Gold
17–20	Silver

Hostile Dragon

d20	Type
1	Arcane
2–4	Black
5–9	Blue
10–12	Green
13–16	Red
17–20	White

RANDOM SHIPS

Naturally, the characters' ship won't be the only one in the skies. When the characters encounter a new vessel, use the following rules to determine the nature of the encounter.

SHIP TYPE

The type of airship the characters meet determines the vessel's statistics, along with how many creatures and how much cargo it can carry.

Ship Type

d100	Ship
01	Carcassite Ship
02–30	Shoal Trade Barge
31–48	Sintel Light Cruiser
49–60	Kraken Frigate
61–65	Zephyr Assault Frigate
66–70	Algor Frigate
71–80	Rassen Assault Frigate
81–85	Roshan Cruiser
86–90	Istari Frigate
91–94	Geshtar Dreadnought
95–99	Pinnacle Luxury Yacht
100	Gleaming Shard Science Vessel

SHIP PURPOSE

All airships have a reason for taking to the skies. Roll or choose a purpose on the *Ship Purpose* table at right.

ATTITUDE

All ships have their own attitude toward ships they meet in the air. Some ships might be friendly and open to trade or diplomacy. A neutral ship might not engage at all with the characters. And a hostile ship might attempt to raid or extort the characters' airship.

Roll on the *Ship Attitude* table below to determine the nature of the ship and its crew. This will give you a good base on how the crew and ship that your party encounters should act, but it shouldn't be a limiting factor. Treating a ship-to-ship encounter as a great possible narrative opportunity is encouraged!

Ship Attitude

d20	Attitude
1–2	Friendly and apprehensive
3–4	Friendly and dismissive
5–7	Friendly and inquisitive
8–9	Neutral and apprehensive
10–11	Neutral and dismissive
12–14	Neutral and inquisitive
15–16	Hostile and apprehensive
17–18	Hostile and dismissive
19–20	Hostile and inquisitive

Ship Purpose

d100	Purpose
01–17	Cargo. The ship hauls goods, supplies, and any other materials that need to move across great distances.
18–35	Passenger. These ships carry travelers for business, travel, and everything in between.
36–50	Air Hunting. These commercial vessels rake the skies for birds, dragons, and other creatures that can be sold at market or caught for survival.
51–69	Military. The skies are heavily contested in the Skies of Sordane. As such, military airships are a common sight. These ships carry soldiers, important officers, weapons, and more.
70–90	Piracy. These ships smuggle contraband and lay siege to other ships, air docks, and other airship accessible posts. Not all pirates are evil; some are bound by a code of ethics. Others might only attack the ships of corrupt empires.
91–97	Mercenary. The mercenary ships of Sordane constantly seek the highest bidder for their services. Mercenaries work as explorers, temporary soldiers, monster hunters, smugglers and more.
98–00	Carcassite. Although they are rare, these haunted ships do exist. Sometimes, they are the hollow remains of ships destroyed in battle. Others serve dark necromancers. A carcassite ship might have special resistances and immunities depending on the full extent of its undead nature.





CHAPTER 4. AIRSHIPS

Naturally, airships are the heart of the Skies of Sordane campaign. The first part of this chapter explains airships, their statistics, and how you can use them in Fifth Edition. These rules should give you enough information not only to understand the airships presented later in this book, but also create airships of your own. The remainder of this chapter details the most popular types of airships available to characters.

AIRSHIP STATISTICS

Airships, like monsters and NPCs, have their own statistics. The statistics detailed below allow your airships to adventure and enter combat. Furthermore, they grant your airships unique characteristics that help set them apart from other airships.

COMMON SHIP TYPES

Within Sordane, there are three basic ship types that are commonly found, but many more exist within these umbrellas. These three ship types are drastically different from one another and used by entirely different classes of people for entirely different reasons.

Most navies employ a large number of shard blimps as their main core and supplement soralite ships in for powerful auxiliaries and scout ships. The rich moguls almost never own anything other than luxury soralite yachts and well-off city-dwellers usually only own skyskiffs for personal transportation purposes.

SORALITES

Soralites are the most technologically advanced ships. They populate the skies with a dim glowing blue. These ships are powered by a large soralite crystal attached to the hull of the ship, providing it with flight and power. To integrate a crystal in this fashion takes a lot of skill and expertise. As such, these ships are typically the most expensive of all the ships in Sordane. There are exceptions to this, but due to the sheer size of the crystal required and the expertise needed for a full systems integration, the cost is usually quite high.

SHARD BLIMPS

Shard blimps are easily the most common ships in Sordane. There are fewer overall classes of shard blimps when compared to the more powerful soralite ships, but they are far more plentiful as most passenger and merchant ships are shard blimps. They each have a shard furnace below deck and a Featherhatch Canvas envelope above it. These ships make use of relatively small shards of soralite magically burning inside the shard furnace and filling the envelope with magical vapors, giving the ship its power of flight.

Due to the cost-saving nature of these ships, they are usually much slower and less well armed than soralite ships. They often do not have the power to equip spell cannons or spell jet thrusters.

SKYSKIFFS

Skyskiff is a very broad term for any type of aircraft that is too small to voyage great distances on. These skyskiffs are typically operated within cities as personal craft, taxis, or even racing vessels.

They are powered by much smaller sordalite crystals than the soralite ships, often mounted on the hull or inside an internal generator located in the hull. These ships don't rely on the sheer size of their crystals for their flight or power and have to be magically enhanced in order to make them fly. All of the ship's power is used for flight and propulsion; if the ship has weaponry it must be equipped with a secondary weapon crystal. Weaponry on skyskiffs is typically outlawed in most nations and cities.

BASIC STATISTICS

An airship's stat block is divided into two main parts: its core statistics and its action allowance. Generally, airships can't take actions on their own—they require a crew.

SIZE AND SPACE

Like monsters, airships have size categories, typically Huge or Gargantuan. An airship's size category is determined by its longest measurement. For example, an airship that is 130 feet long and 20 feet wide would be considered Gargantuan, since its length is 130 feet. A 100-foot by 30-foot airship occupies a space that is 100 feet by 30 feet. An airship cannot move into a space that is too small to accommodate it.

ARMOR CLASS

The ship has its own Armor Class, reflecting the most common materials used to construct the airship.

HIT POINTS AND DAMAGE THRESHOLD

An airship is destroyed if its hit points reach 0. If a ship has a damage threshold, that threshold appears after its hit points. An airship has immunity to all damage unless it takes an amount of damage that equals or exceeds its threshold, in which case it takes damage as normal. Any damage that fails to bypass the threshold is considered superficial and doesn't reduce the ship's hit points.

STAFF, PASSENGERS, AND CARGO

Airships have limits to the number of crew, passengers, and cargo they can carry, as detailed in its capacity line. An airship with too many passengers may suffer in its logistics capabilities. Likewise, an airship overloaded with cargo might not move or might even begin to descend.

TRAVEL PACE

An airship's travel pace is how far the vehicle can move per hour and per round during combat. Most airships are capable of constant travel, which means they can travel for 24 hours without stopping. For an airship to move, it must have a spelldriver aboard the ship who must use the spelldriving mode *momentum* to move the ship. If the spelldriver is incapacitated or leaves the ship, the ship cannot move until a new spelldriver takes over the helm and uses their own *momentum* mode or the spelldriver returns to their post.

ABILITY SCORES

Like characters and monsters, airships have their own ability scores—Strength, Dexterity, Constitution, Intelli-

gence, Wisdom, and Charisma—which use the same modifiers. An airship's Strength is its size and weight. Dexterity is how well the ship performs and handles.

Its Constitution represents the ship's overall toughness and caliber of construction. As objects, airships usually have scores of 0 for Intelligence, Wisdom, and Charisma. Airships with 0 scores automatically fail ability checks and saving throws related to that score.

VULNERABILITIES, RESISTANCES, AND IMMUNITIES

If an airship has vulnerabilities, resistances, or immunities, these traits apply to all of the airship's components. As objects, airships are typically immune to poison and psychic damage. Furthermore, they are usually immune to the blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious conditions.

AIRSHIP ACTIONS

On its turn, the airship takes special actions rather than the actions used by creatures. The airship even relies on its actions to move and is unable to move otherwise.

The captain of the airship determines the actions that the ship takes on its turn. The captain can direct a number of actions as shown in the Captain's Actions column of the *Captain* table on page 40. If a creature without the captain role assumes the role of the airship's captain, then the creature can only cause the ship to take one action per round. A ship cannot use one of its action options more than once per round.

All of the actions that the ship can take are listed in the airship's base stat block or offered by one of its upgraded components.

Initiative. Like all creatures, when it comes to combat airships roll for their own initiative, acting on their own turn in the order. Unlike creatures however, a ship's initiative can be influenced by its crew, with seasoned navigators and crew feats able to affect the outcome. As stated above, when it comes to a ship's turn in combat they are reliant on the captain to issue orders from moving, to reloading weaponry; which the captain does on the ship's turn assuming they aren't unconscious.

Crew and Actions. Some of the ship's actions require crew to be present at the station. For example, a non-magical ballista requires at least three crew members to operate. If a station lacks the requisite crew, the captain cannot use his or her airship tasks to direct that station or component. Once per turn, the captain can use one of his or her allotted airship actions to reassign any number of crew to different parts of the ship.

Spelldriver Points and Actions. Some of the ship's actions require the captain to use spelldriver points, as described in *Chapter 5: Spelldriving*. If the captain or any of the ship's spelldrivers lack the requisite spelldriver points to perform the action, the action does not happen.

AIRSHIP UPGRADES

Airships are massive machines. They come in many different models with pre-existing weapons and armor, but the

owners of these ships often need to upgrade them. In this section, you will find upgrade parts that can be bought and applied for any ship in Sordane.

Each component has its requirements and stats listed below its description. These new stats should be applied and modified along with any ship stat block you use. The stat blocks provided are the generic, most common, version of each airship.

Ship Upgrades Table

Component	Cost
Shard Blimp to Soralite Upgrade	Ship Hull Cost x3
Deck Upgrades	
Light Ballista	150 gp
Light Ballista Bolt x10	25 gp
Ballista	500 gp
Ballista Bolt x10	200 gp
Light Cannon	2,500 gp
Heavy Cannon	3,500 gp
Cannon Ball x10	300 gp
Swivel Gun	1,000 gp
Swivel Gun Cannon Ball x10	100 gp
Hull Upgrades	
Reinforced Hull	Ship Hull Cost x2
Steel-Plated Hull	Ship Hull Cost x3
Titanium-Plated Hull	Ship Hull Cost x4
Propulsion Upgrades	
Propeller Engine	2,500 gp
Sails	5,000 gp
Spell Jet Thruster	15,000 gp
Armament Upgrades	
Hookshot Cannon	2,500 gp
Spell Cannon, Single	5,000 gp
Spell Cannon, Twin	7,500 gp

SHARD BLIMP TO SORALITE UPGRADE

To upgrade a shard blimp to a soralite ship, you must pay the listed cost. In addition, the ship must have access to a soralite crystal large enough to power the new soralite ship. This can be done through typical adventuring, or as part of the Exploration downtime activity (see *Airship Downtime Tasks* on page 46).

DECK UPGRADES

In addition to the integrated systems of a ship, many ships have components on their decks such as deck cannons and ballista or lower-deck cannon batteries.

BALLISTA

A ballista is a large crossbow freewheeling on the deck that fires heavy bolts. When added to the deck of an airship, a

minimum of three crew members can use one of the ship's actions to ready, aim, and fire the weapon. All ballistae can be fired at the same time using the same action, regardless of the ballista's placement on the ship's deck. A ballista has all the same condition and damage vulnerabilities, resistances, and immunities as the ship's hull.

Crew Minimum: 3

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

Ships Allowed: Soralites, shard blimps, and skyskiffs.

CANNONS

Cannons use smokepowder to propel heavy balls of cast iron through the air at destructive speeds. Cannons come in two sizes: regular and heavy. When you equip a ship with cannons, you must decide where the cannon is placed—aft, bow, port, or starboard. A minimum crew can use one of the ship's actions to ready, aim, and fire the weapon (see each version below for minimum crew). A ship can use a single action to fire the cannons from one side of the ship.

Both light and heavy cannons have all of the same condition and damage vulnerabilities, resistances, and immunities as the ship's hull.

LIGHT CANNONS

Crew Minimum: 3

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

Ships Allowed: Soralites and shard blimps.

HEAVY CANNONS

Crew Minimum: 4

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

Ships Allowed: Soralites and shard blimps.

HULL UPGRADES

A ship may have the hull and components upgraded for added protection and combat ability. A ship may have only one hull upgrade at a time. However, hull upgrades can be removed, incurring a fee of 10% of the current hull price; for example, a Sintel Light Cruiser with a reinforced hull can have it removed and replaced with a steel-plated hull. The Hull Upgrade AC bonuses are excluded from the Deck Upgrade components. Only the hull and parts attached to the outer hull benefit from these reinforcements.

REINFORCED HULL

The ship's hull is reinforced with thicker walls. A ship equipped with a reinforced hull increases the AC of its hull and helm by 2. The cost of improved armor is 2 times the cost of the ship's hull. A ship with the Reinforced Hull upgrade cannot have the Steel-Plated Hull or Titanium-Plated Hull upgrades.

Improvements: The AC of its hull and helm increase by 2.

Ships Allowed: Soralites, shard blimps, and skyskiffs.

STEEL-PLATED HULL

The ship has steel plates added to its hull and components. All components' ACs are increased by 2 and the ACs of its hull and helm increase by 2. The cost of improved armor is 3 times the cost of the ship's hull. A ship with the Steel-Plated Hull upgrade cannot have the Titanium-Plated Hull or Reinforced Hull upgrades.

Improvements: All hull components' ACs increase by 2 and the AC of its hull and helm increase by 2.

Ships Allowed: Soralites and shard blimps.

TITANIUM-PLATED HULL

The ship has titanium plates added to its hull and components. All components' ACs are increased by 3 and the ACs of its hull and helm increase by 3. The cost of improved armor is 5 times the cost of the ship's hull. A ship with the Titanium-Plated Hull upgrade cannot have the Steel-Plated Hull or Reinforced-Hull upgrades.

Improvements: All hull components' ACs increase by 3 and the ACs of its hull and helm increase by 3.

Ships Allowed: Soralites and shard blimps.

PROPULSION UPGRADES

A ship may upgrade its propulsion. Upgrading includes adding more of the same type it already has, or completely switching out the technology it uses. A ship may have any number of propulsion components added to its hull provided that it has the sufficient number of hull mounts. Each ship will have its number of mounts listed on its individual stat block.

PROPELLER ENGINES

Most airships come equipped with two propeller engines, the most common form of propulsion. They vary drastically in size and style, but typically provide the same benefit relative to the size of ship they are installed on.

Armor Class: 18

Hit Points: 100

Propeller Engines: *Travel Pace:* +10 mph. *Speed:* Fly +10 ft.

Improvements: A ship with more than two propeller engines gains a +2 bonus to its AC and to Dexterity saving throws.

Damaged: -5 ft. speed and -5 mph travel pace per 25 damage taken. Once the propeller engine's speed becomes 0 it is inactive; however, it can be repaired by the ship's boatswain or repair drone. If the propeller engine is reduced to 0 hit points it is destroyed and must be replaced.

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

Ships Allowed: Soralites, shard blimps, and skyskiffs.

SAILS

An ancient form of propulsion from before sordalite crystals were used to power ships, sails are still a reliable source of movement available to airships. The strength of the sails is determined by the wind each day, which the GM decides. When an airship is outfitted with sails, either two or three masts are attached to the deck of the ship, depending on its size.

Armor Class: 12

Hit Points: 100

Sail: *Travel Pace while sailing with the wind:* +30 mph.

Speed: Fly +30 ft.

Travel Pace while sailing into the wind: +15 mph.

Speed: Fly +15 ft.

Travel Pace while sailing with no wind: +0 mph. *Speed:*

Fly +0 ft.

Damaged: -10 ft. speed and -10 mph travel pace per 25 damage taken. Once the sails speed becomes 0 they are too damaged to be able to catch any wind; however, they can be repaired by the ship's boatswain or repair drone. If the sails are reduced to 0 hit points they are destroyed and must be replaced.

Ships Allowed: Soralites and skyskiffs.

SPELL JET THRUSTERS

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

Armor Class: 18

Hit Points: 150

Spell Jet Thruster: *Travel Pace:* +20 mph. *Speed:* Fly +20 ft.

Improvements: A ship with more than two spell jet thrusters gains a +3 bonus to its AC and to Dexterity saving throws.

Damaged: -5 ft. speed and -5 mph travel pace per 25 damage taken. Once the spell jet thruster's speed becomes 0 it is inactive; however, it can be repaired by the ship's boatswain or repair drone. If the spell jet thruster is reduced to 0 hit points it is destroyed and must be replaced.

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

Ships Allowed: Soralites and skyskiffs.

ARMAMENT UPGRADES

The skies of Sordane are littered with dangers. Many of the more powerful ships have side-mounted armaments that help enhance the abilities of their spelldrivers and crew. Typically these side-mounted components are reserved for soralite ships due to the lack of power reserves on the shard blimp, but occasionally some lower-powered side-mounted modules can be installed on shard blimps.

SPELL CANNONS (SINGLE AND TWIN)

Spell cannons are arcane weapons through which spelldrivers cast evocation spells. When you equip a ship with a spell cannon, you must decide where the spell cannon is placed—aft, bow, port, or starboard. A minimum of three crew members are required to operate a spell cannon, one of which must be a spelldriver.

Twin Spell Cannon. When a spelldriver casts a spell through twin spell cannons, they can spend an additional number of spelldriving points equal to the spell's level to target a second target in range with the same spell (1 spelldriving point if the spell is a cantrip).

Armor Class: 18

Hit Points: 125

Crew Minimum: 3 (1 spelldriver)
Mounts Allowed: Left (Port), Right (Starboard), Front (Bow), Rear (Aft)
Ships Allowed: Soralites.

HOOKSHOT CANNON

Hookshot cannons are hull upgrades that attach to a ship's side mounts. A minimum of four crew members operate it from below deck. Boarding hookshots allow a ship to grapple a ship being chased in order to bring it alongside to board.

To fire boarding hooks, the ship must make a single hookshot attack. On a hit, the target ship is grappled. Until this grapple ends, the ship's crew can use its movement to board the target ship. As an action, the target ship can make a DC 22 Strength check, ending the grapple on a success. While grappled, a ship's movement is reduced to 0 unless it has greater propulsion than the grappling ship.

Armor Class: 18

Hit Points: 100

Crew Minimum: 4

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

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

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

Ships Allowed: Soralites and shard blimps (if equipped to a shard blimp, the ship can never have more than two propeller engines).

DECK WEAPONS

Deck weapons come in many varieties; however, the two most common are the *swivel gun* and the *light ballista*. These weapons are mounted on the deck of ships with a pivoting head allowing them to fire at threats both on and off the ship. All swivel guns or light ballistae can be fired at the same time using the same action, regardless of their placement on the ship's deck. It is not uncommon for ships with larger funding to replace the swivel guns with more powerful and versatile *zap guns*.

SWIVEL GUNS

Armor Class: 16

Hit Points: 25

Crew Minimum: 2

Cannon: *Ranged Weapon Attack:* +6 to hit, range 120/360 ft., one target. *Hit:* 17 (5d6) bludgeoning damage.

Ships Allowed: Soralites, shard blimps, and skyskiffs.

LIGHT BALLISTA

Armor Class: 13

Hit Points: 20

Crew Minimum: 1

Light Ballista Bolt: *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 9 (2d8) piercing damage.

Ships Allowed: Soralites, shard blimps, and skyskiffs.

AIRSHIP ECONOMY

Sordane's numerous nations and kingdoms have their own unique economies and trade markets that all revolve around the use of airships. Regardless of this vast diversity, the act of buying, selling, or commissioning an airship for construction always follows the same fundamentals.

COMMISSIONING

It is common for successful adventuring parties, growing trade businesses, passenger airlines, and naval forces to commission the construction of new airships.

Perhaps a new class of warship has been developed and the local nations are scrambling to build this new class in order to keep up the arms race with their neighbors; or a group of intrepid adventurers came into a small fortune and wants to build their own mobile HQ. Regardless of the reason, shipbuilders are common everywhere in Sordane.

SHIP BLUEPRINTS

In order for a ship to be commissioned and built, the design of the ship either needs to be common enough that the builders already have the schematics for it, or the commissioning party must supply designs to the builders. Without ship blueprints, it cannot be built.

SHIP MATERIALS

It is assumed that the materials needed are included in the cost of the ship (see the *Sordane Ships* table on page 64). Due to the sheer size, or perhaps the contents of each ship, not all ships are able to be built in every region. If a city or town with a shipwright has a low supply of metal, it is unlikely that it would be able to source the materials for the construction of a shoal class trade barge. As the GM, it is up to you to determine the scarcity of these materials based on your campaign.

SORDALITE CRYSTALS

It is quite possible the ship to be commissioned is a soralite. Soralites use massive sordalite crystals attached to their hulls in order to fly and power their considerable attachments. In such cases, a large, refined sordalite crystal is required. This specific material for ship construction is **not** included with the ship's build cost and must be sourced in its own way.



Sordane Ships

Name	Rarity	Hull Cost	Crystal Req.	Crystal Weight	Ship Type	Soralite Capable	Avg. Time to Build
Civilian Vessels							
Gleaming Shard	Very Rare	120,000 gp	Yes	100 lb.	Soralite	Yes	9 months
Pinnacle	Rare	100,000 gp	Yes	100 lb.	Soralite	Yes	12 months
Racing Skiff	Rare	6,000 gp	Yes	25 lb.	Skyskiff	No	2 months
Shoal	Common	15,000 gp	No	50 lb.	Shard Blimp	Yes	1 month
Sky Coach	Common	3,000 gp	Yes	25 lb.	Skyskiff	No	1 month
Cruisers							
Algor	Common	60,000 gp	Yes	100 lb.	Soralite	Yes	9 months
Roshan	Uncommon	100,000 gp	Yes	100 lb.	Soralite	Yes	12 months
Sintel	Common	35,000 gp	No	100 lb.	Shard Blimp	Yes	3 months
Dreadnoughts							
Geshtar	Rare	150,000 gp	Yes	200 lb. + 75 lb.	Soralite	Yes	12 months
Frigates							
Istari	Very Rare	<i>See description</i>	Yes	75 lb.	Soralite	Yes	12 months
Kraken	Rare	<i>See description</i>	Yes	75 lb.	Soralite	Yes	Special
Rassen	Common	25,000 gp	Yes	50 lb.	Soralite	Yes	9 months
Zephyr	Common	40,000 gp	Yes	50 lb.	Soralite	Yes	9 months
Uncategorized							
Carcassite	Very Rare	<i>See description</i>	Yes	100 lb.	Soralite	Yes	Unknown
Reaper	Very Rare	<i>See description</i>	Yes	100 lb.	Soralite	Yes	Unknown

Sourcing a sordalite crystal of sufficient size is not always simple. Occasionally, the shipwright hired to do the commission may have an appropriate crystal in stock to fulfill the order, but more often than not, they don't keep such things readily available and the party commissioning the ship is expected to supply the crystal. Crystals large enough for ship construction can sometimes be found in markets, especially in larger cities, but this is not always the case and other means of attaining an appropriately sized crystal is necessary. See *Chapter 7: Items and Economy* for information on sordalite crystal costs and uses.

BUYING AND SELLING

Sometimes the price for commissioning a new ship is too high, or the length of time required to build it is too long; the buying and selling market for new or second-hand airships in Sordane is lucrative and robust. Some ships will be scrapped to build new ones, but many others will be sold to offset the cost for building a newer ship. As such, it's sometimes possible to get second-hand ships for half, or even a third, of their original cost. It mostly depends on the condition of the airship and where it's being sold.

A new airship is usually equal to 1.5x the hull cost of a specific ship hull. This cost generally covers all of the materials for construction of the engines, weapons, and hull and all of the furnishing inside. It **excludes** the sourcing **and** the cost of the crystal required (unless it's a shard blimp).

SKY COACHES

Found in almost every city, town, and village in Sordane, skycoaches are small airships used as a domestic taxi service transporting people and goods. The skycoach is an often-underappreciated but crucial part of many cities' infrastructure.

Unlike other airships, skycoaches have their hull enchanted to propel them: they typically do not have any engines or sails. In larger cities, however, express coaches are a common sight, equipped with propeller engines or miniature spell jet thrusters to improve their speed. This often lends the skycoach a quiet flying experience, save for the propeller equipped ones, while it hovers through the air, the walls and floors creaking as the ship moves through the city. For this reason skycoaches run through the day and night with minimal disturbance to sleeping citizens.

The crux of the skycoach is the amount of maintenance they need. Typically being made from cheap materials and getting constant use leads to them degrading quickly, being scrapped and replaced with some regularity. Some larger cities are known to hand down their skycoaches to smaller villages with less infrastructure under the guise of a gift.

SKYCOACH

Gargantuan vehicle (40 ft. by 15 ft.)

Creature Capacity 8 (crew + passengers)

Cargo Capacity –

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	0	0	0

Damage Immunities poison, psychic

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

HULL

Armor Class 15 (15 natural armor)

Hit Points 300 (damage threshold 15)

HELM

Move up to the speed of the ship's enchanted sordalite crystal, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

SHIP COMPONENTS

Helm

Armor Class 16

Hit Points 50

Crew Minimum 1 spelldrivers

ACTIONS

On its turn, the sky coaches captain can take the movement action twice.

Movement: Enchanted sordalite crystal. The ship can use its helm to move with its enchanted sordalite crystal. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode.

Travel (fly). 20 mph **Speed (fly).** 20 ft.



SKYSKIFFS AND SKIFF RACING

Ever since taking to the air with flying ships was possible, the need was there for faster, smaller, and more streamlined models. From a military perspective, they are effective in battle as support ships to the larger frigates and cruisers. From a private sector perspective, they draw all classes of people: providing the poor with amazing and daring skiff races and the rich with a thrill-seeking ride of danger.

Many of these kinds of ships were built over the years, differing wildly in design and function and unified only by their small size and fundamental technology. These ships as a whole are known as skyskiffs. They vary in their function from workhorse intercity cargo haulers, to blazingly fast racing skiffs. The class of skyskiff is a broad family of vessels.

SPORT OF CHAMPIONS

The most prevalent and well-known use of skyskiffs are the skiff races, a sport that is enjoyed across Sordane. Each country and culture has their own traditions, designs, and rules. These occasionally deadly and highly entertaining exhibitions of speed, violence, and skill are one of the most popular forms of entertainment in Sordane.

Skiff races became immensely popular as both hobby and profession over 1,000 years ago. There are continental and national leagues in every corner of the world and even a world cup event every decade, pitting the most skilled and ruthless racers against one another.

Gambling on the races has also become an integral part of the experience for spectators, with some pots rivaling the size of smaller prize pools available to racers. Most of the racers themselves are either rich thrill-seekers with nothing better to do than hone their craft, or commoners selected from the people by wealthy skiff owners due to their innate skill at skiff racing.

RACING REGULATIONS

Skiff racing technology doesn't often advance much. Having been around for centuries, it has gone through ebbs and flows of being heavily regulated to not regulated at all. Depending on the country or area one finds oneself in, there could be a ban on a specific model of ship or module as well as heavy rules for etiquette and conduct during a race. Alternatively, there could be no regulations at all, where anything goes and fatalities are a common occurrence. The massive differences between nations and their rules often leads to the creation of different leagues and circuits that have nations with similar rules competing against one another.

The SRC, or the Skiff Racing Commission, is the worldwide organization that oversees and regulates the races in each league and circuit based on the laws of the nation they take place in. There are many underground skiff races that happen outside of the watching eyes of the SRC, but all above-board and legal races are managed by the SRC.

RACING SKIFF

Gargantuan vehicle (20 ft. by 13 ft.)

Creature Capacity 5 (crew)

Cargo Capacity –

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

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

Saving Throws Dex (+3)

Damage Immunities poison, psychic

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

HULL

Armor Class 18 (15 natural armor + 3 for more than 2 spell jet thrusters)

Hit Points 200 (damage threshold 15)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull mounted modules that grant it mobility and additional fighting capabilities. These hull mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 1 port side mount on the stern of the hull.

- **Upper Stern:** Spell Jet Thrusters

Starboard Mounts. This airship has 1 starboard side mount on the stern of the hull.

- **Upper Stern:** Spell Jet Thrusters

Stern Mounts. This airship has 1 stern mount.

- **Lower Stern:** Spell Jet Thrusters

SHIP COMPONENTS

Helm

Armor Class 16

Hit Points 50

Crew Minimum 1 spelldrivers

Spell Jet Thrusters (3)

Armor Class 18

Hit Points 150

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: 3 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode.

Travel (fly). 60 mph **Speed (fly).** 60 ft.

SKIFF RACING TEAMS & SHIPS

Having so many different regulations across the planet makes having a specific outline for the teams very difficult, but in general, the following rules apply to the vast majority of the circuits.

Skiffs are typically crewed by a minimum of three people: at least one navigator, one pilot, and one spelldriver. There are some skiff racing leagues that have minimum crews of six with much larger ships that push the boundaries of “skiff” and there will occasionally be the rare instances of single or dual crew skiff races.

The racing skiff will typically have a weight of 1,000 lbs. and a length of 20 feet with a width of 13 feet, but these dimensions vary depending on the league itself. Some of the more deadly leagues have larger ships with armaments and more spelldrivers to hurl offensive spells at their opponents.

Skiffs delicately balance the size of the crystal against the power that different-sized crystals command. While a larger crystal offers more power, building a manoeuvrable ship able to make sharp turns and fit in tight spaces with such a bulky crystal is counterproductive. As such, a twenty-five-pound crystal has become the recommended size by the SRC. Despite this recommendation, many experimental contraptions have seen debuts in unofficial races, such as Juno Ianmala's Door of Expediency.

This ingenuity isn't taken lightly by racing teams around Sordane. Many talented engineers and the spelldrivers brazen enough to test their creations are scouted by the skiff-racing leagues. They are approached with offers to join any number of organisations, causing many to join the races in hopes of finding their big break.



SINTEL LIGHT CRUISER

Shard Blimp, Fleet Support, 150 ft.

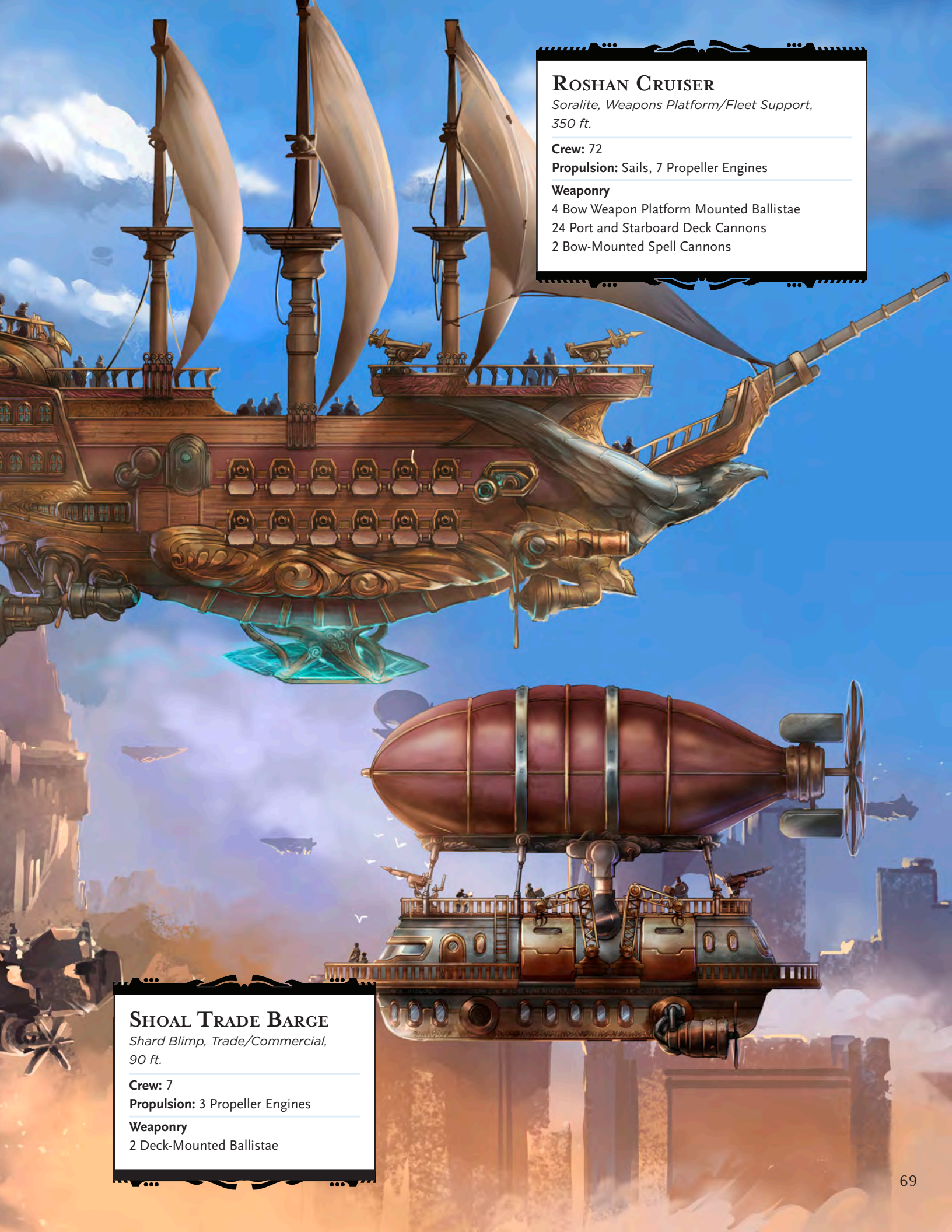
Crew: 58

Propulsion: 5 Propeller Engines

Weaponry

22 Port and Starboard Deck Cannons

2 Bow-Mounted Hookshot Cannons



ROSHAN CRUISER

Soralite, Weapons Platform/Fleet Support, 350 ft.

Crew: 72

Propulsion: Sails, 7 Propeller Engines

Weaponry

4 Bow Weapon Platform Mounted Ballistae

24 Port and Starboard Deck Cannons

2 Bow-Mounted Spell Cannons

SHOAL TRADE BARGE

Shard Blimp, Trade/Commercial, 90 ft.

Crew: 7

Propulsion: 3 Propeller Engines

Weaponry

2 Deck-Mounted Ballistae

SINTEL LIGHT CRUISER

Although dated, sintel light cruisers, a Cin'darian navy mainstay, still see heavy use among Carren pirates, the Cin'dar Navy, and other nations and organizations throughout the northern continent of Bordair and beyond.

It is an extremely versatile ship. In its nearly 500 years of service, it has seen almost every iteration and configuration possible. Generally, it is a very cheap and robust gunboat for the navies of many Sordane nations. Even within their naval duties, the sintel cruisers serve many purposes. They can be fully armed high-tech soralite gunboats or completely weaponless cargo or troop transports. Even swift-moving scout ships completely loaded with propulsion modules are not unheard of for this signature ship.

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

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

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship.

Rigging. Rigging on the ship can be climbed without an ability check.

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

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

EXAMPLE SINTEL CREW

A sintel cruiser requires a relatively large crew to operate at a minimal combat level. Due to its large array of gunpowder cannons, gunners are often in great numbers on these ships. The typical crew for a non-player-operated sintel cruiser includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One captain (page 215)
- Five other officers: a first mate (page 216), a bosun (page 215), a navigator (page 216), a medic (page 216), and a cook (page 215)
- Two spelldrivers (page 217)
- Thirty sailors (page 217)
- Twenty soldiers (page 217)

SHIP DECK GUIDE

The interior of the sintel is highly versatile. It can be converted for almost any use and is often configured to be a large passenger ship or a military cargo ship. The standard equipage is as below, but there is nothing preventing the ship's owner from configuring it in any way needed.

LEVEL 1: TOP DECK

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

Bow Half Section. The section in the front of the ship is mostly used for storing cannonballs and food; however, it can also be used to transport cargo. Occasionally, it will be turned into a soldier barracks when a sintel is overly loaded with soldiers for battle or other expeditionary excursions.

Stern Half Section. The section at the back of the ship is the mess and galley of the ship where sailors relax and let loose while they eat their meals together. Occasionally this section can also be turned into an expanded barracks or munitions storage area for expanded use.

LEVEL 2: THE ENGINE DECK

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

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

Gun Deck. The middle of the second level is the ship's main interior gun deck. It is separated from the front brig by a full wall and a large iron door. It is most often equipped with gunpowder cannons, but some richer nations and captains outfit their ships with expensive zap cannons. It has the capacity for six cannons on each side.

Alternatively, some are refurbished to be passenger ships and have their gun decks completely removed for more passenger-friendly facilities.

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

LEVEL 3: PASSENGER QUARTERS

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

SINTEL LIGHT CRUISER

Gargantuan vehicle (150 ft. by 60 ft.)

Creature Capacity 100 (crew and passengers)

Cargo Capacity 150 tons

Hull Mounts 3 Left (Port), 3 Right (Starboard), 1 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. 17 (15 natural armor + 2 for more than two propeller engines)

Hit Points. 500 (damage threshold 20)

HELM

Move up to the speed of the ship's propeller engines, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Minimum Crew. 2 spelldrivers

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

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

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

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

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

Stern Mount. This airship has 1 stern mount.

- **Stern:** Propeller Engine

SHIP COMPONENTS

Helm

Armor Class 16

Hit Points 50

Crew Minimum 2 spelldrivers

Propeller Engines (5)

Armor Class 18

Hit Points 100

Crew Minimum –

Hookshot Cannons (2)

Armor Class 18

Hit Points 100

Crew Minimum 4

Light Cannons (22)

Armor Class 18

Hit Points 50

Crew Minimum 3

ACTIONS

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

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

Travel (fly). 50 mph **Speed (fly).** 50 ft.

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

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

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

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



ROSHAN CRUISER

The roshan cruisers of the Cin'darian Navy have been in use and remained a mainstay in the navy for 1,000 years. They were first invented by the Cin'darian Empire in the efforts to subdue the shardforged awakening during the Construct Wars. Their ability to win engagements against smaller ships in larger numbers won them the feared reputation they have today.

They bring to bear an impressive arsenal of weaponry. They are typically crewed by a large, and veteran, contingent of spelldrivers who operate and fight with the ship with vicious efficiency.

Decks. The roshan has three lower decks and one upper half deck on the bow and stern of the ship.

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

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship.

Rigging. Rigging on the ship can be climbed without an ability check.

Hull. The ship's hull is 350 feet long and 60 feet wide. It is made of sturdy hardwoods and metals.

EXAMPLE ROSHAN CREW

A roshan cruiser requires a large crew to operate at a minimal combat level. Due to its impressive array of weaponry, a large number of gunners and spelldrivers are required. The typical crew for a non-player-operated roshan cruiser includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One captain (page 215)
- Five other officers: a first mate (page 216), a bosun (page 215), a navigator (page 216), a medic (page 216), and a cook (page 215)
- Six spelldrivers (page 217)
- Forty sailors (page 217)
- Twenty soldiers (page 217)

SHIP DECK GUIDE

The roshan's top and interior decks are almost always fitted for patrol duties or wartime operations. They are a closely guarded secret of the Cin'dar navy and are almost never seen in any capacity other than military. The top deck is usually where the ship's generous contingent of spelldrivers and ballista crew operate from, ensuring that both get the best view for unleashing their weaponry upon the enemy.

LEVEL 1: TOP DECK

The top deck of the roshan is configured with two half levels on the stern and an expanded raised weapons platform on the bow. There are no deck guns located on the top deck.

Bow Weapons Platform. The bow of the roshan is outfitted with an exposed weapon platform sitting above the front of the ship. This wide vantage point allows for the four hull-mounted ballistae to get an advantageous shooting angle on their targets.

Stern Lower Section. The lower section on the top deck's stern is the captain's quarters.

Stern Upper Section. The upper section on the stern is for daily ship operations. This is where the captain meets with his leaders and advisers.

LEVEL 2: BRIG AND GUN DECK

The second level of the ship is where the first gun deck is located as well as the ship's brig and mess hall and galley.

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

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

Mess Hall / Galley. The stern of the second level is where the mess hall and galley are located. It is separated from the gun deck by a full wall and a large iron door.

LEVEL 3: CABINS AND GUN DECK

The third level of the ship is where the second gun deck is located, along with the officer and diplomat cabins. This deck also contains a storage hold in the bow.

Storage Hold. The bow of the third level is separated from the middle gun deck by a full wall and a large iron door. This storage room is used for munitions and food supplies.

Gun Deck. The middle of the third level is the ship's main interior gun deck. It is separated by a full wall and a large iron door from the storage hold. It is equipped with six light cannons on each side.

Cabins. At the stern of the third level is where the cabins and private quarters are located. These cabins are reserved for the senior spelldrivers and officers of the ship as well as any diplomats or VIPs hitching a ride on the cruiser.

LEVEL 4: ENGINE AND BARRACKS

The lowest level of the ship is where the crew sleeps and the engine is maintained. The two sections are divided by a full wall and a large iron door.

Barracks. The barracks takes up three quarters of the deck and are mainly hammocks layered on top of one another. It is a cramped and less-than-private situation, but comfortable enough for most sailors and soldiers serving their stint on one of the proud ships.

Engine Room. The stern of the lowest level is where the engine room is located. It is separated from the barracks by a full wall and a large iron door. The roshan's engine is massive and requires four crew members to maintain and operate it at any one time.

ROSHAN CRUISER

Gargantuan vehicle (350 ft. by 60 ft.)

Creature Capacity 120 (crew and passengers)

Cargo Capacity 300 tons

Hull Mounts: 4 Left (Port), 4 Right (Starboard),
1 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. 17 (15 natural armor + 2 for more than two propeller engines)

Hit Points. 1,000 (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.

Minimum Crew. 2 spelldrivers

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.

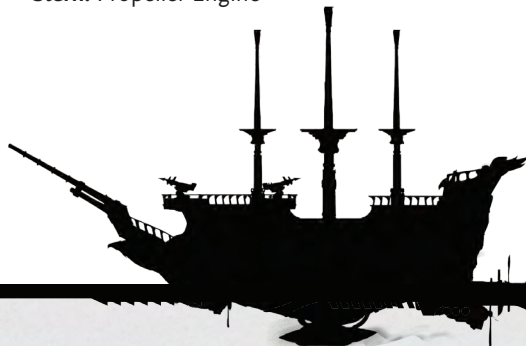
- **Upper Stern:** Propeller Engine
- **Lower Stern:** Propeller Engine
- **Upper Bow:** Spell Cannon
- **Lower Bow:** Propeller Engine

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
- **Lower Stern:** Propeller Engine
- **Upper Bow:** Spell Cannon
- **Lower Bow:** Propeller Engine

Stern Mount: This airship has 1 stern mount.

- **Stern:** Propeller Engine



SHIP COMPONENTS

Helm

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Propeller Engines (7)

Armor Class: 18

Hit Points: 100

Crew Minimum: –

Sails

Armor Class: 12

Hit Points: 100

Crew Minimum: –

Ballistae (4)

Armor Class: 15

Hit Points: 50

Crew Minimum: 3

Hookshot Cannon (2)

Armor Class: 18

Hit Points: 100

Crew Minimum: 4

Light Cannons (24)

Armor Class: 18

Hit Points: 50

Crew Minimum: 3

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: 7 propeller engines + sails. The ship can use its helm to move with its propeller engines and sails. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode unless it's strictly using its sails.

Sails + Propeller Engines: Travel Pace. 100 mph

Speed (fly). 100 ft.

Propeller Engines Only: Travel Pace. 70 mph

Speed (fly). 70 ft.

Sails Only: Travel Pace 30 mph **Speed (fly)** 30 ft.

Fire Port Light Cannons (12): Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. **Hit:** 44 (8d10) bludgeoning damage.

Fire Starboard Light Cannons (12): Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. **Hit:** 44 (8d10) bludgeoning damage.

Fire Ballistae (4): Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. **Hit:** 16 (3d10) piercing damage.

SHOAL CLASS TRADE BARGE

Many a crew have hidden from danger within the thick walls of a shoal barge, with nothing but optimism and momentum to carry them through dangerous situations, hoping that their shard blimp propeller engines or sails don't sustain enough damage to leave them stranded and at the mercy of their attacker or send crew, cargo, and ship crashing down to the ground.

Decks. The shoal trade barge has one top deck accompanied by an outer open walkway with access points into the first level. It has two interior levels.

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

Doors. The ship's doors are made of a mix of iron doors (AC 19, 36 hit points) and wood doors (AC 15, 18 hit points). The doors are immune to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship. The ship has many windows, allowing for light on all decks during the daytime without lanterns.

Hull. The ship's hull is 90 feet long and 35 feet wide. It is made of sturdy metals on the full exterior; wood and metals make up the interiors.

EXAMPLE SHOAL CREW

The shoal trade barge doesn't require a very large crew in order to operate. It usually makes do with fewer than 10 crew members aboard the ship whether its purpose be commercial or personal.

- One captain (page 215)
- One first mate (page 216) and a cook (page 215)
- One spelldriver (page 217)
- Three sailors (page 217)

SHIP DECK GUIDE

The shoal decks are almost always laid out the same way whether used for trade or commercial reasons. The upper deck is used for storage and has two outer doors, each with a loading crane on the outside of the ship. The lower deck is where the engine room and the cabins are located.

TOP LEVEL

The top level of the shoal is one of its defining features. Aside from its large shard blimp envelope lifting the whole ship up, it has a couple of top decks that provide amazing views to its crew.

Walkway. The top level of the ship has a walkway that continues all around the hull. This walkway has several access points that lead into the interior: two on the bow on either side of the cockpit and one in the stern leading into the aft cargo hold. These walkways are known as "sky decks" and are known to provide high-flying sailors a sense of vertigo when they look over the railing and see nothing at all below them for thousands of feet.

Observation Deck. Above the walkway is the observation deck. This deck is usually covered by the shard

blimp's envelope. When this is the case, it serves as an amazing vantage point for seeing the far off horizons. However, when a shoal has been converted into a soralite, it also grants the observers the fantastic night view that other open-deck soralite ship crews get to enjoy.

LEVEL 1: COCKPIT AND CARGO

The top deck is used for storage, piloting, and dining.

Cockpit. The cockpit is in the front of the ship. It has a large glass windshield that has fantastic visibility for the captain, or whomever is piloting the ship. The cockpit also doubles as the galley for the crew. The space gets temporarily converted into a mess when it's time to eat!

Cargo Holds. The middle and the aft of the ship's top level each have their own cargo hold. They are divided by a full wall and a large iron door. Each cargo hold has a 10 foot wide by 10 foot high outer cargo door. Outside are two cranes, one for each door, that load cargo into the bays.

LEVEL 2: CABINS AND ENGINE ROOM

The second level of the ship is mostly taken up by passenger and crew cabins. It also has the engine room in the aft section.

Cabins. The shoal has five cabins in a typical layout: the captain's quarters in the front and four smaller stateroom cabins in the middle. Depending on crew size, these cabins will be furnished differently; for instance, they occasionally have the appearance of a high-class tavern or a military barracks.

Engine Room. The aft of the second level is where the shard blimp's engine operates. It requires only one person to maintain it at all times. The engine room is also treated like a storage room for the crew's maintenance of the ship.

COMMON USES

The shoal is an extremely versatile ship and has often been jury rigged and altered to fit the needs of whoever gets their hands on one.

Passenger Ships. These sturdy ships are often converted into passenger ships. Many of the lower class airlines have a large fleet of these ships running frequent, but relatively short, commuting routes between cities. They are reliable and safe for commercial passenger use.

Smuggler Ships. These ships are favorites of smugglers, who disguise themselves as legitimate business men and women in order to smuggle arms or treasure across borders.

Mercenary Ships. Another use that most shoals see in Sordane is that of mercenary barge. Life is dangerous as an adventurer in Sordane. Mercenary ships often get damaged beyond repair, completely destroyed, stolen, or abandoned. These cheap ships are easy for mercenary companies and adventuring parties alike to replace.

Trade Ships. The most common use of a shoal class barge, and its namesake, is trade. The shoal class trade barge is an excellent investment for space and security due to the comparatively low production cost. As a result, this ship has developed into the backbone of the Sordane trade routes.

SHOAL CLASS TRADE BARGE

Gargantuan vehicle (90 ft. by 35 ft.)

Creature Capacity 20 (crew and passengers)

Cargo Capacity 100 tons

Hull Mounts: 2 Left (Port), 2 Right (Starboard),
1 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. 500 (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.

Crew Minimum: 1 spelldriver

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 2 port side mounts, 1 on the stern of the hull and 1 on the bow of the hull.

- **Stern:** *Propeller Engine*
- **Bow:** *None*

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

- **Stern:** *Propeller Engine*
- **Bow:** *None*

Stern Mount. This airship has 1 stern mount.

- **Stern:** *Propeller Engine*

SHIP COMPONENTS

Helm (Ship's Interior)

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Ballistae (2)

Armor Class: 15

Hit Points: 50

Crew Minimum: 3

Propeller Engine (3)

Armor Class: 20

Hit Points: 100

Crew Minimum: —

ACTIONS

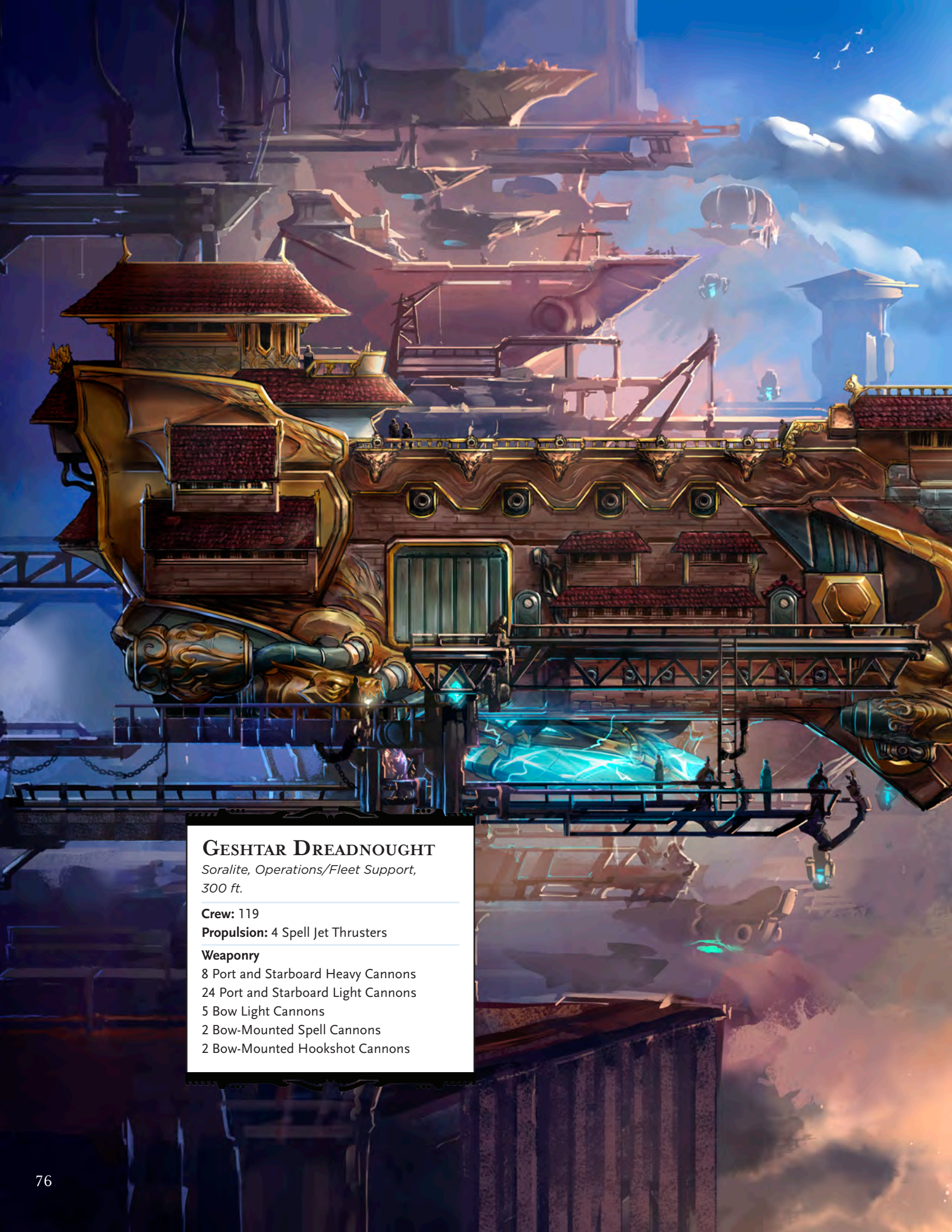
On its turn, the airship's captain can command the ship's crew to take actions from the list detailed below. It can't use an action if the station does not have the requisite crew.

Movement: 3 propeller engines + sails. The ship can use its helm to move with its propeller engines and sails. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode unless it's strictly using its sails.

Travel Pace. 30 mph **Speed (fly).** 30 ft.

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





GESHTAR DREADNOUGHT

*Soralite, Operations/Fleet Support,
300 ft.*

Crew: 119

Propulsion: 4 Spell Jet Thrusters

Weaponry

8 Port and Starboard Heavy Cannons

24 Port and Starboard Light Cannons

5 Bow Light Cannons

2 Bow-Mounted Spell Cannons

2 Bow-Mounted Hookshot Cannons

THE GLEAMING SHARD

Soralite, Science Vessel, 100 ft.

Crew: 31

Propulsion: 2 Spell Jet Thrusters

Weaponry

3 Port and Starboard Spell Cannons

2 Port and Starboard Twin Spell Cannons



RASSEN ASSAULT FRIGATE

Soralite, Fleet Support/Scout, 100 ft.

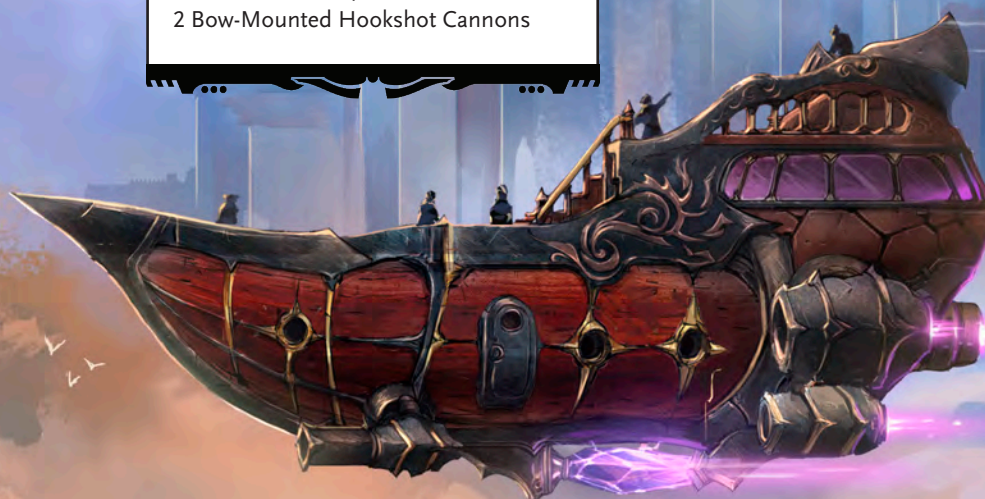
Crew: 31

Propulsion: 5 Spell Jet Thrusters

Weaponry

2 Bow-Mounted Spell Cannons

2 Bow-Mounted Hookshot Cannons



GESHTAR DREADNOUGHT

The geshtar dreadnoughts are a rare breed of ship that is used primarily by a single faction—the Arrodan Syndicate. This highly organized crime syndicate uses these ships as mobile headquarters for their operations. Even though they are a rare ship, it is unknown how many the syndicate owns.

The geshtar is a truly massive ship. It has five interior decks and is more like a mobile village than a ship. Its sheer size makes it nearly unbeatable in the skies; geshtars have been known to take out entire fleets of frigates and even cruisers when confronted with direct combat. It doesn't happen often.

Decks. The geshtar has an expansive top deck with a cabin on the stern, four full-sized lower decks and a partial bottom storage deck.

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

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship.

Hull. The ship's hull is 300 ft long and 65 ft wide. It is made of sturdy hardwoods and metals.

EXAMPLE GESHTAR CREW

A geshtar dreadnought requires a large crew to operate at a minimal combat level. Due to its impressive array of weaponry and size, a large number of gunners, technicians, and spelldrivers are required. The typical crew for a non-player-operated geshtar dreadnought includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One captain (page 215)
- Ten other officers: a first mate (page 216), a bosun (page 215), a navigator (page 216), three medics (page 216), and four cooks (page 215)
- Eight spelldrivers (page 217)
- Sixty sailors (page 217)
- Forty soldiers (page 217)

SHIP DECK GUIDE

The geshtar has the capacity to have full communities on board. Sailors will often spend many months on board without making berth even once. Especially considering the secretive nature of the Arrodan Syndicate, it is common to spend over a year on board without seeing the port of a city.

The top deck is used for recreation while the lower decks are used for cargo, accommodation, and everyday life for the crew.

LEVEL 1: TOP DECK

The top deck of the geshtar is vast expanse with an observation deck at the bow and an operations cabin on the stern.

Bow Observation. The front bow has a raised observation deck that allows onlookers to peer at where the ship is going. Some geshtars have benches and a minor garden here as well.

Open Gun Deck. The middle of the top deck has five light cannons lining each side, but is mainly open space. When families are on board, or the sailors need to let loose, this deck is used as an exercise area for games and sports. Many game balls have been lost to the skies.

Helm & Operations Cabin. The top upper section on the stern is for daily ship operations. This is where the captain meets with his leaders and advisers. There are beds in the operations cabin as well where the unit on duty spends its time.

LEVEL 2: GUN DECK AND CABINS

The second deck, and first interior deck, is where the ship's heavy cannon is situated, along with munitions storage space and officer cabins.

Bow Cannon Battery. The ship has a bow-mounted cannon battery that is equipped with five light cannons that face forward and to the sides. These cannons are seldom used in all-out combat, but do offer versatility.

Heavy Gun Deck. The middle of the second level is the ship's main interior gun deck. It is separated from the front bow cannon battery by a full wall and large iron doors. There are four heavy cannons on both sides of the deck.

Storage Antechambers. After the heavy gun deck, there are two antechamber rooms that serve as storage for gunpowder and munitions for the cannons on this level. They also function as a mini-armory for the soldiers on the level.

Officer Quarters. At the aft of the second level are cabins usually reserved for the captain, his officers, or military officers of the soldier contingent on the ship. It's not uncommon for the senior spelldrivers to occupy these cabins as well.

LEVEL 3: CABINS, OPERATIONS, AND MAGIC GARDEN

The third level of the ship has a magical garden, more cabins, the galley, a mess hall, and a conference room.

Magic Garden. The front of the third level has a unique magical garden that is always magically illuminated to reflect the time of day outside. At night, it is twilight, and in the day it's sun-bright—unless it's raining and cloudy outside, in which case it's cloudy in the magic garden as well.

Cabins. After the magic garden are five passenger cabins. Officers and spelldrivers can also occupy these rooms.

Galley. Situated with the five cabins around it is the ship's galley where the cooks prepare meals almost non-stop for the whole crew.

Crew Mess. Past the galley and the cabins, near the middle of the ship is the crew's mess hall.

Operations & Cabins. At the aft of the third level is the main operations conference room as well as further officer cabins. This is usually where the officers, guests, and other VIP eat, socialize, and separate from the rest of the crew.

GESHTAR DREADNOUGHT

Gargantuan vehicle (300 ft. by 65 ft.)

Creature Capacity 250 (crew and passengers)
Cargo Capacity 400 tons
Hull Mounts: 4 Left (Port), 4 Right (Starboard)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	3 (-4)	22 (+6)	0	0	0

Saving Throws Dex (+0)

Damage Immunities poison, psychic

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

HULL

Armor Class. 20 (17 reinforced hull + 3 for more than two spell jet thrusters)

Hit Points. 1,500 (damage threshold 20)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Armor Class 18

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

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

SHIP COMPONENTS

Helm

Armor Class: 18
Hit Points: 50
Crew Minimum: 4 spelldrivers

Spell Cannons (2)

Armor Class: 18
Hit Points: 125
Crew Minimum: 3 (at least one spelldriver)

Hookshot Cannon (2)

Armor Class: 18
Hit Points: 100
Crew Minimum: 4

Light Cannons (30)

Armor Class: 18
Hit Points: 50
Crew Minimum: 3

Heavy Cannons (8)

Armor Class: 18
Hit Points: 75
Crew Minimum: 4

Spell Jet Thrusters (4)

Armor Class: 18
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 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode.

Travel Pace. 80 mph **Speed (fly).** 80 ft.

Fire Port Light Cannons (12): *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Fire Port Heavy Cannons (4): *Ranged Weapon Attack:* +6 to hit, range 800/3,200 ft., one target. *Hit:* 66 (12d10) bludgeoning damage.

Fire Starboard Light Cannons (12): *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Fire Starboard Heavy Cannons (4): *Ranged Weapon Attack:* +6 to hit, range 800/3,200 ft., one target. *Hit:* 66 (12d10) bludgeoning damage.

Fire Bow Light Cannons (5): *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

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

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

LEVEL 4: CARGO BAY AND BARRACKS

The fourth level of the ship has the main cargo bay, barracks, and a forge.

Cargo Bay. The middle of the fourth level is the main cargo bay of the ship. There are two massive cargo bay doors on either side measuring 15 ft. x 15 ft. This section expands to the deck above it with a bridge crossing over it from the mess hall to the conference room on the third floor.

Barracks. The whole bow of the fourth level is reserved for the crew barracks. Divided into multiple cabins to offer a modicum of privacy, the barracks are typically cramped rooms filled with reasonably comfortable hammocks.

Storage and Forge. The aft section of the fourth level is where the ship's forge and main storage is.

LEVEL 5: GUN DECK, ARMORY, AND ENGINE ROOM

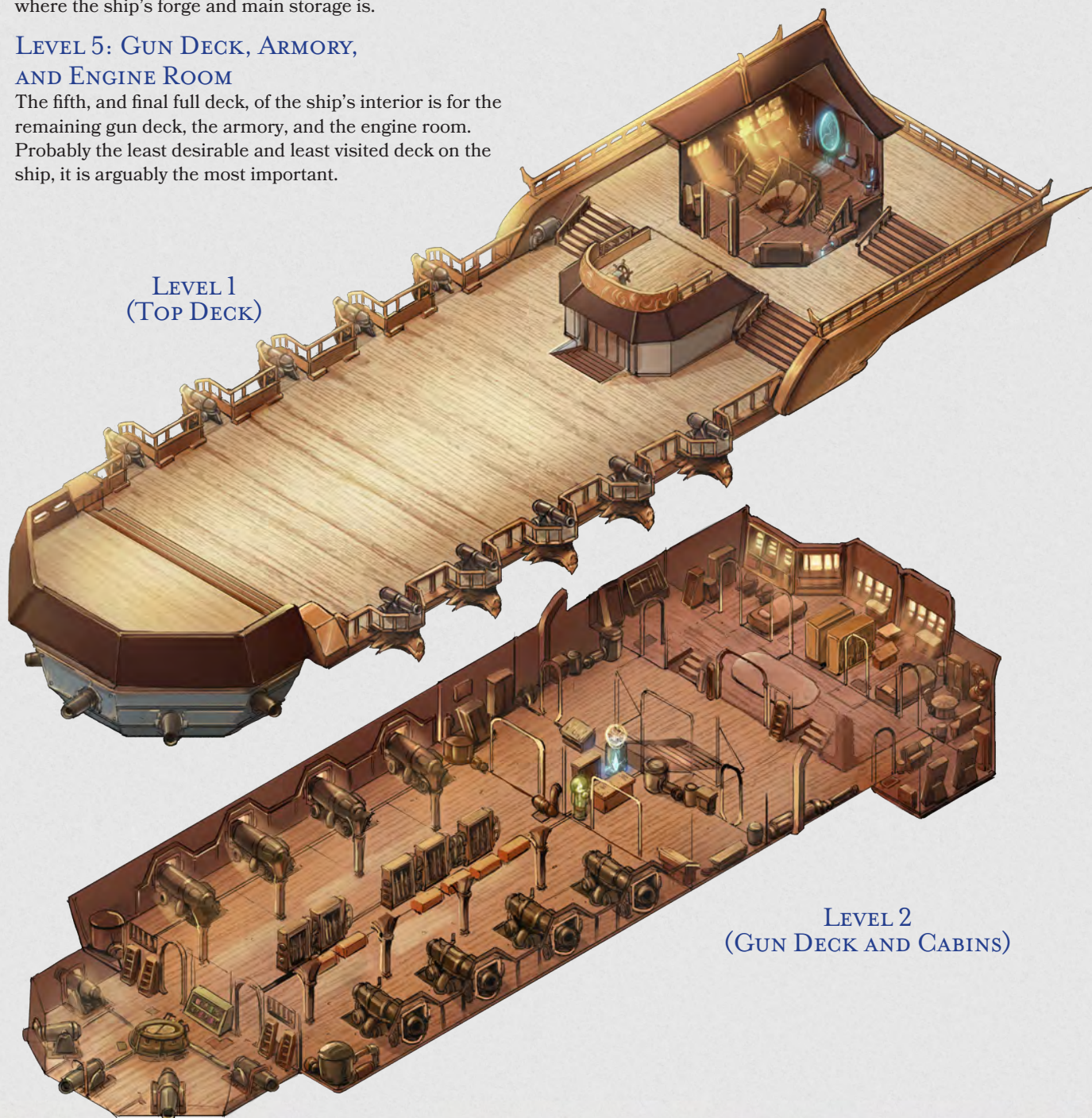
The fifth, and final full deck, of the ship's interior is for the remaining gun deck, the armory, and the engine room. Probably the least desirable and least visited deck on the ship, it is arguably the most important.

Gun Deck and Armory. The bow of the fifth level has a line of seven light cannons on each side. It has an armory and a couple of further storage rooms between these two rooms.

Engine Room. The aft of the ship is where the massive engine room is situated. It is separated from the gun deck by two antechambers where the engine supplies and maintenance equipment are stored. This is also where the ship's contingent of repair drones are stored.

LEVEL 6: STORAGE

The final level of the ship is a minor storage room located at the bow of the ship under the lower gun deck.



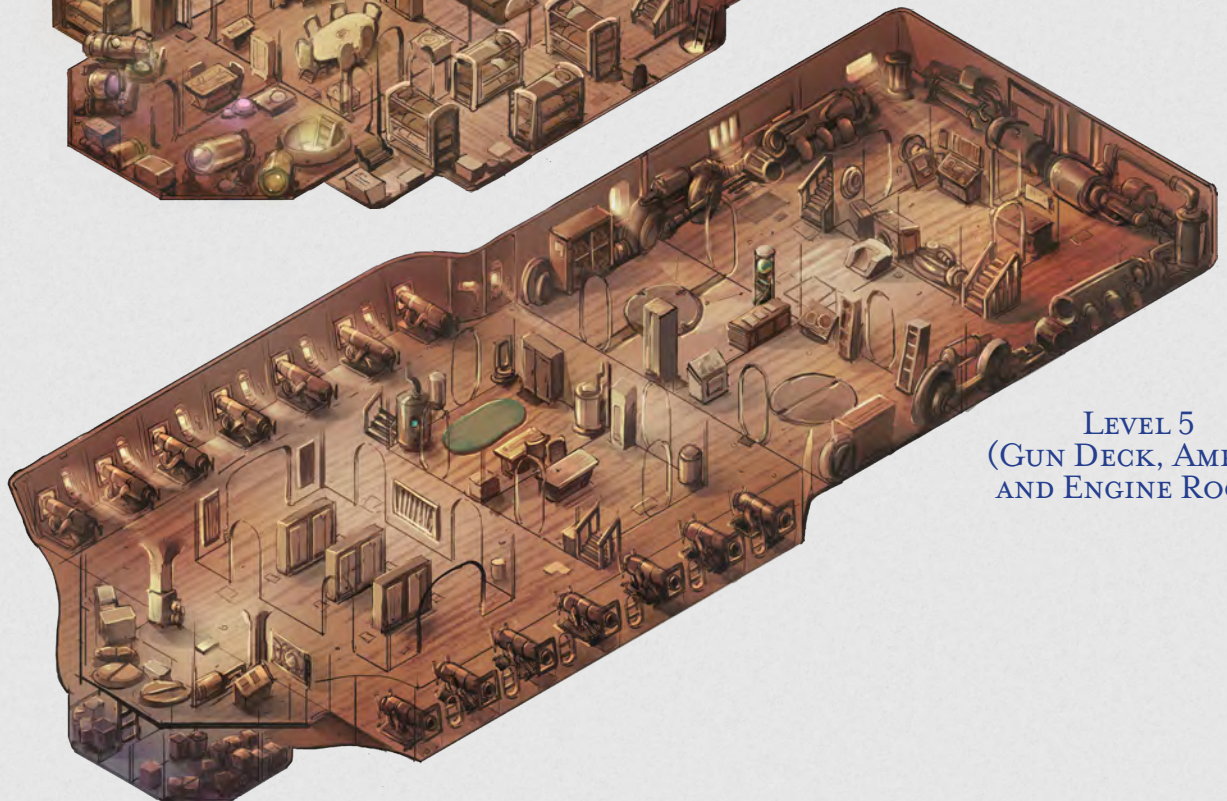
LEVEL 3
(CABINS, OPERATIONS
AND MAGIC GARDEN)



LEVEL 4
(CARGO BAY AND
BARRACKS)



LEVEL 5
(GUN DECK, AMRORY
AND ENGINE ROOM)



LEVEL 6
(STORAGE)

THE GLEAMING SHARD

Some ships in Sordane are so rare that they are unlikely to be seen outside of major cities. The Gleaming Shard is one of these ships. It was originally created by Ezdin's lead artificers' guild—The Guild of the Heart—to study the magical effects of the convergence storms on Sordane.

It proved so successful that the Guild of the Heart released its blueprints to allow others to study natural phenomena around the world, now this scientific ship is produced by leading artificers' guilds all across Sordane. Even after all the years that have passed since its conception, its place among the most prestigious airships that one would see in Sordane is still a firm one. In order to protect the interests of the guilds that produce it, and the technologies that this airship will employ, it has a serious array of weaponry and a large crew to ensure anyone who picks a fight with the airship is swiftly dealt with.

The ship's study of convergence storms is a potentially dangerous endeavour, due to the volatile nature of such storms. In an attempt to monitor these storms, a gleaming shard will always have a large haul of artifacts and sordalite tech on board. This would make them an appetising target for looters and pirates if not for the array of spell cannons and the expansive crew of spelldrivers, shard guardians, and soldiers on board. In fact, a gleaming shard will almost always be avoided by looters because of this arsenal.

The gleaming shard is one of the rarest airships created in Sordane, and the cost to build it is a reflection of its rarity. For this reason it is not uncommon to see pirates band together to attempt to steal one of these ships. Not only is the ship and sordalite crystal itself worth a large fortune, but the additional equipment, facilities, and information stored aboard these ships is always desired among the black markets of Sordane.

Decks. The gleaming shard has two lower decks and one upper half deck on the stern of the ship.

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

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship. The front observation deck is solid glass and is always lit in the daytime.

Hull. The ship's hull is 100 feet long and 40 feet wide. It is made of sturdy hardwoods and metals.

EXAMPLE GLEAMING SHARD CREW

Piloting a gleaming shard requires relatively few crew members, but the vessel rarely travels with less than half of its capacity. The typical crew of the gleaming shard includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One master artificer (page 219, Legendary Spelldriver)
- One cook (page 215)
- Twelve spelldrivers (page 217)
- Five sailors (page 217)
- Ten soldiers (page 217)
- Two shard guardians (page 144)

SHIP DECK GUIDE

The ship is typically used for science and transportation for the guild master. Accordingly, it's usually very well decorated and designed for luxury use.

LEVEL 1: TOP DECK

The arrangement of the top deck of the gleaming shard is basic: an open design with a stacked stern cabin and helm.

Helm. The stern of the ship's top deck has the helm stacked upon the upper half deck.

Lower Deck Antechamber. The lower decks are accessed through a staircase in the antechamber in the bow. Shard guardians sit before its door, too large to fit through but eternal guardians for the internal ship.

LEVEL 2: LABORATORY, GALLEY, AND CABINS

The second level of the ship houses the cabins for the master artificer, the galley, and the laboratory workshop.

Observation Balcony. At the bow of the ship is the upper observation deck. There is a balcony here hanging over the lower deck and looking out through the front glass dome.

Cabins. The cabins on the second level are for the master artificer and his closest lieutenants.

Galley. The ship's galley is located in the middle of the ship next to the cabins.

Laboratory. At the stern of the second level is the laboratory where the spell-driving wizards and artificers spend their time doing experiments.

LEVEL 3: RECREATION, BARRACKS, AND ENGINE ROOM

The third level of the gleaming shard is where the majority of the crew spends their time. There is a recreational observation room in the bow followed by the barracks and engine room.

Recreational Observation. Arguably the most prominent feature of the gleaming shard, the lower deck bow has a recreational room in it for the crew to relax and socialize. It has an amazing view over the land below as the ship glides through the clouds.

Barracks. The barracks is separated from the observation room by a full wall and an iron door. The barracks has enough beds for the regular crew and spelldrivers of the ship; it's a relatively comfortable experience compared to the other ships of Sordane.

Engine Room. The few regular crew members that are on the ship are there for the sole purpose of maintaining and fixing the gleaming shard's engine.

THE GLEAMING SHARD

Gargantuan vehicle (100 ft. by 40 ft.)

Creature Capacity 40 (crew and passengers)

Cargo Capacity 100 tons

Hull Mounts: 3 Left (Port), 3 Right (Starboard), 1 Front (Bow)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	3 (-4)	20 (+5)	0	0	0

Damage Immunities poison, psychic

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

HULL

Armor Class. 17 (reinforced hull)

Hit Points. 750 (damage threshold 20)

HELM

Armor Class. 18

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull mounted modules that grant it mobility and additional fighting capabilities. These hull mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 3 port side mounts, 2 on the stern of the hull and 1 on the bow of the hull.

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

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

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

Bow Mount. This airship has 1 bow mount.

- **Bow:** *Spell Cannon*

SHIP COMPONENTS

Helm

Armor Class: 18

Hit Points: 100

Crew Minimum: 2 spelldrivers

Spell Cannons (3)

Armor Class: 18

Hit Points: 100

Crew Minimum: –

Twin Spell Cannons (2)

Armor Class: 18

Hit Points: 100

Crew Minimum: –

Spell Jet Thrusters (2)

Armor Class: 18

Hit Points: 100

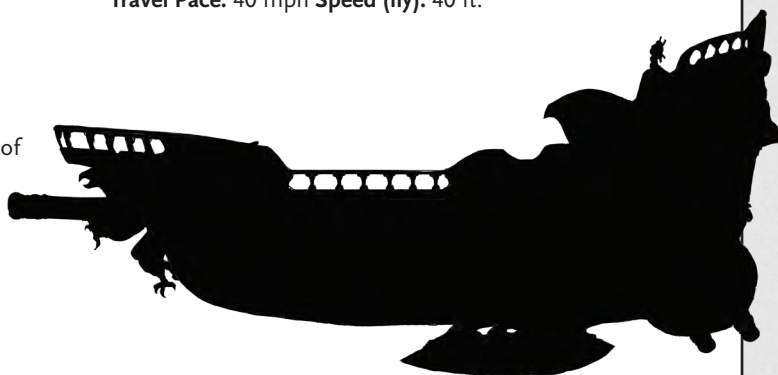
Crew Minimum: –

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: 2 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode.

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



RASSEN ASSAULT FRIGATE

The rassen assault frigate is the most common frigate in all of Sordane. Despite being a soralite ship, its relatively inexpensive construction cost has made it one of the most widely sought-after ships in the world, and it is constantly being produced to meet the demand. It is compact, cheap, and powerful for its size, accommodating a 50 lb. crystal alongside its standard bow-mounted spell and hookshot cannons. The popularity of the rassen assault frigate, and the wide availability of the materials required to produce them, has resulted in the techniques required to produce and maintain the ship being readily available to anyone interested in a rassen.

Because of its attractive pricing and its availability, the rassen has accrued a variety of uses. Militaries use them as scouting ships; civilian companies as trade or escort ships. On the other side of the law, they are popular with pirates as raiding ships.

Decks. The rassen has one lower deck and an upper deck with a half deck on the stern.

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

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship.

Hull. The ship's hull is 100 feet long and 30 feet wide. It is made of sturdy hardwoods and metals.

EXAMPLE RASSEN CREW

A rassen assault frigate requires a modest crew to operate at a minimal combat level. The typical crew for a non-player-operated rassen assault frigate includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One captain (page 215)
- Five other officers: a first mate (page 216), a bosun (page 215), a navigator (page 216), a medic (page 216), and a cook (page 215)
- Ten spelldrivers (page 217)
- Ten sailors (page 217)
- Ten soldiers (page 217)

SHIP DECK GUIDE

The rassen's deck plan is focused around short term voyages and speed. They are incredibly versatile, but serve little use outside of mission objectives. However, the crew lives comfortably enough on the lower deck.

LEVEL 1: TOP DECK

The top deck of the rassen is usually equipped with a handful of light cannons or left completely bare for speed. The upper stern deck is where the helm is located.

Operations and Antechambers. The stern half deck cabin on the top deck is mostly used as an area for all forms of recreation and meals. It has a full rear-facing array of windows and can be converted into any space the crew may need at the time. Additionally, there are antechambers leading into the ship's interior. These antechambers are mostly used as storage rooms.

LEVEL 2: CABINS AND ENGINE ROOM

Cabins. The rassen has two lower cabins for the crew and passengers. The bow cabin is the barracks where all of the crew sleep, and situated next to the engine room in the stern is the captain's cabin.

Antechamber. The middle room on the lower deck is an antechamber and storage area where the crew stores mission-sensitive objectives and other cargo. It has an iron door leading out of the ship and a wooden door with access to the internal ship.

Engine Room. In the aft of the lower deck is the ship's compact engine room. It requires two crew members to monitor it constantly and ensure nothing goes wrong. Since the rassen is almost always under constant propulsion, and the engine is quite small to handle its dual jet thruster engines, it needs to be tended to regularly.

COMMON USES

Being the frigate of choice throughout Sordane, the rassen has found itself being employed by many different groups of individuals, each making use of its versatility.

Mercenaries. The rassen has high speed and versatile spell cannons providing the crew multiple tools to accomplish a plethora of missions. It is a favorite among mercenaries especially because of the wide variety of jobs that they may have to take on. With the skies of Sordane being so unpredictable, having these tools is a necessity. One day they may be defending a convoy against raiding vessels and the next they may be safeguarding them against well-known creature-infested areas.

Military. The rassen is primarily used by militaries as low-risk scout or fleet support ships: making use of the smaller size and above-average speed to create issues on the battlefield; causing damage to other ships on flybys; scouting ahead of larger ships in the fleet to gain a strategic advantage in open warfare. The shoal might be hailed as the workhorse of the commercial world; the rassen is the workhorse of the military.

Pirates. Pirates that get ahold of a rassen often use them as raiding ships, harassing ships with its cannons or quickly approaching to attack with a large boarding party, offensively bombarding any ship that doesn't have the speed to escape being boarded. Pirates will often go to great lengths to steal the ships that they attack and all of their cargo over destroying them.

Traders. The cost-effective nature of a rassen assault frigate persuades many companies to buy and use them as transport escort ships. In this capacity the rassen fulfill many of the same duties that they would under the charge of the military—scouting ahead or fighting in protection of cargo, for example.

RASSEN ASSAULT FRIGATE

Gargantuan vehicle (100 ft. by 30 ft.)

Creature Capacity 40 (crew and passengers)

Cargo Capacity 75 tons

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

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

Saving Throws Dex (+0)

Damage Immunities poison, psychic

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

HULL

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

Hit Points. 500 (damage threshold 20)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 3 port side mounts, 2 on the stern of the hull and 1 on the bow of the hull.

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

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

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

Stern Mounts. This airship has 1 stern mount.

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

SHIP COMPONENTS

Helm

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Spell Cannons (2)

Armor Class: 18

Hit Points: 100

Crew Minimum: —

Hookshot Cannon (2)

Armor Class: 18

Hit Points: 100

Crew Minimum: 4

Spell Jet Thrusters (5)

Armor Class: 18

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

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

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

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





PINNACLE LUXURY YACHT

Soralite, Entertainment Ship, 200 ft.

Crew: 17

Propulsion: 6 Spell Jet Thrusters

Weaponry

None



ISTARI FRIGATE

Soralite, Scout, 100 ft.

Crew: 23

Propulsion: Sails, 8 Propeller Engines

Weaponry

2 Bow-Mounted Spell Cannons

PINNACLE LUXURY YACHT

One of the most expensive ships in all of Sordane, the pinnacle is a luxury yacht designed for royalty, important diplomats, and the obscenely wealthy as a status symbol or trophy. Due to the nature of these ships they are not unique to just one nation or country, but are instead built using the finest materials Sordane has to offer. The pinnacle is sold all over the world; however, due to the extremely high price tag set on them, they are a rare sight to see for the layman or poorer folk of Sordane.

The pinnacle is designed to provide the highest class of experience to the owner and guests. It has no weaponry built into it, instead focusing on lavish comfort and high class speed provided by no expense being spared on the engineering, sourcing of materials, and manufacturing of a pinnacle airship. The lack of defensive weapons on pinnacle ships have led to their being used near or around larger cities under the watchful eye of local guards and in need of an escort as a necessity when travelling over long distances due to the appetising cost of the airship to pirates and looters.

Pinnacle yacht crews are always highly trained individuals. Prospective crewmembers will train in year-long courses that cover everything a member of a high-profile crew entourage would need to know to provide a safe and well-catered experience to anyone onboard, from cultural etiquette around Sordane, to airship maintenance and management, to security procedures.

PINNACLE PROTOCOL

A pinnacle airship is a looter's dream. The expensive materials used in its construction are extremely easy to scrap and sell for parts as a highly profitable endeavor. This has led to the pinnacle airships being targeted by massive pirate fleets and dangerous individuals. In the event of an encounter, pinnacle captains are instructed to make use of the ship's blistering speed.

Utilizing the six spell jet thrusters a pinnacle is expected to escape any combat no matter the cost, with any other ships in the fleet covering the pinnacle's escape however they can. By using this manoeuvre not only do they preserve the lavish experience of riding the pinnacle for the passengers onboard, they also prevent the need for repairs by avoiding danger. This all-hands-on-deck tactical retreat has been dubbed the pinnacle protocol by captains of these ships, and is expected to be employed under any circumstance deemed necessary.

Decks. The pinnacle has three lower decks and two upper half decks on the stern of the ship.

Ceilings. The ceilings in the lower decks, holds, and cabins are 9 feet high with 6-foot high doorways.

Doors. The ship's doors are made of a mix of iron doors (AC 19, 36 hit points) and wood doors (AC 15, 18 hit points). The doors are immune to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Arcane lighting hangs throughout the ship, casting bright light.

Hull. The ship's hull is 200 feet long and 90 feet wide. It is made of sturdy hardwoods and metals.

EXAMPLE PINNACLE CREW

A pinnacle luxury yacht is designed to be a leisure ship for the upper class of Sordane. There is no weaponry built into the ship's hull or deck; as such the majority of the crew is sailors. The ship is also outfitted with a team of repair drones to maintain the ship during travel. The typical crew for a non-player-operated pinnacle luxury yacht 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 navigator (page 216), a medic (page 216), and two cooks (page 215)
- Two spelldrivers (page 217)
- Ten sailors (page 217)
- Three repair drones (page 150)

SHIP DECK GUIDE

The pinnacle is primarily a luxury ship. Its main focus is for entertainment purposes as such the top deck; and the third and fourth decks are left open for the owner to hold celebrations aboard the ship. The rest of the ship is designated for the live-in crew. While the layout of the pinnacle can vary from ship to ship this is the most common configuration for it.

LEVEL 1: TOP DECK

The top deck of the pinnacle has two half levels on the stern and an open deck on the bow. There are no guns located on the top deck.

Stern Lower Section. The lower section on the top deck's stern is the captain's quarters and also has the ship's helm in it. It also functions as a meeting room for the captain and the officers.

Stern Upper Section. The upper section on the stern of the pinnacle is for the owner or VIPs. It serves as their sleeping/living quarters aboard the ship, and has large glass windows for them to observe the scenes during travel.

LEVEL 2: CABINS AND GALLEY/MESS HALL

The second level of the pinnacle is designated for the officers and crews sleeping quarters, along with the galley and mess hall.

Galley/Mess Hall. The bow of the second level is where the galley is located. It is separated from the mess hall by a full wall and a wooden door. The mess hall sits in the middle room of the second level.

Cabins. At the stern of the second level are the sleeping quarters for the ship's crew. It is separated from the mess hall by a full wall and a wooden door.

LEVEL 3: DINING HALL AND STORAGE

The third level of the ship has a dining hall and storage hold.

Storage Hold. The bow of the third level is used to store food-supplies.

Dining Hall. The center of the third level is a large dining hall. Used to hold events on the ship's interior or for the owner/VIP during travel.

LEVEL 4: OBSERVATION DECK

Observation Room. The lowest level of the pinnacle is an observation deck, fit with large windows along the stern so that passengers can enjoy the view while travelling aboard it. A large opening in the floor on the stern of the third level provides a view into the observation room along with staircase access down.

PINNACLE LUXURY YACHT

Gargantuan vehicle (200 ft. by 90 ft.)

Creature Capacity 30 (crew and passengers)

Cargo Capacity 100 tons

Hull Mounts: 3 Left (Port), 3 Right (Starboard)

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

Saving Throws Dex (+0)

Damage Immunities poison, psychic

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

HULL

Armor Class. 20 (17 reinforced hull + 3 for more than two spell jet thrusters)

Hit Points. 600 (damage threshold 20)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 3 port side mounts, 2 on the stern of the hull and 1 on the bow of the hull.

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

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

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

SHIP COMPONENTS

Helm (Ship's Interior)

Armor Class: 18

Hit Points: 50

Crew Minimum: 2 spelldrivers

Spell Jet Thrusters (6)

Armor Class: 18

Hit Points: 150

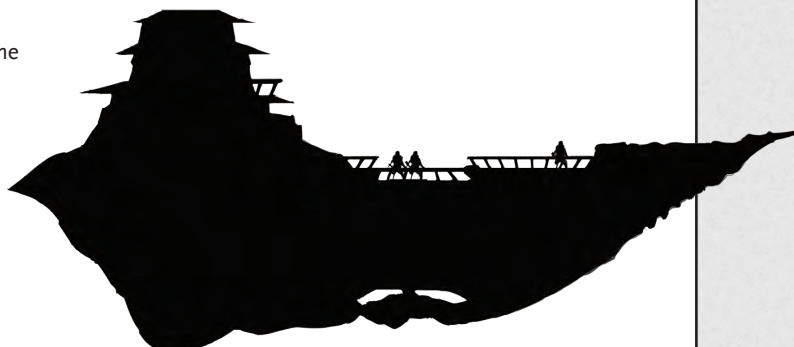
Crew Minimum: –

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: 6 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode.

Travel Pace: 120 mph **Speed (fly):** 120 ft.



ISTARI FRIGATE

The istari of the auran elves are truly a marvel of magic and engineering. Most ships are built and pieced together in stages, each part crafted by hand to fit the puzzle and topped off with the cornerstone, the sordalite crystal. The istari class are grown from the ground up, literally. Once a piece of sordalite is chosen, it is brought to an ancient builders' grove and buried. The shipwrights of the auran elves spend the next three nights in a trance around the site casting ancient druidic rituals. Over the next year and a day the ship is grown; the shipwrights spend that time cultivating and shaping, trimming and molding the ship into its final form.

No two istari class ships are exactly the same. While one group of shipwrights will tend to form them nearly the same every time, another group may alter a few details or placements depending on their preference. The istari class, while not too rare, to see the same one again is a rare sight indeed as the istari are made for a purpose, a task on hand. When their grand plan is finished or when they are too damaged to continue on they return to their grove and are taken back to the ground. The sordalite crystal is recovered and placed back into the sacred vaults to await a new voyage.

Aside from the cuthari's hivemind reapers the istari frigate is one of the most distinguishable ships in Sordane. Even though one may not see the exact same ship more than once they will always notice the curved and twisted hull, as if the roots of a tree had been shaped to hold it together. Due to the natural grown aspect and look of the istari, it is often joked about and referred to as a flying topiary garden. Despite this it is always a sight to behold as this emerald ship sails through the skies.

Purpose Built. As each istari frigate is built to complete a specific mission in service of the auran elves. Failing to complete its purpose-built mission is seen as one of the most shameful badges a captain can earn in the auran culture. Should one of the istari be destroyed while trying to complete its task, the auran elves will adjust the ship's design to augment what it lacked for the mission. This could involve any number of adjustments to the ship such as reinforcing the hull, outfitting it with additional weapons, or even replacing the propeller engines with spell jet thrusters to increase its speed.

Build Cost. Due to the unique nature surrounding the istari frigate's construction there is no set price for the ship's hull. The ship changes depending on the work it is required to do; it is up to each GM to list a hull price they believe is reasonable.

Decks. The istari frigate typically consists of 1 lower deck and 1 upper deck.

Ceilings. The ceilings in the lower decks, holds, and cabins are normally 9 feet high with 7-foot doorways. However, due to the material and manner of their construction it can vary from room to room.

Light. Bioluminescent leaves and toadstools provide dim lighting throughout the whole ship, though in some rooms glass lanterns full of organic fungus shed bright light.

Rigging. Rigging on the ship can be climbed without an ability check.

Hull. The ship's hull is 100 feet long and 25 feet wide. It is made of sturdy hardwoods.

EXAMPLE ISTARI CREW

A istari frigate is generally outfitted with a specific purpose in mind, as such the crew aboard it varies depending on the ship's purpose. The typical crew for a non-player-operated istari frigate includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One captain (page 215)
- Five other officers: a first mate (page 216), a bosun (page 215), a navigator (page 216), a medic (page 216), and a cook (page 215)
- Four spelldrivers (page 217)
- Eight sailors (page 217)
- Five soldiers (page 217)

SHIP DECK GUIDE

The istari's deck varies depending on its purpose, as they are all built for a specific reason and then dismantled. For this reason the ships focus less on having a strong weapons arsenal and rely more on speed and spell cannons.

LEVEL 1: TOP DECK

The top deck of the istari has two half levels on the stern of the ship. Sprouting out of the deck are enormous tree trunks which serve as sturdy masts for the tightly woven, vine based sails used on an istari ship.

Stern Lower Section. The first lower section on top of the deck's stern is split into two parts by a full wall with a wooden door. The first section is for daily ship operations. This is where the captain will meet with his advisers. The second section at the stern is the captain's quarters.

Stern Upper Section. The top upper section on the stern has the ship's helm.

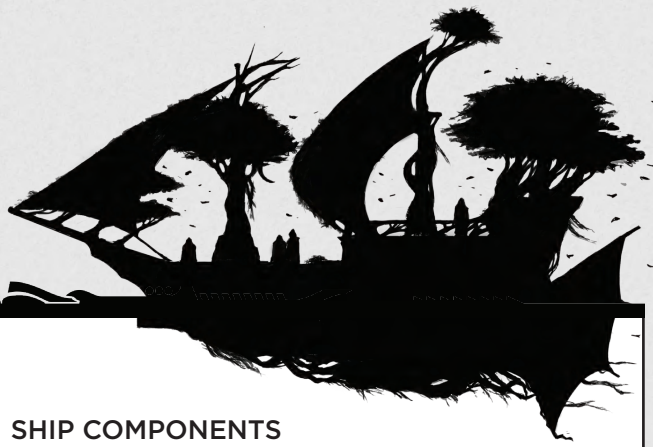
LEVEL 2: MEDITATION AND MESS HALL / GALLEY DECK

The second level of the ship is where the mess hall and galley are located. In addition to this the second level of the istari contains a storage hold in the bow. Due to elves not requiring sleep like normal races there is a small room in the center of this deck to allow them to meditate.

Storage Hold. In the bow of the second level is the ship's storage hold. It is separated from the meditation room by a half wall and a wooden door. This storage room is used for munitions and food supplies.

Meditation Room. Between the storage hold and the mess hall is the meditation room where the officers and crew will rest during their voyages.

Mess Hall / Galley. The sternside half of the second level is where the mess hall and galley are located. It is separated from the meditation room by a full wall and a wooden door.



ISTARI CLASS FRIGATE

Gargantuan vehicle (100 ft. by 25 ft.)

Creature Capacity 30 (crew and passengers)

Cargo Capacity 50 tons

Hull Mounts: 5 Left (Port), 5 Right (Starboard)

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. 17 (15 natural armor + 2 for more than two propeller engines)

Hit Points. 400 (damage threshold 20)

HELM

Move up to the speed of the ship's propeller engines and sails, 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 5 port side mounts, 3 on the stern of the hull and 2 on the bow of the hull.

- **Upper Stern:** *Propeller Engines*
- **Middle Stern:** *Propeller Engines*
- **Lower Stern:** *Propeller Engines*
- **Upper Bow:** *Spell Cannon*
- **Lower Bow:** *Propeller Engines*

Starboard Mounts. This airship has 5 starboard side mounts, 3 on the stern of the hull and 2 on the bow of the hull.

- **Upper Stern:** *Propeller Engines*
- **Middle Stern:** *Propeller Engines*
- **Lower Stern:** *Propeller Engines*
- **Upper Bow:** *Spell Cannon*
- **Lower Bow:** *Propeller Engines*

SHIP COMPONENTS

Helm (Ship's Interior)

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Spell Cannons (2)

Armor Class: 18

Hit Points: 125

Crew Minimum: 3 (1 spelldriver)

Propeller Engines (8)

Armor Class: 18

Hit Points: 100

Crew Minimum: –

Sails

Armor Class: 12

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: 8 propeller engines + sails. The ship can use its helm to move with its propeller engines and sails. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode. The sails' speed may change depending on the wind (refer to *Sails* on page 62).

Sails + Propeller Engines:

Travel Pace: 110 mph **Speed (fly):** 110 ft.

Propeller Engines Only:

Travel Pace: 80 mph **Speed (fly):** 80 ft.

Sails Only:

Travel Pace: 30 mph **Speed (fly):** 30 ft.



ZEPHYR FRIGATE

Soralite, Fleet Support/Scout, 130 ft.

Crew: 23

Propulsion: 5 Spell Jet Thrusters

Weaponry

14 Port and Starboard Light Cannons

2 Bow-Mounted Hookshot Cannons



ALGOR CRUISER

Soralite, Fleet Support/Scout, 150 ft.

Crew: 35

Propulsion: 4 Spell Jet Thrusters

Weaponry

16 Port and Starboard Light Cannons

2 Bow Light Cannons

2 Bow-Mounted Hookshot Cannons

2 Bow-Mounted Spell Cannons

ZEPHYR ASSAULT FRIGATE

Should a need arise in the Cin'darian navy, talented artificers are quickly brought in to fill this hole. When the roshan cruisers started becoming the mainstay of the Cin'darian navy, Cin'dar's enemies started attempting to exploit its weaknesses by creating faster, more agile ships. Cin'dar, in response, designed the zephyr assault frigate. Built to be paired with the roshan, specifically acting as flank guard and recon ship, it excelled and even saw great success by the side of its big cousin cruisers. The zephyr's construction was seen as the pinnacle of success for Cin'darian engineering. It was so successful that a staggering amount of zephyrs were built during war time.

Newly damaged ships were often sold to guild and merchants organizations since it was more cost effective to sell suboptimal, yet functional, ships than it was to spend time and resources repairing them. This selling off of Cin'darian navy technology has been so rampant over the past century, these zephyr class ships are massively prevalent outside of the Cin'darian navy and are one of the only military class ships often seen owned and piloted by civilians.

Decks. The zephyr has 2 lower decks and 1 upper half deck on the stern of the ship.

Ceilings. The ceilings in the lower decks, holds, and cabins are 7 feet high with 6-foot high doorways.

Doors. The ship's doors are made of a mix of iron doors (AC 19, 36 hit points) and wood doors (AC 15, 18 hit points). The doors are immune to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship.

Hull. The ship's hull is 130 ft. long and 30 ft. wide. It is made of sturdy hardwoods and metal.

EXAMPLE ZEPHYR CREW

A zephyr frigate is built to operate with a small crew. Due to the size of its crew, only half of its weapons can be operational at a time. The typical crew for a non-player-operated zephyr frigate includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One captain (page 215)
- Five other officers: a first mate (page 216), a bosun (page 215), a navigator (page 216), a medic (page 216), and a cook (page 215)
- Two spelldrivers (page 217)
- Five sailors (page 217)
- Ten soldiers (page 217)

SHIP DECK GUIDE

The zephyr is generally outfitted to be ready for combat. Acting as an assistance ship to the roshan cruiser, it focuses more on speed and flanking opposing airships than it does pure firepower. The top deck is generally lightly manned, only relying on spelldrivers and mounted ballistae.

LEVEL 1: TOP DECK

The top deck of the zephyr is split, with two half levels on the stern and a weapons platform in the center and bow of the deck.

Weapons Platform. The zephyr is outfitted with hull-mounted ballistae on the center port and starboard sides of the ship.

Stern Lower Section. The first lower section on the top deck's stern is the captain's quarters.

Stern Upper Section. The top upper section on the stern is where the helm is placed.

LEVEL 2: BARRACKS AND MESS HALL / GALLEY

The second level of the ship contains the barracks along with the mess hall and galley.

Barracks. The barracks take up three quarters of the deck and are mainly hammocks all layered on top of one another. It is a cramped and less-than-private situation, but comfortable enough for most sailors and soldiers.

Mess Hall / Galley. The stern of the second level is where the mess hall and galley are located. It is separated from the barracks by a full wall and a large iron door.

LEVEL 3: CABINS AND GUN DECK

The third level of the ship is the officers' and spelldrivers' cabins and gun deck. There is also a small munitions storage hold.

Cabins. At the stern of the third level is where the cabins and private quarters are located. These cabins are reserved for the senior spelldrivers and officers of the ship as well as any diplomats or VIPs hitching a ride on the frigate.

Gun Deck. The middle of the third level is the ship's interior gun deck. It is separated by a full wall and a large iron door from the stern cabins. It is equipped with 7 light cannons on each side.

Storage Hold. The bow of the third level is used to store munitions.

COMMON USES

Due to the zephyr being sold to the general public its use has drastically changed since its conception, shifting from a military ship to a high-class trade ship, hunting ships, and even pirate ships.

Hunting Ships. The ship's prowess having been proven in open warfare, the most common use of it outside of the Cin'darian navy is as a hunting ship. Bought, repaired, and refitted by either the guilds of Ezdin, or mercenary groups across Sordane, these groups make use of the zephyr's speed to hunt down dangerous monsters that would otherwise harry merchant ships. Decorated with trophies of dangerous monsters, hunting ships are easily distinguished from those still used by the Cin'darian navy.

Pirating Ships. Despite the good that has come from the zephyr being released to the public, there are those that have used it for nefarious purposes. It is less common to see one of these ships end up in pirates hands than but not unheard of. Pirates have been known to disguise the ship as if it were still active in the Cin'dar navy, approaching and attacking unsuspecting ships.

ZEPHYR ASSAULT FRIGATE

Gargantuan vehicle (130 ft. by 30 ft.)

Creature Capacity 30 (crew and passengers)

Cargo Capacity 50 tons

Hull Mounts: 4 Left (Port), 4 Right (Starboard), 1 Rear (Stern)

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

Saving Throws Dex (+0)

Damage Immunities poison, psychic

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

HULL

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

Hit Points. 400 (damage threshold 20)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 4 port side mounts, 3 on the stern of the hull and 1 on the bow of the hull.

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

Starboard Mounts. This airship has 4 starboard side mounts, 3 on the stern of the hull and 1 on the bow of the hull.

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

Stern Mounts. This airship has 1 stern mount.

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

SHIP COMPONENTS

Helm

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Hookshot Cannon (2)

Armor Class: 18

Hit Points: 100

Crew Minimum: 4

Light Cannons (14)

Armor Class: 18

Hit Points: 50

Crew Minimum: 3

Spell Jet Thrusters (5)

Armor Class: 18

Hit Points: 150

Crew Minimum: —

ACTIONS

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

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

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

Fire Port Light Cannons (7). *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Fire Starboard Light Cannons (7). *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Fire Hookshot Cannon (1). *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Fire Hookshot Cannon (1). *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

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

ALGOR CRUISER

As deadly as it is beautiful, the algor cruiser is awe inspiring, from the glamorous exterior styling to the extensive arsenal it can field. The algor is seen by most as the backbone of the known Arrodan Syndicate. While in a fleet, the algors serve as escort and recon ships to assist the larger geshtar class dreadnoughts. While acting independently of a geshtar, the algor is able to show off its versatility, proving it is more than just a fleet support ship.

As the organization is mostly secretive, the cruiser's real numbers are unknown, but they are the most common ships seen with the Arrodan insignia on them, representing the front-facing guild that the crime syndicate hides behind. Its ability to be used for many different purposes from hauling and protecting valuable cargo to being the spear point in an attack makes it one of the more useful ships in Sordane. If not for how protective the Arrodan Syndicate was of its secrets, the algor would likely be a common sight throughout Sordane in these roles and many more.

The speed of the algor is what truly surprises most; it comes in faster than one would expect a ship of its size, lays down a volley of cannon fire and offensive magic, and moves out of engagement faster than some crews can react. While it has the strength to survive a full broadside attack, captains of algor cruisers usually prefer to take the agile approach to combat due to the superior mobility. They like avoiding damage where possible, preventing the need to make repairs and keeping the ship they're fighting on their toes.

Decks. The algor has 3 lower decks and 2 upper half decks on the stern of the ship.

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

Doors. The ship's doors are made of a mix of iron doors (AC 19, 36 hit points) and wood doors (AC 15, 18 hit points). The doors are immune to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship.

Hull. The ship's hull is 150 ft. long and 45 ft. wide. It is made of sturdy hardwoods.

EXAMPLE ALGOR CREW

An algor frigate requires a large crew to operate at a minimal combat level. The third deck houses a large number of cannons in addition to hull mounted armaments. The typical crew for a non-player-operated algor frigate includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

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

SHIP DECK GUIDE

The algor frigates are always manned and ready for combat. The third deck holds a large number of light cannons with additional support coming from spelldrivers on the top deck.

LEVEL 1: TOP DECK

The algor cruiser has no guns on either of the two half levels that it has as part of its top deck. Anything and anyone on the top deck should always be braced and secured, as captains of an algor cruiser will often employ impressive evasive manoeuvres; potentially launching anything not secured to the top deck off the ship. Spelldrivers manning the top deck of an algor cruiser should know the space like the back of their hand; when a manoeuvre is imminent they must act quickly to ensure they are braced.

Stern Lower Section. The stern lower section of the top deck is the captain's quarters. The captain's quarters are extremely fortified: the metal reinforced room will often hold orders from the Arrodan Syndicate and other documentation and must be protected by all members of the crew with their lives.

Stern Upper Section. The stern upper section is for daily ship operations. This is where the captain meets with the ship's officers. The ship's helm is also in here.

LEVEL 2: CABINS AND MESS HALL / GALLEY

Mess Hall / Galley. The bow and center of the second deck is assigned to the mess hall and galley. It is separated from the cabins by a full wall and a wooden door.

Cabins. The stern of the second deck is the officers' and spelldrivers' cabins.

LEVEL 3: STORAGE AND GUN DECK

The storage and gun deck of an algor cruiser is extremely static; everything is bolted down and secured to its position for better or worse, not only to ensure that the storage holds of the syndicate ship are well protected but also to prevent damage to the cargo and guns when the ship makes an evasive move.

Storage Hold. The bow of the third level is the storage hold. It is separated from the gun deck by a full wall and a large iron door. It is used to store munitions and food-supplies

Gun Deck. Three quarters of the third level is the ship's main interior gun deck. It is equipped with 8 light cannons on each side. At the bow of the ship is an additional 2 light cannons.

LEVEL 4: BARRACKS

Barracks. The barracks take up the whole bottom deck and are mainly hammocks all layered on top of one another. It is cramped and less than private, but comfortable enough for most sailors and soldiers.

ALGOR CRUISER

Gargantuan vehicle (150 ft. by 45 ft.)

Creature Capacity 50 (crew and passengers)

Cargo Capacity 100 tons

Hull Mounts: 4 Left (Port), 4 Right (Starboard)

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

Saving Throws Dex (+0)

Damage Immunities poison, psychic

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

HULL

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

Hit Points. 750 (damage threshold 20)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 4 port side mounts, 2 on the stern of the hull and 2 on the bow of the hull.

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

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

SHIP COMPONENTS

Helm (Ship's Interior)

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Hookshot Cannon (2)

Armor Class: 18

Hit Points: 100

Crew Minimum: 4

Light Cannons (18)

Armor Class: 18

Hit Points: 50

Crew Minimum: 3

Spell Cannons (2)

Armor Class: 18

Hit Points: 125

Crew Minimum: 3 (1 spelldriver)

Spell Jet Thrusters (4)

Armor Class: 18

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 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode.

Travel Pace: 80 mph **Speed (fly):** 80 ft.

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

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

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

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

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



HIVEMIND REAPER

Soralite, Battleship, 125 ft.

Crew: 21

Propulsion: 4 Spell Jet Thrusters

Weaponry

2 Bow-Mounted Hookshot Cannons

Hivemind Tentacles



CARCASSITE SHIP

Soralite, Battleship, 150 ft.

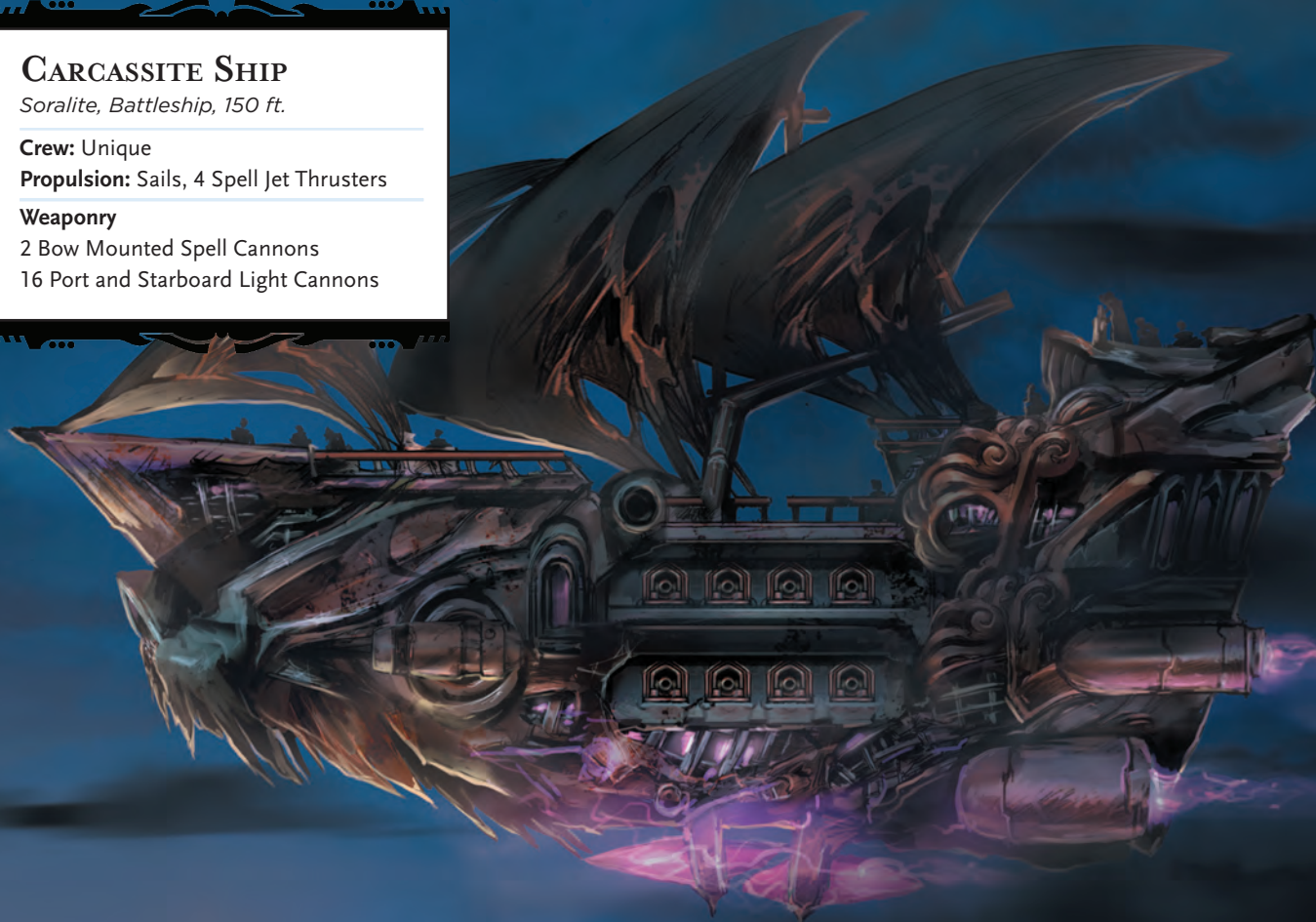
Crew: Unique

Propulsion: Sails, 4 Spell Jet Thrusters

Weaponry

2 Bow Mounted Spell Cannons

16 Port and Starboard Light Cannons



KRAKEN FRIGATE

Soralite, Raiding Ship, 105 ft.

Crew: 25

Propulsion: Sails, 2 Propeller Engines, 4 Spell Jet Thrusters

Weaponry

2 Bow-Mounted Hookshot Cannons



CUTHARI HIVEMIND REAPER

If doom and dread were able to manifest into physical form it would still be a shadow to the Cuthari Hivemind Reaper. The reaper class was the frontal assault ship, the raiding ship of the cuthari. Where it went only destruction and tears were left in its wake, captained and crewed by only the most cunning and ruthless of the race. Since the Cuthari Sordane Treaty, the reaper has been used as the main diplomatic ship of the cuthari, using its intimidating reputation to strike fear and gain the upper hand. Though, as with all deals and things with the cuthari, it hides secrets and hidden purposes to this day.

The reaper itself is more of a creature than a ship. Breathing, thinking, and living. Whether the reaper is a creature made into a ship or a ship made into a creature is unknown to all but the highest class of cuthari leadership and spellcasters. With a host of bio-engineered weapons and defenses, it can fight off attackers alongside its crew.

Since they first appeared in Sordane, countless nations have tried to capture and study the reaper but have been unable to as it seems the captain and reaper share a mind link. Once the captain is killed the ship begins to die and will tear itself apart in its death throes, the biomass melting and burning away everything it touches. It is not known for certain how this link is formed between the captain and the reaper, although some scholars speculate that each ship is originally part of the captain, and is grown and cultivated using arcane means much like the istari. For this reason armies and raiders alike typically try to capture the ship's captain, incapacitating them in an attempt to learn the secrets behind the hivemind reapers.

Build Cost. As the knowledge and method behind constructing a hivemind reaper is limited to the cuthari there is no set price for the ship's hull. It may be possible for players to bargain with the cuthari to gain access to a hivemind reaper, as such it is up to each GM to list a hull price they believe is reasonable.

Decks. The hivemind reaper has 2 lower decks and 3 upper half decks on the stern of the ship.

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

Doors. The ship's doors are made of a mix of iron doors (AC 19, 36 hit points) and wood doors (AC 15, 18 hit points). The doors are immune to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. The ship's interior is dimly lit by hanging purple arcane lights.

Hull. The ship's hull is 125 feet long and 35 feet wide. It is made of sturdy hardwoods fused with the still-living flesh of an unknown creature.

EXAMPLE HIVEMIND CREW

The real terror of the hivemind reapers isn't the ship's tentacles but the crew aboard it, all linked with each other via the ship's brain and their arcane abilities. The typical crew for a non-player-operated hivemind reaper 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 bosun (page 215), a navigator (page 216), and a medic (page 216)
- Fifteen spelldrivers (page 217)

SHIP DECK GUIDE

The hivemind reapers are always fit to be able to house as many crew as possible. Giving little regard to firepower, they rely on capturing ships using their unique spelldriving modes and the reaper's tentacles.

LEVEL 1: TOP DECK

The top deck has 3 half levels located on the stern of the ship. There are no deck guns located on the top deck.

Stern Lower Section. The first lower section on the top deck's stern is used as cabins for senior spelldrivers.

Stern Middle Section. The middle section is the captain's quarters.

Stern Upper Section. The top upper section on the stern is where the ship's helm is located. Unlike regular ships the helm itself is part of the large brain at the tip of the ship, which the spelldrivers and captain alike connect with telepathically to control the ship.

LEVEL 2: SACRIFICE CHAMBER AND MESS HALL / GALLEY

The second level of the ship is where sacrifices stay and the crew eats. It is divided by a full wall and a wooden door. There is also a small storage hold.

Storage Hold. The bow of the second level is the ship's storage hold. This room is usually left empty but on diplomatic missions it is filled with goods to trade. It is separated from the sacrifice chamber by a full wall with a wooden door.

Sacrifice Chamber. The sacrifice chamber is between the storage hold and the mess hall. Like the storage hold this room is typically empty; however, on longer voyages where the brains won't keep long enough, willing sacrifices are held in a drug-fueled state in these chambers.

Mess Hall / Galley. The stern of the second level is where the mess hall and galley are located. It also contains a small storage hold with food supplies. Unlike most ships this section of the hivemind reaper is particularly disturbing for more humanoid races to see. Where there would normally be preparation stations for a cook or barrels filled with supplies, there are instead jars of preserved brains for the crew to eat on long voyages.

LEVEL 3: BARRACKS AND CABINS

The lowest level of the ship is where the barracks and officers' cabins are. The two sections are divided by a full wall and wooden door.

Barracks. The barracks take up three quarters of the lower deck's bow and are mainly hammocks all layered on top of one another.

Cabins. The officers' cabins are placed at the stern of the third level. While typically reserved for the officers, on occasion senior spelldrivers will also use them.

CUTHARI HIVEMIND REAPER

Gargantuan vehicle (125 ft. by 35 ft.)

Creature Capacity 40 (crew and passengers)

Cargo Capacity 100 tons

Hull Mounts: 3 Left (Port), 3 Right (Starboard)

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

Saving Throws Dex (+0)

Damage Immunities poison, psychic

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

HULL

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

Hit Points. 1,000 (damage threshold 20)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 3 port side mounts, 2 on the stern of the hull and 1 on the bow of the hull.

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

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

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

SHIP COMPONENTS

Helm (Ship's Interior)

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Hivemind Tentacles (2)

Armor Class: 16

Hit Points: 100

Crew Minimum: –

Spell Cannons (2)

Armor Class: 18

Hit Points: 125

Crew Minimum: 3 (1 spelldriver)

Spell Jet Thrusters (4)

Armor Class: 18

Hit Points: 150

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 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode.

Travel Pace: 80 mph **Speed (fly):** 80 ft.

Constrict. *Melee Weapon Attack:* +6 to hit. Reach 100 ft., one target. *Hit:* 33 (6d10) bludgeoning and the target is grappled (escape DC 22). At the start of their turn the tentacles deal an additional 33 (6d10) bludgeoning damage.

Pull. The hivemind tentacles begin retracting, pulling the grappled ship closer. The grappled ship moves 50 ft. straight back towards the grappling ship.

Disrupt Flow.

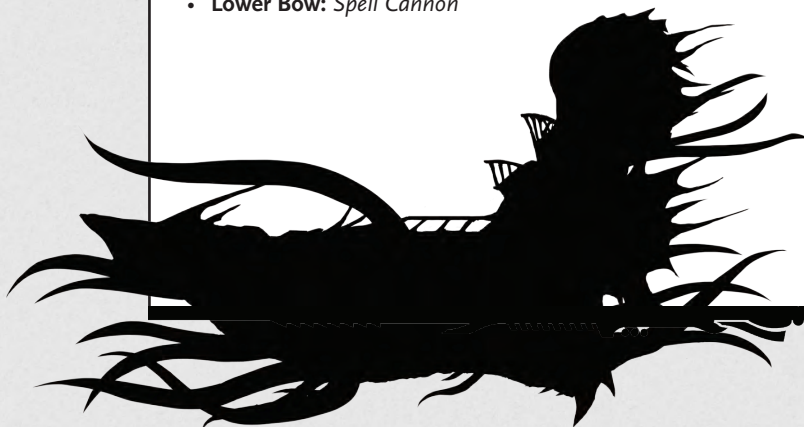
Casting time. 1 action

Range. 500 feet

Cost. 4 spelldriving points

Duration. Concentration, up to 1 minute

When this mode is activated the spelldriver can target a ship's sordalite crystal within range and interrupt its flow of power. While affected by this mode the ship's speed is halved, and it takes a -2 penalty to AC and Dexterity saving throws.



CARCASSITE SHIP

Rotting wood, torn sails, and no discernable movement on the deck: all the hallmarks of a wreck ready to be plundered. However, if the ship has a purple crystal then you better turn and flee as fast as you can, for this is a carcassite ship. Not unlike the hollowed ones, a carcassite ship is held together and animated by the forces of its corrupted crystal. This allows it to function far beyond the normal damage threshold of an airship, making it a formidable enemy. On top of that, they are helmed by the dark spelldrivers of the Umiera cult and their unique spelldriving modes.

These ships and their undead crew can be found in the wilds, looking for lonely or damaged ships far from their home. Their tactics are varied; some charge into battle with blazing guns, while others disguise their ship as a wreck and lure in potential scavengers. Either way, the result is often the same, with the unwitting ship ending up purged of all life. The cultists then tow the ship to one of their secret harbors and spend a week corrupting the crystal into carcassite. For this reason there is no singular design for carcassite ships, as any ship can become one.

Once a ship has been corrupted, it is returned to the skies manned by the corpses and spirits of the former crew and led by an undead Umiera cultist captain. They are given a single command: expand the ranks of their twisted troupe. Ambushing ships by disguising as a damaged ship adrift the skies, or attacking battleworn ships lacking the firepower to keep themselves safe from the undead assault. Decimating the crew on board and collecting their bodies to expand the cult's army of hollowed ones.

Build Cost. A carcassite ship is never built; instead it is created when a ship has been captured and a ritual is cast corrupting the sordalite crystal powering it, twisting it into carcassite. The ritual used for this process is shrouded in mystery, and as such the true cost the cult of Umiera spends on each ship they convert is not known. For this reason it is up to each GM to select a price they believe is reasonable, should it be necessary.

Decks. The carcassite ship has 3 lower decks and 1 upper half deck on the bow and stern of the ship. In addition, they typically have a bridge cabin on the upper deck of the stern.

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

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Small wisps of green energy sit in hanging lanterns and float throughout the ship casting a dim sickly green light.

Rigging. Rigging on the ship is damaged and requires a successful DC 14 Strength (Athletics) check to climb.

Hull. The ship's hull is 150 ft. long and 30 ft. wide. It is made of sturdy hardwoods.

EXAMPLE CARCASSITE CREW

A carcassite ship is normally manned by the undead spirits of its old crew; however, additional creatures can be added at each GMs discretion.

SHIP DECK GUIDE

The carcassite ship's top deck is always left bare as an attempt to lure unsuspecting looters. When corrupted the ship is left in a state of disrepair to make it look vulnerable; however most carcassite ship's boast heavy firepower.

LEVEL 1: TOP DECK

The top deck of the carcassite ship is configured with two half levels on the stern and a half level on the bow. There are no weapons attached to the top deck.

Half Deck. The bow of the carcassite ship has an open half deck. There are no weapons attached to it.

Stern Lower Section. The first lower section on the top deck's stern is the captain's quarters.

Stern Upper Section. The upper section on the stern is where the helm is located.

LEVEL 2: BRIG AND GUN DECK

The second level of the ship is where the first gun deck is located as well as the ship's brig. The stern of the ship used to be the ship's mess hall and galley; however, these are no longer in use.

Ship's Brig. The brig is in the bow of the ship's second level. It has 2 main cells that are each 15 ft. x 10 ft. wide in size. They are made of iron.

Gun Deck. The middle of the second level is the ship's main interior gun deck. It is separated by a full wall and a wooden door from the front brig. It is equipped with 5 light cannons on either side.

Mess Hall / Galley. The stern of the second level is where the mess hall and galley are located. It is separated from the middle gun deck by a full wall and a wooden door. These rooms are now left empty or for storage should the crew capture another ship.

LEVEL 3: CABINS AND GUN DECK

The third level of the ship is where the second gun deck is located. There is a munitions storage hold in the bow of the ship, and unused cabins in the stern.

Storage Hold. The bow of the third level is separated from the middle gun deck by a full wall and a wooden door. This storage room is used for munitions.

Gun Deck. The middle of the third level is the ship's main interior gun deck. It is equipped with 6 light cannons on either side.

Cabins. At the stern of the third level is where the officers and diplomats cabins used to be. Now they are unused and in disrepair.

LEVEL 4: ENGINE

The lowest level of the ship is where the crew sleep and the engine is maintained. The two sections are divided by a full wall and a large iron door.

Barracks. The barracks take up three quarters of the deck and are mainly hammocks all layered on top of one another.

Engine Room. The stern of the lowest level is where the engine room is located, separated from the barracks by a full wall and a wooden door. In place of a ship's regular engine is a large carcassite crystal perpetuating the curse on the ship's crew.

CARCASSITE SHIP

Gargantuan vehicle (150 ft. by 30 ft.)

Creature Capacity 45 (crew and passengers)

Cargo Capacity 85 tons

Hull Mounts: 3 Left (Port), 3 Right (Starboard)

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

Saving Throws Dex (+0)

Damage Immunities poison, psychic

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

HULL

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

Hit Points. 750 (damage threshold 20)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 3 port side mounts, 2 on the stern of the hull and 1 on the bow of the hull.

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

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

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

SHIP COMPONENTS

Helm (Ship's Interior)

Armor Class: 16

Hit Points: 50

Crew Minimum: 2 spelldrivers

Light Cannons (16)

Armor Class: 18

Hit Points: 50

Crew Minimum: 3

Spell Cannons (2)

Armor Class: 18

Hit Points: 125

Crew Minimum: 3 (1 spelldriver)

Spell Jet Thrusters (4)

Armor Class: 18

Hit Points: 150

Crew Minimum: –

Sails

Armor Class: 12

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 spell jet thrusters + sails. The ship can use its helm to move with its spell jet thrusters and sails. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode. The sails speed may change depending on the wind (refer to *Sails* on page 62).

Sails + Spell Jet Thrusters:

Travel Pace: 110 mph **Speed (fly):** 110 ft.

Spell Jet Thrusters Only:

Travel Pace: 80 mph **Speed (fly):** 80 ft.

Sails Only:

Travel Pace: 30 mph **Speed (fly):** 30 ft.

Fire Port Light Cannons (8): *Ranged Weapon Attack:*

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

Fire Starboard Light Cannons (8): *Ranged Weapon Attack:*

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

Incorporeal.

Casting time. 1 action

Cost. 5 spelldriving points

Duration. Concentration, up to 1 hour

For the duration of this mode the carcassite ship loses its physical form, taking on a ghost-like appearance as it enters the ethereal plane. Any living creatures currently aboard the ship begin falling as the footing beneath them vanishes. While in this mode the carcassite ship can only affect and be affected by other creatures and objects also in the ethereal plane.



KRAKEN CLASS FRIGATE

While the nations of Sordane spent time and money building faster and stronger ships, the scrapper pirates focused their efforts on crippling and destroying ships and salvaging parts to expand their fleets. This method led to the construction of the current class of airship being built and traded among pirates, the kraken class frigate.

Powered by an unstable-melded cluster of smaller sordalite crystals, and built using the salvaged parts of destroyed airships, no two kraken airships are identical, even though the techniques used to build them are widely shared among pirate artificers and shipwrights. In fact, aside from being made from scrap, the only thing these ships have in common is that they are designed to be slightly smaller than most frigates and as fast as possible. This way the pirates can quickly approach and attack unsuspecting ships with boarding parties to minimise damage to the ship and get as much usable salvage as possible to either start construction on a new ship or add improvements to current ships in their fleet.

Kraken Racing. The pirates of Sordane will occasionally attempt to organise under-the-radar gatherings to test the capabilities of their creations. These kraken airship races will take place between two to five ships usually through mountainous regions or pirate territories; however, some of the more exciting and dangerous kraken races will see pirates race through all kinds of dangerous routes such as skipping past soon-to-be-agitated canyon hessat nests or through known patrol routes of nearby cities. Betting and gambling will always have its place in a pirate's life and they'll usually win a lot more than bragging rights for a first place finish, with some crews even offering up their ships or enormous hauls of loot to make the races just a bit more entertaining for spectators and crews alike.

Kraken Variants. Though kraken airships are largely focused on speed, some pirate captains like to test the capabilities of their artificers, commissioning airship abominations; focusing on huge amounts of firepower and strength over the stereotypical speed found elsewhere in Sordane. These behemoths will employ whatever cannons the pirates have salvaged, delicately balancing the weight of heavy armour plating and firepower against the capabilities of the sordalite crystal cluster that keeps their ship afloat.

Build Cost. Due to the kraken frigates being built from scavenging other ships' parts there is no set price for the ship's hull. It is up to each GM to list a hull price they believe is reasonable.

Decks. The kraken has 2 lower decks and 1 upper half deck on the bow and stern of the ship.

Ceilings. Unlike the rest of the ship the second level has lower ceilings, roughly 7 feet high. The rest of the ship's ceilings are 9 feet high, with the forward and rear hold sharing the same height on average, with 6-foot high doorways.

Doors. The ship's doors are made of a mix of iron doors (AC 19, 36 hit points) and wood doors (AC 15, 18 hit points). The doors are immune to poison and psychic

damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Light. Hanging lanterns cast bright light throughout the ship, although some wealthier pirates have everburning lights depending on how deep their pockets are.

Rigging. Rigging on the ship can be climbed without an ability check.

Hull. The ship's hull is 105 feet long and 25 feet wide. It is made of sturdy hardwoods and reinforced with steel plating.

EXAMPLE KRAKEN CREW

A kraken frigate requires a small crew to operate at a maximum combat level. Due to its speed combat is focused on manoeuvrability and crippling enemy ships instead of destroying them outright. The typical crew for a non-player-operated kraken frigate includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

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

SHIP DECK GUIDE

The ship is typically used for raiding other ships and transporting illegal goods. As such it has a focus on speed and defence over pure firepower.

LEVEL 1: TOP DECK

The top deck of the kraken is configured with two enclosed half decks on the stern. There are no weapons attached to the top deck.

Stern Lower Section. The lower section on the stern is for daily ship operations. This is where the captain will meet with the ship's officers.

Stern Upper Section. The upper section on the top deck's stern is the captain's quarters.

LEVEL 2: MESS HALL / GALLEY DECK

The second level of the ship is where the ship's brig in addition to the mess hall, galley and officers cabins.

Mess Hall / Galley. The middle of the second level is where the mess hall and galley are located. It is separated from the brig and cabins by a full wall and a wooden door.

LEVEL 3: BARRACKS

The lowest level of the ship is where the crew sleeps. There is also a small storage hold for food and munitions.

Storage Hold. The bow of the third level is separated from the barracks by a full wall and a wooden door. This storage room is used for munitions and food supplies.

Barracks. The barracks take up three quarters of the deck and are mainly hammocks all layered on top of one another.

KRAKEN CLASS FRIGATE

Gargantuan vehicle (105 ft. by 25 ft.)

Creature Capacity 35 (crew and passengers)

Cargo Capacity 50 tons

Hull Mounts: 5 Left (Port), 5 Right (Starboard)

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

Saving Throws Dex (+0)

Damage Immunities poison, psychic

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

HULL

Armor Class. 20 (17 steel plated hull + 3 for more than two spell jet thrusters)

Hit Points. 500 (damage threshold 20)

HELM

Move up to the speed of the ship's spell jet thrusters, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

HULL MOUNTS

The airship has a combination of hull-mounted modules that grant it mobility and additional fighting capabilities. These hull-mounted modules either add new Actions or improve the ship's momentum.

Port Mounts. This airship has 5 port side mounts, 3 on the stern of the hull and 2 on the bow of the hull.

- **Upper Stern:** *Propeller Engines*
- **Middle Stern:** *Spell Jet Thruster*
- **Lower Stern:** *Spell Jet Thruster*
- **Upper Bow:** *Spell Cannon*
- **Lower Bow:** *Hookshot Cannon*

Starboard Mounts. This airship has 5 starboard side mounts, 3 on the stern of the hull and 2 on the bow of the hull.

- **Upper Stern:** *Propeller Engines*
- **Middle Stern:** *Spell Jet Thruster*
- **Lower Stern:** *Spell Jet Thruster*
- **Upper Bow:** *Spell Cannon*
- **Lower Bow:** *Hookshot Cannon*

SHIP COMPONENTS

Helm

Armor Class: 18

Hit Points: 50

Crew Minimum: 2 spelldrivers

Hookshot Cannon (2)

Armor Class: 20

Hit Points: 100

Crew Minimum: 4

Spell Cannons (2)

Armor Class: 20

Hit Points: 125

Crew Minimum: 3 (1 spelldriver)

Propeller Engines (2)

Armor Class: 20

Hit Points: 100

Crew Minimum: –

Sails

Armor Class: 12

Hit Points: 100

Crew Minimum: –

Spell Jet Thrusters (4)

Armor Class: 20

Hit Points: 150

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 spell jet thrusters + 2 propeller engines + sails. The ship can use its helm to move with its spell jet thrusters, propeller engines and sails. The ship must already have been moving under its spelldriver's *momentum* spelldriving mode. The sails speed may change depending on the wind (refer to *Sails* on page 62).

Spell Jet Thrusters + Propeller Engines + Sails:

Travel Pace: 130 mph **Speed (fly):** 130 ft.

Spell Jet Thrusters Only:

Travel Pace: 80 mph **Speed (fly):** 80 ft.

Propeller Engines Only:

Travel Pace: 20 mph **Speed (fly):** 20 ft.

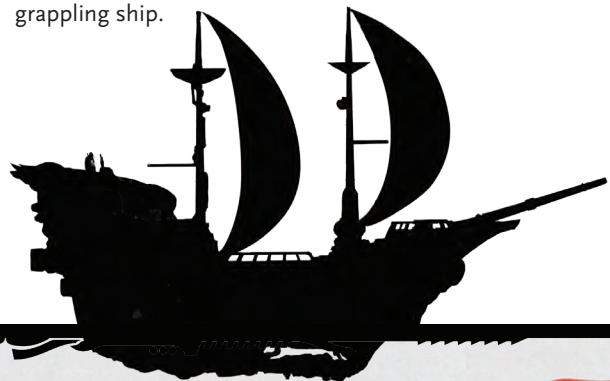
Sails Only:

Travel Pace: 30 mph **Speed (fly):** 30 ft.

Fire Port Side Hookshot Cannon (1): *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. **Hit:** 44 (8d10) bludgeoning damage.

Fire Starboard Side Hookshot Cannon (1): *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. **Hit:** 16 (3d10) piercing damage.

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





CHAPTER 5. SPELLDRIVING

The airships in Sordane are powered through magic known as spelldriving; those who employ this magic are called spelldrivers. Like any arcane path, anyone can learn to be a spelldriver, but very few have the ability to master its techniques. This chapter outlines how spelldriving works and how characters can learn the requisite proficiencies to spelldrive their own airships.

SPELLDRIVING PROFICIENCY

To become a spelldriver, a character must be proficient with a new tool proficiency called **spelldriving**, which is introduced in this ruleset. In order to become proficient in spelldriving, the character must have the ability to cast at least one 1st-level spell. Characters can take the proficiency as part of character creation, replacing any tool proficiencies made available through their racial, class, or background features.

Proficiency with spelldriving allows the character to add their proficiency bonus to any ability check involved with the airship itself. The spelldriving proficiency also grants the character the spelldriving feature, described in this chapter.

THE ART OF SPELLDRIVING

When a character becomes proficient in spelldriving, they can exchange the magical energy that they use to fuel their spells to create spelldriving points, which allows them to control the ships and create a variety of special effects via modes.

SPELLDRIVING ABILITY

A spelldriver uses the same ability for spelldriving that they do for their magical abilities. For example, wizards use Intelligence as their spelldriving ability, clerics use Wisdom as their spelldriving ability, and so on. Spelldrivers do not need a focus to use spelldriving abilities.

SPELLDRIVING POINTS

As a bonus action on the character's turn, they can expend one spell slot, or expend a single use of a spell if the spell is gained through a racial feature or feat, and gain a number of spelldriving points equal to the slot or spell's base level to their spelldriving point bank. Note that expending spells in this way does not create the normal effects for the spell.

A spelldriver may have as many spelldriving points in their spelldriving point bank as determined by their character level. See “Spelldriving Point Bank Maximums.” A character’s spelldriving point bank is emptied, and all unused spelldriving points discarded, at the end of a long rest.

For example, a character who can normally cast *faerie fire*, a 1st-level spell, through one of their racial traits can expend the spell to convert it into 1 spelldriving point. And if that character expended *darkness* to convert it to spelldriving points, they would gain 2 spelldriving points. As normal, the spelldriver regains use of those spell slots when they complete a long rest.

SPELLDRIVING POINT BANK MAXIMUMS

A spelldriver can never have more spelldriving points in their spelldriving point bank than shown on the table for the character’s level.

Spelldriving Point Bank Maximums

Level	Max. Points	Level	Max. Points
1st	2	11th	11
2nd	2	12th	12
3rd	3	13th	13
4th	4	14th	14
5th	5	15th	15
6th	6	16th	16
7th	7	17th	17
8th	8	18th	18
9th	9	19th	19
10th	10	20th	20

SPELLDRIVING MODES

Characters proficient in spelldriving can use their spelldriving points to drive, control, or defend the airships via special effects known as spelldriving modes. The spelldriving modes available to spelldrivers are listed below.

As long as you are proficient in spelldriving, you know all the modes available and do not need to learn or prepare new modes. As long as you have the required number of spelldriving points in your spelldriving point bank, you may use any spelldriving mode.

A ship cannot gain the benefits from two or more instances of the same spelldriving mode.

Spelldriving modes count as spells for the purposes of function. For example, they can be counterspelled. The spelldriving mode’s level is determined by multiplying the number of spelldriving points used to activate the mode by 2.

ACCELERATE

Casting Time: 1 action

Cost: 2 spelldriving points

Duration: Concentration, up to 1 minute

This mode allows the ship to move at an incredible pace. When you cast this spell, the speed of each propulsion component in use doubles.

DISGUISE SHIP

Casting Time: 1 action

Cost: 3 spelldriving points

Duration: Concentration, up to 8 hours

This mode allows the spelldriver to disguise their attuned ship, appearing as another ship of the same class or clouds. For the duration of the mode the ship cannot take any actions or the illusion fades. A successful DC 18 Intelligence (Investigation) check reveals that this is an illusion.

FORCE BARRIER

Casting Time: 1 action

Cost: 3 spelldriving points

Duration: Concentration, up to 10 minutes

You surround the ship with powerful force magic that has the potential to harm anything that comes near it. The force barrier expands 50 feet from the ship in all directions. When you use this mode, you can designate any number of creatures or objects you can see to be unaffected by it.

When a creature or object enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, the creature or object takes 3d8 force damage. On a successful save, the creature or object takes half as much damage.

When you use this mode, you can spend up to 3 additional spelldriving point to increase the damage by 1d8 per point.

FULL POWER

Casting Time: 1 action

Cost: 3 spelldriving points

Duration: Concentration, up to 10 minutes

This mode allows the ship to give you all that she’s got. When you use this mode, the ship’s movement triples the base speed of propeller engines and quadruples the base speed of spell jet thrusters.

While running in this mode, the ship has to pass a DC 12 Constitution saving throw every 5 turns (or every 30 seconds outside of combat). On a failed save, each propeller and spell jet thruster engine takes 2d10 + 10 force damage.

Activating *full power* does not interrupt *momentum*, should it be active, but will end *accelerate* if it is currently active on the ship. Once *full power* ends for any reason, a previously active *momentum* will continue until it too has ended.

INVISIBILITY

Casting Time: 1 action

Cost: 3 spelldriving points

Duration: concentration, up to 1 hour

The ship becomes invisible until the mode ends. Anything the ship is carrying is invisible as long as it is in contact with it. The spell ends if the ship moves, attacks, or anyone aboard attacks or casts a spell.

JETSTREAM BUBBLE

Casting Time: 1 action

Cost: 1 spelldriving point

Duration: 1 hour

Creates a bubble made of crackling lightning and energy around the ship that protects it from the strong winds and magical turbulence of a jetstream. This mode allows a ship to enter or leave a jetstream without risk of suffering a jetstream disaster (see page 112).

LOCATE JETSTREAM

Casting Time: 1 action

Cost: 3 spelldriving points

Duration: 1 hour

Target: Self

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

MOMENTUM

Casting Time: 1 action

Cost: 1 spelldriving point

Duration: 24 hours

This mode grants the spelldriver control over the airship's helm. The spelldriver can make the ship start and stop as well as move it in any direction the ship could naturally move.

When the spelldriver controls the ship, it is unusable by

normal means; but the spelldriver can give control back to the crew during the mode's duration in order to focus on other tasks. The spelldriver can resume control at any time until the mode ends.

PROTECTION

Casting Time: 1 action

Cost: 1 spelldriving point

Duration: 1 minute

You ward the ship against attack. For the duration of the mode, any creature that targets the ship with an attack or a harmful spell must first make a Wisdom saving throw against your spell save DC. If the attack or spell comes from a ship, the ship's captain must make the saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This mode doesn't protect the warded ship from area effects, such as the explosion of a *fireball*. If the ship or its crew make an attack or cast a spell that affects an enemy creature, this mode ends.

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.



SPELL CANNON

Casting Time: 1 action

Cost: 1 spelldriving point per spell level (see below)

Duration: Instantaneous

When you cast a spell while at a spell cannon station on a ship, you can choose to spend a number of spelldriving points up to the level of the spell cast (1 for a cantrip) to cast the spell through the ship's spell cannon.

The spell must have a range of at least 30 feet and it must deal damage. This spell does not use up a normal spell slot for the spelldriver casting the spell. When cast, the spell grants the following benefits:

- **Damage:** For each spelldriving point spent to cast the spell, it adds an extra damage die to the spell's effect.
- **Area of Effect:** If the spell targets an area, the spell's area of effect increases by a number of feet equal to 10 times your spellcasting modifier (minimum of 10 feet).
- **Range:** The range of the spell doubles.

If a concentration spell is cast through the spell cannon, that cannon becomes unavailable to other spelldrivers as long as the spell is still active. Once the spell ends the cannon can be used as normal.

Example 1: A wizard casts *fire bolt* through the spell cannon, spending 2 spelldriving points (minimum of 1 spelldriving point as a cantrip). The spell's range doubles from 120 to 240 feet. On a hit, the damage increases by 2d10 for the 2 spelldriving points spent to cast the spell for a total of 3d10 points of fire damage.

Example 2: A wizard casts *fireball* through the spell cannon, spending 3 spelldriving points (minimum of 3 spelldriving points as a third-level spell). The spell's range increases from 150 to 300 feet. With an Intelligence of 15, and a spellcasting modifier of +2, the spell's area of effect increases from a 20-foot-radius sphere to a 40-foot-radius sphere (+10 feet per spell casting modifier). On a hit, the damage increases by 3d6 for the 3 spelldriving points spent to cast the spell for a total of 11d6 fire damage.

VORTEX

Casting Time: 1 action

Cost: 4 spelldriving points

Duration: Concentration, up to 1 minute

A strong wind builds up around the ship, encasing it in a fast moving torrent shaped like a bubble. The bubble is 1 foot thick and lasts for the duration of the mode.

When the torrent of wind surrounds the ship, each creature that attempts to pass through it must make a Strength saving throw versus your spell save DC. A creature takes 3d8 bludgeoning damage on a failed save and is pushed out, or half as much damage on a successful one and is able to pass through the torrent.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the bubble. Loose, lightweight materials that come into contact with the bubble fly upward. Arrows, bolts, and bullets from handheld weapons and ballistae fired at targets behind the wall are deflected upward and automatically miss. Light cannons have disadvantage on all targets within the bubble, heavy cannons suffer no penalty. Creatures in gaseous form can't pass through the bubble.

JETSTREAMS

Airships connected the world of Sordane in ways that were once unimaginable, shortening the travel time between locations by large amounts, as well as making it much safer. They completely changed how people handled exploration, transport, and, of course, war. Airship technology became the main focus of most large factions, as entire nations could fall to an army of faster or more durable airships. Much changed in these times of political turbulence, with many settlements sprouting up that were accessible only by airship.

Eventually, sordalite technology plateaued and most factions were able to create similar-performing ships. For a long time after this point it was believed that there was no faster way to travel aside from teleportation—that is, until the jetstreams were discovered. Allegedly this was done by Rex Coron, a smuggler trying to escape his pursuers by flying higher than most sensible people would recommend at the time. By chance, he got caught in a massive stream of magically turbulent, fast-flowing air—now known as a jetstream. Swept along with it like a boat in a river, he managed to escape the stream after five hours, finding that he had traversed a distance that would otherwise have taken close to a day's travel.

This smuggler returned to the jetstream and started mapping it, creating the first rough 'stream map' that pointed out several streams that connected major cities. During this time, Rex also learned the hard way about the turbulent and chaotic nature of the jetstreams. Along with his trusted crew of powerful spelldrivers and sailors, he devised the basic spelldriving modes *jetstream bubble* and *locate jetstream*, allowing them to find jetstreams easier and travel them safely. Not only were Rex and his crew now capable of traveling between far-off places in staggeringly quick times, but they were also the only ones who knew, as far as they were aware, of their existence. Of course, such a powerful thing can not stay secret for long. As people started growing suspicious of Rex's seemingly impossible ability to traverse the sky to places of greater distance than traditional logic would allow, curious parties began following Rex on his runs and eventually discovered his secret. Needless to say, when it went public, the people of Sordane were shaken by this discovery and the ramifications that it had on their security. All nations launched frenzied exploration runs to map the skies above them. Many streams were found but only a small number of them were safe and useful enough to properly map fully.

The world of Sordane changed after this discovery, as trade and war became largely dependent on the jetstreams. Some built large cities at convergences, while others moved their seats of power to places without a jetstream entry point nearby, preferring the safety that came with this isolation.

When a new stream is discovered, it is typically named after the person who found and charted it, with the most prolific being the Coronal stream. It is the longest jetstream on the planet and connects to all of the continents at several points. The following map outlines the most





prominent jetstreams found in Sordane; however, there are many more covering the skies that either aren't shown or haven't been fully mapped yet.

SOURCE OF THE JETSTREAMS

While not everything is known about them, it is thought that the jetstreams are somehow magically tied to the planet's core. This makes them semi-predictable. They may warp and slightly change direction, but in general, the jetstreams remain constant in their structure and direction. This can change dramatically when convergence storms or other large-scale sordalite-related events take place.

TRAVELING THROUGH JETSTREAMS

A jetstream is a fast-flowing, semi-stable air current that meanders through the higher layers of the atmosphere, typically at altitudes between 10,000 and 30,000 feet.

A single jetstream may start or stop anywhere. Two streams will never directly cross, but any stream can split or combine into another. To the naked eye, they are all

but invisible, but they can be detected with reasonable ease when magic is employed. Though they are hard to locate due to their transparency, once you are inside of a jetstream, what you see changes drastically. The strong winds and tiny sordalite dust particles refract the light, making the inside of the jetstream look like one is traveling through a tunnel of blue light. A jetstream is typically 1,000 feet wide; however, they can spontaneously fluctuate, causing them to expand or retract. While travelling through one of these jetstreams a ship moves at five times its normal speed.

JETSTREAM ACCESS

To enter or leave a jetstream safely, a special spelldriving mode called jetstream bubble is required. If a ship attempts to enter a jetstream without it, the ship has to roll a Strength saving throw against DC 18 with a bonus equal to the captain's proficiency bonus. On failure, the ship suffers 42 (4d20) force damage to its hull and 1d4 random ship modules and it is forced out of the jetstream. All sailors are aware of these risks and typically will protest when a spelldriver tries to enter a jetstream without the proper spelldriving mode.

Likelihood of Jetstream Disaster

Travelling in Jetstream	Likelihood of Disaster (roll 1d20)
<i>Jetstream bubble</i> mode active + buoys	No chance of disaster
Buoys without <i>jetstream bubble</i> mode active	On a 5 or less, a jetstream disaster occurs
<i>Jetstream bubble</i> mode active without buoys	On an 8 or less, a jetstream disaster occurs
No <i>jetstream bubble</i> mode active or buoys	On an 15 or less, a jetstream disaster occurs

Jetstream Disaster

d20	Jetstream Disaster
1–5	Cold Wind. An extremely cold gust of wind appears through a tear in the stream; the ship and all on it suffer from <i>extreme cold</i> conditions for the duration of their stay in the jetstream. Additionally, anyone on top of the deck must pass a DC 14 Dexterity saving throw or suffer 7 (2d6) bludgeoning damage and be knocked prone.
6–10	Strong Wind. The ship swings violently in the strong wind, all creatures on board must pass a DC 16 Dexterity saving throw or suffer 14 (4d6) bludgeoning damage and be knocked prone.
11–12	Sweeping Wind. An object or creature on the top deck gets torn free and starts flying off the deck. The object or creature can be secured by passing a collective DC 30 Strength check. All those within 35 feet can try to secure it by rolling a Strength check. On failure, the object or creature flies off the deck and out of the jetstream, heading for the ground. Additionally, any creature that rolls a 1 on the check will get hit by the object and receive 21 (6d6) bludgeoning damage.
13–14	Whirlpool Eddy. Turbulence shakes the ship and starts rotating it as if it was stuck in a whirlpool. A spelldriver must cast the <i>jetstream bubble</i> spelldriving mode or the ship will get smashed against the jetstream's wall and suffer 21 (2d20) force damage to the hull every turn that it remains inside of the jetstream. In addition, 1d4 random ship modules will suffer the same damage. Every time the ship attempts to leave the jetstream without the <i>jetstream bubble</i> spelldriving mode active, the ship must pass a DC 24 Strength check. On failure, the ship remains in the jetstream and takes an additional 21 (2d20) force damage to its hull and 1d4 random ship modules.
15–16	Debris Storm. Flying trash and other rubble smashes against the ship, which takes 35 (10d6) bludgeoning damage against its hull and 1d4 additional ship modules. Any creatures in or on this section without cover needs to succeed on a DC 14 Dexterity saving throw or suffer the same damage.
17–18	Large Debris. The ship suffers major damage to one of its modules due to a collision with rubble, reducing it to 1d6 hit points. Randomly determine which module is affected.
19–20	Destabilizing Jetstream. A large gust of wind, followed by the appearance of a whirlpool eddy turns the ship upside down. Anything that is not attached to the ship or below deck falls off the ship and leaves the jetstream. A creature can try to pass a DC 16 Dexterity saving throw to grab onto a fixed object it can reach, otherwise it falls off the ship. This effect lasts until the <i>jetstream bubble</i> spelldriving mode is cast, even if it is already active. It will need to be cast again, or the ship suffers 1d4 additional airship disasters every minute that it remains in the jetstream. The ship will right itself automatically when it leaves the jetstream.

NAVIGATING THE JETSTREAM

Throughout the years, a great many of the jetstreams have been charted and marked with specialized jetstream buoys that show travelers where they are and when to get off for certain locations. These buoys are critical as they stabilize the jetstreams, preventing their walls from moving or contracting too much. Most factions of Sordane agree on the importance of the streams and their safety. They have very strict laws against vandalizing the arcane buoys and fighting inside jetstreams, that even most pirates respect. Traveling through a jetstream without buoys is extremely dangerous and risks stranding the ship and crew in a far-off, unintended place. Additionally, the random contractions and expansion of a jetstream edge can cause catastrophic damage to the ship when they touch it. Whenever a ship travels through a jetstream without the protection of buoys and the spelldriving mode *jetstream bubble* active the captain must roll a d20 every

Jetstream Buoys

A jetstream buoy (AC 18, HP 30) is typically a man sized metallic sphere with small antennas protruding from all over its surface. It uses these to channel the magical energy of the jetstream through its sordalite crystal core in order to stabilize the surrounding area. Each region has their own design, but the mechanism inside is always the same. Specialized maintenance workers known as Stream Watchers, look after these buoys within their given jurisdiction. It is a high paying, and dangerous job. But also one of the most prestigious positions across all of Sordane.

hour (refer to *Likelihood of Jetstream Disaster* table above for the relevant situation). If a jetstream disaster occurs, roll on the *Jetstream Disaster* table.



CHAPTER 6. CREATURES AND MONSTERS

Sordane is not only a world of high-tech airships and cities, it is also a world filled with magnificent constructs ingrained in the societies of the world as well as terrifying creatures both aerial and terrestrial that waylay travelers and airships and bring fortunes crashing down to the ground in a very literal sense.

This chapter of the book outlines a sampling of the types of creatures and constructs you may encounter in a Skies of Sordane campaign in addition to the usual suspects of any other Fifth Edition setting.

ARCANE DRAGON

Arcane dragons are an entirely artificial creation, on par with the creative ambitions of the original creators of the shardforged. Aside from the shardforged, the arcane dragons of Sordane are the only other known shard constructs that hold sentience or retain it from their previous life as a true dragon.

Typically a frowned-upon process, the Arcanization Ritual to transform a dragon is carried out by powerful artificers and wizards. They take a near death, or captured, dragon and turn it into an extremely powerful familiar and slave to its master's will. Though bound to their master's will, they retain their name, personality, intelligence, and memories from their past life. Most arcane dragons transformed against their will harbor immense ill will towards their masters.

Once a dragon becomes an arcane dragon, it stops aging and growing entirely. It is suspended in its current state and will live on for eternity or until destroyed or dismissed. Should the master be destroyed, the dragon also dies. On very rare occasions, powerful ancient dragons will survive the death of their masters and live on in arcane undeath as they had in life, with more power.

Only a true dragon can be turned into an arcane dragon. Dragons who lack the dragon type or dragons that possess another template cannot become arcane dragons.

ARCANE DRAGON TEMPLATE

When a dragon becomes an arcane dragon it retains its statistics except as described below. The arcane dragon might retain or lose any or all of its lair actions or inherit new ones, at the GM's discretion.

ARCANE DRAGON TRAITS

Type. The arcane dragon's type changes from dragon to construct.

Armor Class. The dragon gains a natural +2 bonus to its AC.

Intelligence. Unless it is already higher, the arcane dragon's Intelligence score is 20 (+5).

Damage Resistances. The arcane dragon has resistance to bludgeoning, piercing, and slashing damage from non-magical attacks that aren't adamantite.

Damage Immunities. The arcane dragon has immunity to poison and it retains any immunities it had prior to becoming an arcane dragon.

Condition Immunities. The arcane dragon is immune to the charmed, exhaustion, frightened, paralyzed, petrified, poisoned, and prone conditions.

Languages. The dragon knows the languages it knew in life in addition to the languages of its master.

Saving Throws: Intelligence. The arcane dragon is proficient with Intelligence saving throws.

Skill Proficiency: Arcana. The arcane dragon is proficient in Arcana.

Constructed Nature. An arcane dragon doesn't require air, food, drink, or sleep.

Counterspell. When the arcane dragon senses a target within 60 feet of it casting a spell, it can use its reaction to attempt to interrupt that creature. If the creature is casting a spell of 5th level or lower, its spell fails and has no effect. If it is casting a spell of 6th level or higher, the arcane dragon makes an ability check using its spellcasting ability (+5). The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Spellcasting. The arcane dragon is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The dragon has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, message, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, expeditious retreat, identify, sleep*

2nd level (3 slots): *blindness/deafness, darkness, misty step, suggestion, web*

3rd level (3 slots): *haste, sending, slow, tongues*

4th level (3 slots): *dimension door, greater invisibility, locate creature*

5th level (2 slots): *animate objects, creation, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *forcecage, reverse gravity*

8th level (1 slot): *power word stun*

9th level (1 slot): *time stop*



ANCIENT BLACK ARCANIC DRAGON

Gargantuan construct, chaotic evil

Armor Class 24 (natural armor)

Hit Points 332 (19d20 + 133)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	25 (+7)	20 (+5)	15 (+2)	19 (+4)

Saving Throws Dex +10, Con +15, Int +13, Wis +10, Cha +12

Skills Arcana +13, Perception +18, Stealth +10

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks that aren't adamantine

Damage Immunities acid, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic, and the languages its master understands

Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Immutable Form. The dragon is immune to any spell or effect that would alter its form.

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

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Spellcasting. The arcane dragon is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). The dragon has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, message, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, expeditious retreat, identify, sleep*

2nd level (3 slots): *blindness/deafness, darkness, misty step, suggestion, web*

3rd level (3 slots): *haste, sending, slow, tongues*

4th level (3 slots): *dimension door, greater invisibility, locate creature*

5th level (2 slots): *animate objects, creation, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *forcecage, reverse gravity*

8th level (1 slot): *power word stun*

9th level (1 slot): *time stop*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Counterspell. When the arcane dragon senses a target within 60 feet of it casting a spell, it can use its reaction to attempt to interrupt that creature. If the creature is casting a spell of 5th level or lower, its spell fails and has no effect. If it is casting a spell of 6th level or higher, the arcane dragon makes an ability check using its spellcasting ability (+5). The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

LEGENDARY ACTIONS

The adult black arcane dragon can take three 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. Adult black dragons regain spent legendary actions at the start of their turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

CANYON HESSAT

The canyon hessat best exemplifies the trait of patience beyond any predator of Sordane as they have been known to wait days and weeks for prey to cross their path. With powerful jaws and the ability to strike with lightning quick attacks, they quickly make a meal out of any who may be foolish enough to venture too close to their lair.

Burrowed into the sides of canyons and gorges, the canyon hessats hide, watching the skies, waiting, always waiting for just the right prey, which to a canyon hessat is just about anything it believes it can eat. Since airship travel is so prevalent, the canyon hessats have picked up a trick of snatching sailors right off the deck of unsuspecting ships flying through canyons and other close quarter routes in the wild. Normally a pack predator, they live in close proximity to others of their kind. When these colonies form, they can shut down whole mountain passes and trade routes as the more canyon hessats there are, the bolder they get, attacking larger and larger prey en masse, making it impossible for many ships to pass through.

Canyon hessats have long ribbon-like bodies that propel them through the skies like a piece of cloth caught in the wind. When they come to land on what will be their new home they use their jaws to dig into the solid rock, making an opening just large enough for their semi-flexible skulls to fit through and only half as deep as their length. They coil up inside these homes, using the large spiked frill on the back of their heads to anchor themselves within their dens and wait until the hunt has begun. Although not fully nomadic, they move from spot to spot based on the abundance of food, making their homes on known trade routes and well-used civilian travel lanes. When their food sources run dry, they move on.

Many kingdoms employ large scorch barges to clear canyon hessats out of trade routes that lie within or close to their borders. Hunters will tell you the best way to hunt canyon hessats is out in the open when they migrate at night; it takes their best weapon away, the powerful coil attack. Hunting them when they leave their dens is still a dangerous endeavour. Even without their most deadly attack, they have surprising dexterity in the air and their jaws have the power to effortlessly rip a man in half!

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hessat takes a lair action to cause one of the following effects. The hessat can't use the same effect two rounds in a row.

- A cloud of sand and rock bursts from the hessat's burrow obscuring sight in a 100-foot-radius sphere. The cloud spreads around corners.
- The hessat thrashes in its burrow causing the canyon walls to crack and loose rocks to fall. All creatures within 30 feet of the burrow must succeed on a DC 16 Dexterity saving throw suffering 14 (4d6) bludgeoning damage on a failed save, or half as much on a successful one.
- Until the next initiative count 20 an illusory duplicate of the hessat appears on either side of it, causing attack rolls against it to have disadvantage. When hit by an attack these duplicates disappear.

CANYON HESSAT

Gargantuan beast, unaligned

Armor Class 16 (natural armor)

Hit Points 225 (18d20 + 36)

Speed 0 ft. in lair or fly 60 ft. outside, burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	25 (+7)	14 (+2)	2 (-4)	18 (+4)	4 (-3)

Skills Stealth +15

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Ambusher. In the first round of combat, the hessat has advantage against any creature it has surprised.

Siege Monster. The hessat deals double damage to objects and structures.

ACTIONS

Acid Spray (Recharge 5-6). The hessat exhales acid in a 30-foot cone in an area up to 100 feet from where it is anchored. Each creature in that area must make a DC 16 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Bite. *Melee Weapon Attack:* +11 to hit, reach 100 ft., one target. *Hit:* 28 (6d6 + 7) piercing damage plus 10 (3d6) acid damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the hessat can't bite another target.

Coil Attack. The hessat makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the hessat, and it takes 28 (8d6) acid damage at the start of each of the hessat's turns. The hessat can have up to 10 targets swallowed at a time. If the hessat dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

LEGENDARY ACTIONS

The hessat 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 hessat regains spent legendary actions at the start of its turn.

Bite. The hessat makes a bite attack.

Move. The hessat moves up to its speed.

Tether (In Lair Only). The hessat makes a bite attack against a ship in range. On a successful hit the ship is grappled (DC 18 escape) as the hessat attempts to stop it. For each additional hessat grappling the ship, increase the escape DC by 3.



CLOUD SHARK

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +4

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Cloud Shroud. The shark can open its pores to expel clouds as an action. This creates a 25-foot-radius sphere of fog centered on the shark. The sphere spreads around corners, and its area is heavily obscured. The cloud will move along with the shark.

Blood Frenzy. The shark has advantage on attack rolls against any creature that doesn't have all its hit points.

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

Charge. If the shark moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 15 feet directly away from the shark.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the shark can bite only the grappled creature and has advantage on attack rolls to do so. While grappling, it can drag the creature with it, but its speed is halved, unless the creature is two or more sizes smaller than the shark.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Thrash. The shark violently thrashes a creature that it is grappling. The creature must make a DC 13 Strength saving throw, taking 15 (3d6 + 5) piercing damage on a failed save, or half as much damage on a successful one.



CLOUD SHARK

It is a beautiful day with a completely clear sky apart from a few tiny puffy clouds moving along overhead. Most people would not even look twice at such trivial things, and that is exactly what the cloud shark hopes for as the puffy cloud suddenly engulfs its target and the creature within tears it apart. Cloud sharks usually hunt in groups, relying on their camouflage to come close enough to their target to get a surprise attack. Their natural habitat is inside of naturally formed clouds, but outside of this climate a cloud shark can open its pores to let out a fine white mist that can be adapted to match local clouds. Cloud sharks can be spotted when a cloud moves faster than its surroundings, changes course or even moves



against the wind direction. Cloud sharks can be found all over Sordane. They usually hunt between 1,500 and 3,000 feet in altitude, and only come down lower when extremely hungry. Due to the way they are built, cloud sharks must remain in constant motion in order to breathe. They can stop for a few seconds in order to take a bite out of their prey, but they will suffocate if they are immobilized for more than a minute or two.

Their origin is unknown, but it is widely known that the cloud shark has the ability to absorb magic from the planet's core through the air, giving them their innate flying ability. They can move at great speeds of nearly 60 miles per hour or as slow as a few inches at a time, making them incredibly dangerous, sneaky, and versatile hunters. On rare occasions of magical nullified spaces, there have

been cases where entire schools of cloud shark have fallen from the sky to decimate a town or village or even knock massive airships out of the skies completely. Cloud sharks have a very keen sense of smell. The smallest whiff of prey on the wind can be caught from miles away as they absorb the air through their pores.

Although difficult, it is possible to tame a cloud shark by bribing it with a steady stream of food in exchange for its obedience. However, this amicable relationship ends as soon as the food does. Some pirates are known to house cloud sharks inside their ship's hull, releasing them during combat to scare and distract their enemies. Some even claim that a particularly bold captain rides such a shark to battle, but most wave it off as a drunken sailor's tale.

CURSED KILDARA

Fables, ghost stories, and tales told by firelight are dismissed by many as nothing more than tall tales of old sailors and wetnurses, but in every story some truth exists. For centuries there have been tales of ancient demonic monstrosities that stalk the moonless skies, with blue glowing eyes that will freeze a man in his tracks as death glides in on large cursed wings. Wielding a large obsidian black cleaver that hums with foul energy, this entity of terror rarely leaves survivors to tell its tale.

The cursed kildara are bogeymen even among their own kind. Wielding ancient corrupted artifacts and fell blades, they seek nothing but devastation and destruction. The longer a kildara wields one of these cursed artifacts, the more it transforms them, amplifying its need for wanton death, which it will seek until it draws its last breath. Wielding these corrupted weapons in such a fashion causes their bodies to warp and twist, growing to a massive stature and fogging their minds to all but the purpose that drives the tainted item they clutch so closely.

Some scholars believe that these fell weapons are capable of absorbing the essence of each creature the kildara slays with it, corrupting their bodies more in this bid for power. While wielding one of these weapons the kildara is capable of releasing a wave of foul energy from

it, shackling any prey caught by the destructive force with the fell power residing in their cleavers, providing the cursed kildara with an opening to wield its cursed blade against the shackled prey.

Is it not known where these cursed artifacts and blades originated from or how they came to be in the kildara's possession. But studying them has proven a challenge to scholars as the blades themselves are tied to the kildara's life-force, and should the kildara die the blade will irreversibly turn to dust. For this reason, scholars are attempting to discover the source of their creation in order to create a way to counter the corruption stemming from them; and to take the fight to the cursed creatures in hopes of minimising or stopping altogether the warpath a cursed kildara will inevitably find itself on.

The largest and most dangerous of these Cursed Kildara has been dubbed The Fallen One. His true name is unknown by most and has not been spoken in many centuries. His power is only outdone by his wrath and lust for death. The helmet that adorns his foul head is said to have belonged to an ancient warlord from the dawn of the world that harnessed the dark energy of the void. How The Fallen One came to be in the possession of such a monumentally powerful artifact is something that only he would know, but one can only assume he defeated the ancient warlord on his everlasting conquest for death and desolation.

CURSED KILDARA

Large monstrosity, chaotic evil

Armor Class 18 (plate)

Hit Points 294 (31d10 + 124)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Dex +9, Con +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, psychic

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 10

Languages Common, Elven, Kildaran

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Fell Weapons. The cursed kildara's weapon attacks are magical and deal an extra 13 (3d8) necrotic damage on a hit (included in the attacks). If anyone else holds these weapons while the cursed kildara is alive, they suffer 13 (3d8) necrotic damage per turn. If the kildara dies, the weapons turn to dust.

Magic Resistance. The cursed kildara has advantage on saving throws against spells and other magical effects.

Cursed Grapple. The cursed kildara has advantage on grapple checks against creatures that are of Medium size or smaller and can do so with one hand. Its fly speed is halved while grappling a creature.

ACTIONS

Multiattack. The cursed kildara makes three cleaver attacks.

Cleaver. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) slashing damage plus 13 (3d8) Necrotic damage, or 16 (2d10 + 5) slashing damage if used with two hands, plus 13 (3d8) Necrotic damage.

LEGENDARY ACTIONS

The kildara 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 kildara regains spent legendary actions at the start of its turn.

Vanishing Cleave. The kildara teleports up to 60 feet into an unoccupied space that it can see adjacent to a creature grappled by fell shackles. It then makes one cleaver attack against the target, ending the restraint on a successful hit.

Fell Shackles (Costs 2 Actions). The kildara releases a wave of necrotic energy; all creatures of its choice within 30 feet must make a DC 18 Dexterity saving throw. On a failed save they suffer 18 (4d8) necrotic damage and are restrained as the energy shackles their body. On a successful throw they take half damage and resist the effect.

REACTIONS

Second Sight. The cursed kildara can make a cleaver attack against a hostile creature that has moved within 5 feet of it since the end of the cursed kildara's last turn.





THE ESTEL (QUEEN OF THE SKY)

The Estel is a legendary dragon that became an omen of good luck. Sailors who catch a glimpse of this magnificent creature at the start of a voyage often think themselves incredibly blessed and look forward to a profitable and safe journey. Not much is known about The Estel or where she comes from, but it is believed that she is the last of her kind. Stories say on occasion a ship that is being attacked will be

enveloped in a bright divine light that guides them to safety. Or that sailors wounded in battle and at death's door will suddenly be healed. All these stories end in the same way: once the crew is safe, in the distance the beautiful form of The Estel can be seen flying away. For these reasons she is often called the Queen of the Sky.

THE ESTEL

Gargantuan dragon, lawful good

Armor Class 25 (natural armor)

Hit Points 499 (27d20 + 216)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	27 (+8)	25 (+7)	16 (+3)	18 (+4)

Saving Throws Dex +9, Con +19, Wis +12, Cha +13

Skills Perception +21, Stealth +9

Damage Immunities radiant

Condition Immunities blinded, charmed, exhaustion, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages understands and can speak all languages, telepathy 1 mile

Challenge 30 (155,000 XP) Proficiency Bonus +9

Immutable Form. The dragon is immune to any spell or effect that would alter her form.

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

Magic Weapons. The dragon's weapon attacks are magical. When the dragon hits with any weapon, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

Radiant Aura. As a free action the dragon can emit bright magical light in a 300-foot radius and dim light for an additional 300 feet.

Spellcasting. The dragon is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The dragon has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, message, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, feather fall, shield, sleep*

2nd level (3 slots): *detect thoughts, mirror image, ray of enfeeblement*

3rd level (3 slots): *counterspell, dispel magic, remove curse*

4th level (3 slots): *dimension door, greater invisibility*

5th level (2 slots): *modify memory, scrying*

6th level (1 slot): *mass suggestion, sunbeam*

7th level (1 slot): *project image, teleport*

8th level (1 slot): *sunburst*

9th level (1 slot): *foresight*

ACTIONS

Multiattack. The dragon can use her Frightful Presence. She then makes four attacks: one with her bite, two with her claw and one with her tail.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 18 (4d8) radiant damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage plus 18 (4d8) radiant damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The dragon touches another creature. The target magically regains 32 (8d6 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of her must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Searing Burst (Recharge 5-6). The dragon emits magical, divine energy. Each creature of her choice in a 30-foot radius must make a DC 22 Dexterity saving throw, taking 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one. If the creature can see the dragon, it must succeed on a DC 22 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

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 her turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Cast a Spell (Costs 2 actions). The dragon casts a spell from her list of prepared spells, using a spell slot as normal.

Wing Attack (Costs 2 actions). The dragon beats her wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half her flying speed.

EXONIDS

Exonids are an insect-like species that live in large underground burrows deep in the wilds of Sordane. Their society is built around expanding and protecting the burrow and their members rarely leave the safety of it. A notable exception are the flying exonid hunters who can travel hundreds of miles away from the colony in search of sordalite crystals. Exonids are non-sentient and function purely on instinct and in response to complex pheromone trails. This makes them predictable and easy to control.

Not much is known about their society, as very few see the inside of a burrow and live to tell the tale.

Their society is based around a single queen who lays living broodlings and decides their role in the colony. The colony itself, consisting mainly of exonid workers, is protected by an army of hyperaggressive exonid soldiers and more cunning exonid protectors.

Sordalite Hunger. The exonid queen has a diet that consists solely of sordalite crystals. Researchers believe that this diet gives her the ability to imbue her brood with magic. Because of this, all exonids are drawn to sordalite and attempt to return it to the colony when coming across it, especially the exonid hunters.

Telepathic Bond. Exonids are in constant telepathic contact with their queen and will rarely wander outside of her range unless ordered to do so. They primarily use pheromones for communication, but can be telepathically rallied by the queen when necessary.

Dangerous Expansion. Due to the exceptional rate at which exonids grow, colonies are seen as extreme threats to the local ecosystem. For this reason, should one be discovered, nations will stomp it out as fast as possible to prevent damage to the local wildlife and sordalite veins. If a colony survives for an extended period of time, allowing the queen to fully mature, unique and more powerful exonids have been known to appear.

EXONID BROODLING

The exonid queen is constantly laying new broodlings, although the rate will depend on the availability of sordalite. Broodlings are live-birthed and are immediately expected to serve their queen. Mere seconds before their birth, the queen decides their caste in the colony, which in turn has an immediate effect on their development and abilities. On rare occasions a queen will give birth to a queen broodling who will start a new offshoot colony. These broodling queens can fly and will leave the burrow immediately, looking for a suitable new place to burrow.

After a few days and when it has eaten enough food, a broodling will move to one of the cocoon chambers in the bottom of the colony. Here it will cover itself in silk, forming a hard chrysalis (AC 12, HP 5). After a week in this state the now mature exonid hatches from its cocoon and assumes its job within the colony. After the queen's royal chamber, the cocoon chambers are the best guarded location in the colony. They are hidden deep below the ground and often have one or more resting chambers for soldiers nearby. In addition to storing eggs in the cocoon chambers, workers will periodically move several eggs to

the queen's chamber to offer the queen additional protection should the colony come under attack, granting her targets for her *premature hatching* ability.

EXONID WORKER

Exonid workers are the backbone of the colony, and excel in digging and burrowing. When they are not digging, they will carry broodlings around the colony and use their silk to line the walls for insulation.

EXONID SOLDIER

The soldier caste is hyperaggressive and merciless to anything that it does not recognize as being part of the colony. Their specialized fire glands allow their mandibles and claws to glow white hot when attacking, allowing them to cut through enemies as if they were butter.

EXONID PROTECTOR

Exonid protectors are the opposite of the soldiers. They act with calculated precision and act only to guard the queen and the burrow. A special organ in their throat allows them to create frigid air and to freeze enemies into place for when the soldiers arrive.

EXONID HUNTER

Hunters are the only caste that leave the burrow for extended times. Their keen smell and sordalite sense allows them to track down crystals within a mile, even if they are deep underground. Captured hunters are often used as truffle pigs to locate sordalite veins.

Variant: Brood Caste

All exonids are born as a specific type. The queen can decide which type a larva gets at birth. Each of the four types imbues the broodling with its innate magical abilities.

Fire Brood. The broodling birthed into the fire brood will become a soldier exonid when it matures. It is resistant to fire damage, inflicts an additional 1d6 fire damage with each melee attack and can cast the *firebolt* cantrip on each turn.

Ice Brood. The broodling birthed into the ice brood will become a protector exonid when it matures. It is immune to cold damage and cold effects. Its attacks deal cold damage and on a hit the movement speed of the target is reduced by 10 feet until the end of their next turn.

Air Brood. The broodling birthed into the air brood will become a hunter exonid when it matures. It has an additional 15 feet of movement on each turn and is immune to falling damage.

Earth Brood. The broodling birthed into the earth brood will become a worker exonid when it matures. It has an additional 20 ft. burrow speed.

Queen Brood. The broodling birthed into the queen brood will become a queen exonid when it matures. She has an additional 30 ft. fly and burrow speed, is a large-sized creature, and has the following hit points: 30 (4d10 + 8).



DEATH OF THE QUEEN

If the queen dies then her telepathic effects cease. This comes as a shock to all remaining exonids, who will be completely alone for the first time in their life. After the initial chaos the colony will fall back on working with pheromones and continue the colony in a limited manner. However, with no new broodlings being born, the colony can only survive for about a year, which is the typical lifespan of a non-queen exonid. Such colonies do not have any lair actions and are much easier to explore.

Surviving exonids will happily join a new queen or another creature that can reinstate their telepathic link.

Extinct exonid burrows are popular living places for cave dwelling creatures and sometimes even get converted into underground towns.

EXONID BROODLING

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

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

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Smell. The exonid has advantage on Wisdom (Perception) checks that rely on smell.

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

Sordalite Sense. The exonid can sense the location of sordalite within 60 feet of it, regardless of interposing barriers.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



EXONID WORKER

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

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

Damage Immunities psychic

Condition Immunities charmed

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1 (200 xp)

Proficiency Bonus +2

Keen Smell. The exonid has advantage on Wisdom (Perception) checks that rely on smell.

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

Sordalite Sense. The exonid can sense the location of sordalite within 60 feet of it, regardless of interposing barriers.

Tunneler. The exonid can choose to burrow through solid rock at half speed, leaving a 10-foot-diameter tunnel. Alternatively, the exonid can spend a turn to close up a 5-foot section of such a tunnel.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12). Until the grapple ends, the target is restrained, and the exonid can't bite another target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 12 Constitution saving throw, or become poisoned for 1 minute. If the save fails by 5 or more, the target falls unconscious for as long as it remains poisoned in this way, until it takes damage, or another creature uses its action to slap or shake it awake.



EXONID HUNTER

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30 ft., burrow 20 ft., climb 30 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	4 (-3)

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

Damage Immunities psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Smell. The exonid has advantage on Wisdom (Perception) checks that rely on smell.

Superior Sordalite Sense. The exonid can sense the location of sordalite within 1 mile of it, regardless of interposing barriers.

ACTIONS

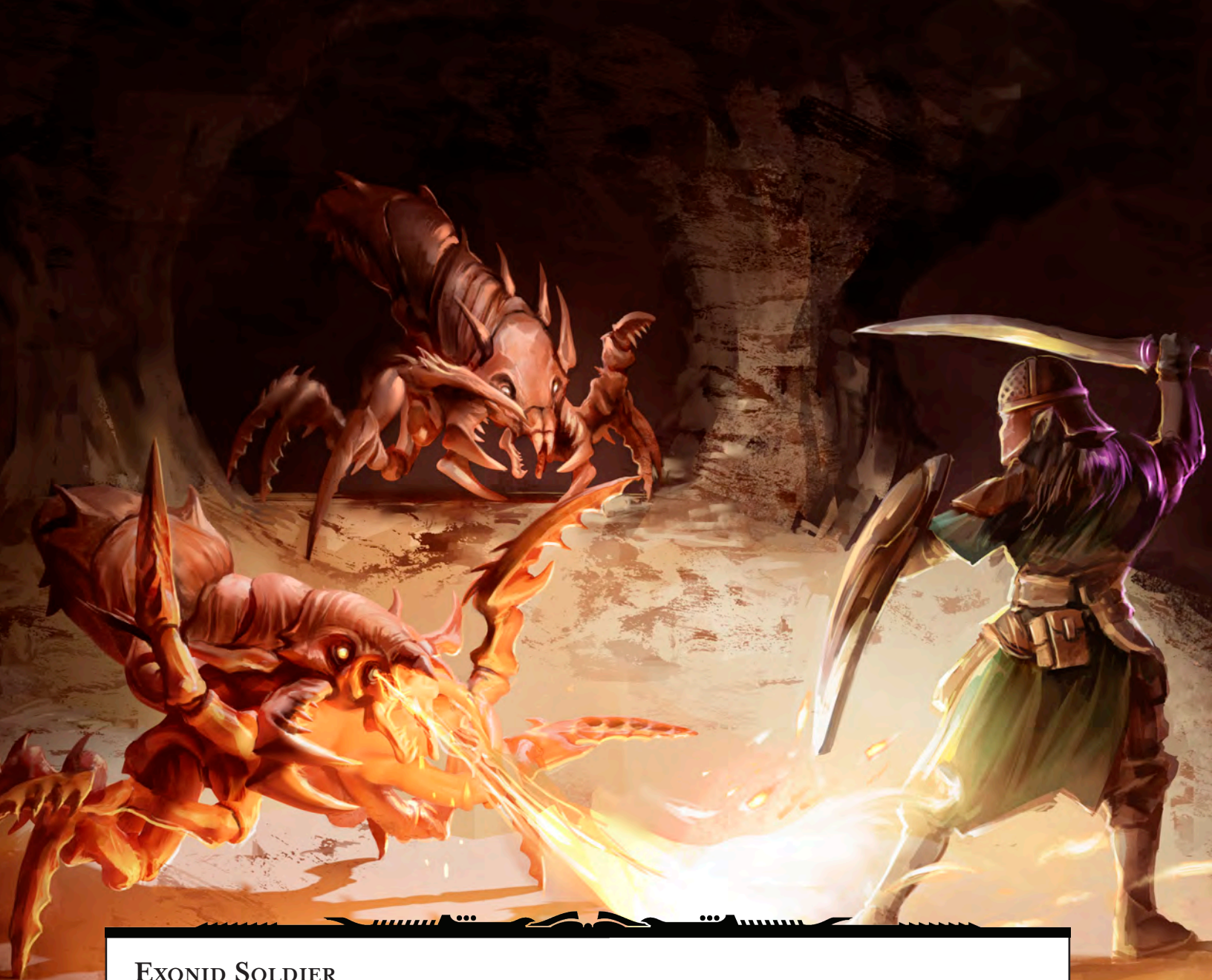
Multiattack. The exonid makes one bite and one claw attack or two claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 13 (3d6 + 3) piercing damage. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the exonid can't bite another target.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage.

Consume. As a bonus action the exonid can consume a small shard of sordalite, restoring 5 (1d4 + 3) hit points and granting it advantage on its next attack.



EXONID SOLDIER

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	4 (-3)

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

Damage Immunities fire, psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Smell. The exonid has advantage on Wisdom (Perception) checks that rely on smell.

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

Sordalite Sense. The exonid can sense the location of sordalite within 120 feet of it, regardless of interposing barriers.

ACTIONS

Heated Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage plus 9 (2d8) fire damage, and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the exonid can't bite another target. While grappled, the target takes 9 (2d8) fire damage at the start of each of its turns.

Fire Breath (Recharge 5–6). The exonid exhales a fiery liquid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw or take 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.



EXONID PROTECTOR

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., climb 40 ft.

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

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

Damage Immunities cold, psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Ice Walk. The exonid can move across and climb icy surfaces without needing to make an ability check and ignores difficult terrain composed of ice or snow.

Keen Smell. The exonid has advantage on Wisdom (Perception) checks that rely on smell.

Sordalite Sense. The exonid can sense the location of sordalite within 120 feet of it, regardless of interposing barriers.

ACTIONS

Multiaction. The exonid makes two bite attacks.

Cold Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) cold damage.

Ice Breath (Recharge 5–6). The exonid exhales a frosty cloud in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed saving throw, a target takes 27 (6d8) cold damage and its movement speed is reduced by 10 feet. On a successful saving throw, a target takes half as much damage and its speed is not affected.

REACTIONS

Ice Shield (Recharge 6). When hit by an attack, the exonid can create a 10-foot-wide, 5-foot-thick, and 10-foot-high wall of ice in front of it. The ice has AC 12 and 60 HP, and it is vulnerable to fire damage. If the wall cuts through a creature's space when it appears, the creature within its area is pushed out of the wall in the direction opposite of the exonid and must make a DC 11 Dexterity saving throw. On a failed save, the creature takes 10 (3d6) cold damage, or half as much damage on a successful one.



EXONID QUEEN

The queen's insatiable desire for sordalite is what gives her sentience and powerful psionic powers and what makes them grow. A queen is in constant telepathic contact with her colony, and the range of this power is what dictates the size of the burrow. She is aware of everything that her children see and do and can even 'take the reins' for brief moments when a more intelligent approach is needed. Exonids, apart from the hunters, rely on this connection and feel broken without it. They will do anything to maintain it and protect their queen.

EXONID BURROW

An exonid burrow is a large collection of chambers interconnected by tunnels that make it hard to navigate for outsiders, especially when combined with the Protectors blocking off some of the tunnels and broodling silk making them all look identical. The burrow itself is completely underground, with several entrances dotted across the landscape. They would be easy to miss, if not for the constant scurry of exonids in the area. Sometimes the colony digs too many tunnels and parts of the burrow collapse into a crater-like structure.

Silk walking. All terrain inside an exonid burrow counts as difficult terrain for non-exonids due to broodling silk. It is possible to remove the silk in a 5 foot by 5 foot area by attacking it with a slashing weapon or with fire. The silk is flame retardant, and will not spread to other squares.

A lair for exonids. An exonid burrow functions as their lair, which means that exonids inside their burrow will have additional powers and intruders can be affected by the location. The queen's chamber is its own lair with additional actions that stack on top of the exonid lair actions.

LAIR ACTIONS

The exonid collective can use lair actions during combat. On initiative count 20 (losing initiative ties), an exonid collective can take one lair action to cause one of the following effects, but cannot use the same action twice in a row.

- An exonid can produce a strong attack pheromone in a 10-foot-radius sphere around itself that lasts for 1 hour or until removed with fire or magic. Any exonid inside such a cloud has advantage on its attacks.
- An exonid can spend an action to eat the body of a dead colony member or enemy to regain 2d6 HP. A medium-sized target has enough flesh to facilitate this action three times. Larger bodies gain one extra portion per size class above medium.

REGIONAL EFFECTS

The territory inside the exonid burrow is altered by its inhabitants, which creates one or more of the following effects:

- Dead exonids release noxious fumes from their bodies in a 5-foot radius around them. Any creature that is not an exonid that begins its turn in these fumes must pass a DC 12 Constitution check or have disadvantage on all

attack rolls, ability checks, and saving throws it makes before the end of its next turn.

- A strange and unpleasant smell fills the air inside the burrow. Any animals taken inside the burrow must be convinced with a DC 12 Animal Handling check, or will try to flee.

THE QUEEN'S CHAMBER

The royal chamber of the queen always resides in the dead center of an exonid colony, in order to optimize the reach of her telepathic abilities. Her lair is heavily protected by her brood. The chamber has only one entrance, and its location changes constantly with workers opening and closing tunnels to the chamber. The queen is too big to ever leave her chamber without having her workers dig her out.

The room itself is typically round, with a 100-foot diameter and a 40-foot ceiling. It is dark save for the dim glow of the sordalite crystals that encrust the queen; it is moist and completely covered with a thick layer of broodling webbing that does not burn.

LAIR ACTIONS

When fighting inside her lair, an exonid queen can use lair actions. On initiative count 20 (losing initiative ties), an exonid queen can take one lair action to cause one of the following effects, but cannot use the same action twice in a row.

- The queen uses her Mind Pulse attack on a creature she can sense within 60 feet of her.
- The queen targets one friendly creature that she can sense within 60 feet of her and empowers it. The target gains advantage on one attack roll, ability check, or saving throw it makes before the end of its next turn. Empowerment is lost if it is not used.
- The queen targets one friendly creature that she can sense within 60 feet of her and commands it to protect her. The creature gets an extra turn at this point, after which it returns to its former turn order.

REGIONAL EFFECTS

The territory within 1 mile of an exonid queen is altered by her psionic presence, which creates one or more of the following effects:

- Creatures within 1 mile of an exonid queen feel as if they are being watched and followed, even when they are not.
- The queen can overhear any telepathic conversation happening within 1 mile of her. The creature that initiated the telepathic conversation makes a DC 19 Wisdom (Insight) check when telepathic contact is first established. If the check succeeds, the creature is aware that something is eavesdropping on the conversation. The nature of the eavesdropper isn't revealed, and the queen can't participate in the telepathic conversation.
- Any creature that faints inside the queen's 1 mile telepathic range will hear the thousands of incomprehensible voices of the colony.

If the queen dies, these effects immediately end.

EXONID QUEEN

Huge beast, unaligned

Armor Class 18 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Int +11, Wis +9, Cha +10

Skills Arcana +11, Deception +10, Insight +14, Intimidation +10, Persuasion +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from magical attacks

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks and sordalite-powered attacks

Senses blindsight 60 ft., passive Perception 14

Languages understands all languages but can't speak, telepathy 1 mile

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

Magic Resistance. The queen has advantage on saving throws against spells and other magical effects.

Royal Scent. Exonids within a 60-foot-radius sphere of the queen gain advantage on all attack rolls.

Spellcasting. The queen is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The queen has the following spells prepared:

Cantrips (at will): *vicious mockery*

1st level (4 slots): *bane*, *charm person*, *shield*

2nd level (3 slots): *detect thoughts*, *suggestion*, *zone of truth*

3rd level (3 slots): *counterspell*, *fear*, *hypnotic pattern*

4th level (2 slots): *compulsion*, *confusion*, *hallucinatory terrain*

5th level (1 slot): *mislead*, *modify memory*

6th level (1 slot): *mass suggestion*

Telepathic Hub. The queen can use her telepathy to initiate a telepathic conversation with all exonids within a 1 mile radius. The queen can let those creatures telepathically hear each other while connected in this way.

Telepathic Sense. The queen is aware of creatures within 1 mile of it that have 4 or more Intelligence. She knows the distance and direction to each creature, but can't sense anything else about them. This ability does not work for creatures protected by a *nondetection* spell, *mind blank*, or similar magic.

ACTIONS

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 18 (4d8) psychic damage.

Lay Broodling (10/day). As a bonus action the queen can give birth to a broodling of the type of her choosing in an unoccupied space adjacent to her. The broodling acts last on the initiative tracker.

Psychic Blast (Recharge 5–6). The queen emits a blast of psychic energy. All creatures within 60 feet of the queen that she chooses must succeed on a DC 19 Intelligence saving throw or take 32 (5d10 + 5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sense Thoughts. The queen targets a creature that she can see which must succeed on a DC 19 Intelligence saving throw or she gains insight into the target's reasoning, emotional state, and thoughts that loom large in its mind (including things the target worries about, loves, or hates).

Sordalite Gorged. The queen consumes a 1 lb. sordalite crystal in melee range absorbing the raw energy within. This causes the queen's *mind blast* ability to recharge and allows her to regain up to six levels of spell slots, for example one level 6 spell slot, or two level 3 spell slots. The queen also regains three uses of the *lay broodling* ability.

LEGENDARY ACTIONS

The queen can take 3 legendary actions, choosing from the options below. She can take only one legendary action at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of her turn.

Break Concentration. The queen targets one creature that she can see within 30 feet of her that is concentrating on a spell and attacks it telepathically. The targeted creature must make a DC 19 Intelligence saving throw or have their concentration broken.

Mind Pulse. The queen targets a creature within 10 feet of it which must succeed on a DC 19 Intelligence saving throw. On failure, it takes 10 (3d6) psychic damage. Additionally, it becomes either deafened, frightened, blinded, or paralyzed (roll 1d4 to decide) for 1d6 turns. On success, the creature takes half damage and suffers no additional effects.

Royal Offering. The queen consumes a living exonid within 5 feet of her, regaining 21 (6d6) hit points.

Premature Hatching (Costs 2 actions). The queen telepathically targets chrysalis eggs placed within her chamber, prematurely hatching three broodlings and summoning them to her aid in combat. The broodlings act last on the initiative tracker.

GRIMHULK

The grimhulks of Sordane are an ancient and mysterious breed of creature. They stand on all four legs like a gorilla and are completely covered in long fur. They stand between 5 and 8 feet tall depending on the creature type they were before becoming a grimhulk. Fully grown elder hulks can be upwards of 50 feet tall.

Grimhulks reproduce by transforming other creatures. It is not known how this works, but it is believed that the grimhulk's will to survive as a species manifests itself into a magical effect.

GRIMHULK

Large beast, chaotic neutral

Armor Class 12 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages understands the languages it knew but can't speak

Challenge 2 (450 XP)

Proficiency Bonus +2

Regeneration. The grimhulk regains 5 (1d10) hit points at the start of its turn. The grimhulk dies only if it starts its turn with 0 hit points.

Berserk. Once the grimhulk starts its turn with 30 hit points or fewer, the grimhulk goes berserk. On each of its turns while berserk, the grimhulk attacks the nearest creature it can see. Once the grimhulk goes berserk, it continues in this state until it is killed or regains all of its hit points.

ACTIONS

Multiattack. The grimhulk makes two attacks, but only one bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the grimhulk can't bite another target. If the target is a humanoid, it must succeed on a DC 8 Constitution saving throw or be cursed with a *grimhulk transformation* (see *Transformation Table* on page 135).

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Heal. As a bonus action, the grimhulk can use its regenerative abilities to end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. Once the grimhulk heals itself in this manner it does not regain health at the start of its next turn.

A medium-sized grimhulk only has an aura of several feet, but this grows up to five miles as it matures into an elder grimhulk. Unlike with lycanthropy, this effect is gradual and transforms the affected creature in a more permanent manner that can only be undone with a *wish* spell. Those saved from the aura's influence eventually recover but are never quite the same, which often leads to their becoming outcasts.

Even more dangerous than the aura is a grimhulk's bite, which curses the target with its own transformation aura that affects only itself.

GREYBACK GRIMHULK

Huge beast, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	6 (-2)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages understands the languages it knew but can't speak

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Legendary Resistance (1/Day). If the grimhulk fails a saving throw, it can choose to succeed instead.

Regeneration. The grimhulk regains 27 (5d10) hit points at the start of its turn. The grimhulk dies only if it starts its turn with 0 hit points.

Berserk. Once the grimhulk starts its turn with 100 hit points or fewer, the grimhulk goes berserk. On each of its turns while berserk, the grimhulk attacks the nearest creature it can see. Once the grimhulk goes berserk, it continues in this state until it is killed or regains all of its hit points.

ACTIONS

Multiattack. The grimhulk makes two attacks, but only one bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the grimhulk can't bite another target. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with a *grimhulk transformation* (see *Transformation Table* on page 135).

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

Horns. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Heal. As a bonus action, the grimhulk can use its regenerative abilities to end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. Once the grimhulk heals itself in this manner it does not regain health at the start of its next turn.

Grimhulks grow incredibly quickly. Going from a newly transformed grimhulk to a fully grown elder grimhulk can take only six months depending on available food sources. They are omnivores and will eat anything they can get their hands on aside from other grimhulks. They are often found in remote wildernesses and remote areas far away from heavily populated areas, but on occasion one will wander into the area of a town or village and subconsciously impose its aura on the inhabitants. They are mostly nocturnal. A grimhulk's lair is nothing special, usually in a cave hidden deep in the forest or mountains. They care nothing for treasures or riches, but their lairs will often be littered with the remains of adventurers passing by or those that have failed to slay them.

The combination of their omnivorous nature and transformative aura can result in entire regions ending up as a barren desert that is devoid of all life. For this reason specialized grimhulk hunters are always on the lookout for these creatures. If the altruistic reason of saving a region and its inhabitants from certain destruction is not enough, the promise of riches might be. Grimhulk oil is a valuable resource that can be extracted from their bones. It is the oil of choice for lighting as it gives a bright, clear and smokeless flame. Many tinkers also use it as lubrication for mechanics due to its high purity. About 1 gallon of oil can be extracted from a medium grimhulk by cooking its bones in a special liquid.



Some less ethical grimhulk hunters purposefully turn kidnapped people and slaves into grimhulks to later harvest the valuable oil from them.

A grimhulk eats about twice its body weight each day to facilitate the accelerated growth that it undergoes. It will eat anything organic from leaves and twigs to animals and humans. They will usually settle down in a region that is rich in resources and move away only when these resources are exhausted. A single grimhulk can take a long time before it decimates an area, but if there is a group of them, then the land can be picked clean in a matter of days.

Generally, they will first focus on the easy food like plants, fruits and vegetables. Once this supply is exhausted, they will turn more aggressive and start hunting for prey.

Transformation Table

Level	Effect
1	The affected creature does not want to leave the aura, and will resist doing so.
2	The affected creature grows body hair at an accelerated pace. In one day their hair will grow the amount it usually does in a year.
3	Two limbs of the affected creature change to resemble that of a grimhulk (GMs choice). Additionally, fur starts to grow all over its body.
4	The affected creature's Intellect score is reduced to 6 and its Strength score becomes 18 if not higher already. Additionally, the creature feels a strong pull to live in the wild.
5	The affected creature fully transforms into a grimhulk.

ELDER GRIMHULK

Gargantuan beast, chaotic neutral

Armor Class 25 (natural armor)

Hit Points 410 (20d20 + 200)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	6 (-2)	10 (+0)	10 (+0)

Saving Throws Str +17, Dex +7, Con +17, Int +5, Wis +7, Cha +7

Senses passive Perception 10

Languages understands the languages it knew but can't speak

Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Berserk. Once the grimhulk starts its turn with 250 hit points or fewer, the grimhulk goes berserk. On each of its turns while berserk, the grimhulk attacks the nearest creature it can see. Once the grimhulk goes berserk, it continues to do so until it is killed or regains all of its hit points.

Intimidating Aura. Any hostile creature that starts its turn within 60 feet of the grimhulk must make a DC 20 Wisdom saving throw, unless the grimhulk is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the grimhulk's intimidating aura for the next 24 hours.

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

Regeneration. The grimhulk regains 49 (9d10) hit points at the start of its turn. The grimhulk dies only if it starts its turn with 0 hit points.

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

Transformation Aura. The grimhulk has a 5-mile-radius aura of transformation that slowly affects humanoids inside of it. Any humanoid that spends 24 hours in the aura must succeed a DC 12 Constitution saving throw or suffer one

level of grimhulk transformation and an additional level for every additional 24 hours they spend in it. A creature that succeeds its Constitution save is immune to the effect for 24 hours, but rolls the same saving throw +5 after that. See the *Transformation Table* for effects.

ACTIONS

Multiattack. The grimhulk makes five attacks: one with its bite, three with its claws, and one with its horns.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the grimhulk can't bite another target. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with a *grimhulk transformation* (see *Transformation Table* above).

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

LEGENDARY ACTIONS

The grimhulk 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 grimhulk regains spent legendary actions at the start of its turn.

Attack. The grimhulk makes one bite, claw, or horn attack.

Move. The grimhulk moves up to half its speed.

Elder Heal. The grimhulk can use its regenerative abilities to end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Transforming Roar (Cost 2 Actions). The grimhulk releases a thunderous roar, and all creatures within 100 feet of the grimhulk must succeed on a DC 20 Constitution saving throw or take 22 (4d10) thunder damage on a failed save and suffer 1 level of grimhulk transformation; or take half damage and resist the transformation on a successful one, gaining immunity to the transformation for the next minute.

HOLLOWED ONE

Carcassite crystals are an unholy necromantic corruption of sordalite that are banned in most civilized places. When placed into a body, the crystal infuses it with its energy and animates the body with a purple glow. The resulting creature does not remember its former life and exists purely to serve its master. Hollowed ones feel no pain or emotion, which makes them the perfect killing machine. The creation of carcassite is closely guarded by the cult of Umiera, who make and spread these crystals.

Hollowed ones are popular servants for those in the underworld due to their strength, loyalty and exceptional hardiness and immunity to sordalite attacks. Because of this, the crystals sell for exorbitant amounts on black markets or get stolen by rivaling gangs. Rumors exist that the cult of Umiera is plotting something with these crystals and the hollowed ones that are spreading far and wide; could they somehow override their loyalty?

Outside of the underworld, the use, possession, and sale of carcassite is strictly forbidden, resulting in jail time for the perpetrator and their associates and potentially can even lead to a death sentence.

Undead Nature. A hollowed one doesn't require air, food, drink, or sleep.

HOLLOWED ONE

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

Damage Vulnerabilities bludgeoning from magical attacks

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks and sordalite-powered attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Magic Resistance. The hollowed one has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the hollowed one is slain, it regains all its hit points in 1 hour unless the carcassite is removed.

ACTIONS

Multiattack. The hollowed one makes two claw attacks or uses its carcassite blast twice.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Carcassite Blast. *Ranged Weapon Attack:* +4 to hit, reach 120 ft., one target. *Hit:* 6 (1d10 + 1) necrotic damage.

MORGIUS

The morgius is the pinnacle of evolution. Working as the ideal mix between animal and fungus, it has the intelligence of a human, a slyness comparable to the most cunning of predators, and the regenerative properties of a fungus. Its appearance resembles a flowering bud in a way, with root-like tentacles protruding from the bottom and a large fanged mouth between the two. It has no eyes but instead uses its overdeveloped brain to sense nearby prey telepathically.

The morgius rarely engages prey on its own, constantly fearing for its wellbeing. Instead, it uses smaller drone-like morgi to do the dirty work for it. These smaller jellyfish-like fungi grow on the morgius' body and inside its bud. They are telepathically connected to their master, working as an extension without any form of individuality. These drones hunt by infecting their prey with their fungal spores which take over the target's nervous system and force it to submit to their will. Enslaved creatures either gain a role within the morgius' colony or give themselves willingly to be eaten by their new master.

Morgius usually live by drifting on the breeze along with their morgi 'offspring,' but will sometimes seek underground lairs in mountains or caves where they can infest the local wildlife and grow their colony of power.

All morgi and enslaved creatures under the control of the morgius die when it itself dies.

ENGAGING A MORGIUS

The morgius requires morgi to function and vice versa. In order to have a proper CR 10 encounter, we suggest that you start with five morgi to serve the morgius and add spore servants to go above that.

MORGIUS REGIONAL EFFECTS

The territory within 1 mile of a morgius is altered by its psionic presence, which creates one or more of the following effects:

- The morgius can overhear any telepathic conversation happening within 1 mile of it but not partake in them. All creatures within this radius that are telepathically communicating must make a DC 16 Wisdom saving throw or suffer 21 (6d6) psychic damage from the morgius' mental screams.
 - Any creature that faints inside the morgius' 1 mile telepathic range will be mentally bombarded by the morgius and has disadvantage on death saving throws.
- If the morgius dies, the above effects immediately end.
- The territory within 100 feet of a morgius is altered by a concoction of gasses and spores emitted by it, which creates one or more of the following effects.
 - Any creatures under the morgius' control are healed when breathing in these gasses and regain 1d6 hit points at the end of their turn while inside this area.
 - Any creature that starts its turn in this gas and breathes must succeed on a DC 16 Constitution saving throw or become *poisoned*. The effect ends if they spend 1 minute outside of the cloud breathing fresh air or when cured.

This cloud and its effects dissipate 24 hours after the morgius dies.

MORGIUS

Gargantuan plant, neutral evil

Armor Class 17 (natural armor)

Hit Points 294 (19d20 + 95)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	21 (+5)	18 (+4)	12 (+1)	3 (-4)

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 30 ft., passive Perception 11

Languages understands all languages but can't speak, telepathy 1 mile

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Telepathic Sense. The morgius is aware of creatures within 1 mile of it that have 1 or more Intelligence. It knows the distance and direction to each creature, but can't sense anything else about them. This ability does not work for creatures protected by a *nondetection* spell, *mind blank*, or similar magic.

Telepathic Hub. The morgius can use its telepathy to send telepathic commands to all morgi within a 1 mile radius.

False Appearance. While the morgius remains motionless, it is indistinguishable from a fungal growth.

ACTIONS

Multiattack. The morgius makes two grasping tentacle attacks and one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Grasping Tentacles. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature not grappled by the morgius. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target takes 11 (2d6 + 4) bludgeoning damage at the start of each of its turns. The tentacle has AC 15 and can be severed by dealing 6 slashing damage or more to it at once. Cutting the tentacle doesn't hurt the morgius but ends the grapple. The morgius can grapple up to 6 creatures and regrows lost tentacles at the end of its turn.

LEGENDARY ACTIONS

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

Attack. The morgius uses its multiattack.

Move. The morgius can move up to its speed.

Release Morgi (3/day). The morgius releases two morgi from its body in unoccupied spaces adjacent to it.

Psychic Drain. One creature under the morgius' control takes an amount of psychic damage equal to its hit point total and dies. The morgius regains hit points equal to the damage the creature takes.



MORGI

Medium plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 0 ft., fly 30 ft.

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

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP) Proficiency Bonus +2

False Appearance. While the morgi remains motionless, it is indistinguishable from a fungal growth.

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* The target takes 11 (2d6 + 4) bludgeoning

damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 21 (6d6) poison damage at the start of each of its turns. The morgi can constrict only one target at a time.

Enslave. The morgi targets one creature that it has grappled and injects it with spores through various small spikes on its tentacles. The target must succeed on a DC 14 Constitution saving throw or be magically charmed by the morgi until the morgi dies or until it is on a different plane of existence from the target. The charmed target is under the morgi's control and can't take Reactions. Additionally, the morgi and the target can communicate telepathically with each other over a distance of 1 mile. The charm can be broken by moving the affected target out of range of the morgi's telepathy or by any effect that magically cures disease within an amount of hours equal to 1d12 + the creature's Constitution score since the moment of infection. After this time the fungus permanently destroys the target's brain and takes over the body. Apply the spore servant template to the affected creature at this point.

SPORE SERVANT TEMPLATE

Any living creature can become infected by Morgi spores and become a spore servant. It has all the same statistics as its healthy counterpart, except as follows.

Type. The spore servant's type is plant, and it loses any tags.

Alignment. The spore servant's alignment is neutral evil.

Hit Points. The spore servant gets two additional Hit Dice.

Ability Scores. The spore servant's Strength and Constitution scores increase by 2, and its Intelligence and Charisma scores change to 1 (-5).

Armor Class. When the spore servant isn't wearing armor, its AC is 12 + its Dexterity modifier. A shield's benefits apply as normal while it uses its natural armor.

Damage Vulnerabilities. The spore servant is vulnerable to fire.

Condition Immunities. The spore servant can't be charmed, exhausted, or frightened.

Senses. The spore servant gains blindsight with a radius of 30 feet.

Languages. The spore servant can only understand its master through telepathy.

New Trait: False Appearance. While the spore servant remains motionless, it is indistinguishable from an overgrown corpse.

Explosive End. The spore servant explodes when it drops to 0 hit points. Each creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or become infected with the same effect as is described in the *enslave* action of the morgi.

SAMPLE SPORE SERVANT COMMONER

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Vulnerabilities fire

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP) Proficiency Bonus +2

Explosive End. The spore servant explodes when it drops to 0 hit points. Each creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or become infected with the same effect as is described in the *enslave* action of the morgi.

False Appearance. While the spore servant remains motionless, it is indistinguishable from an overgrown corpse.

ACTIONS

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

NOKLURA

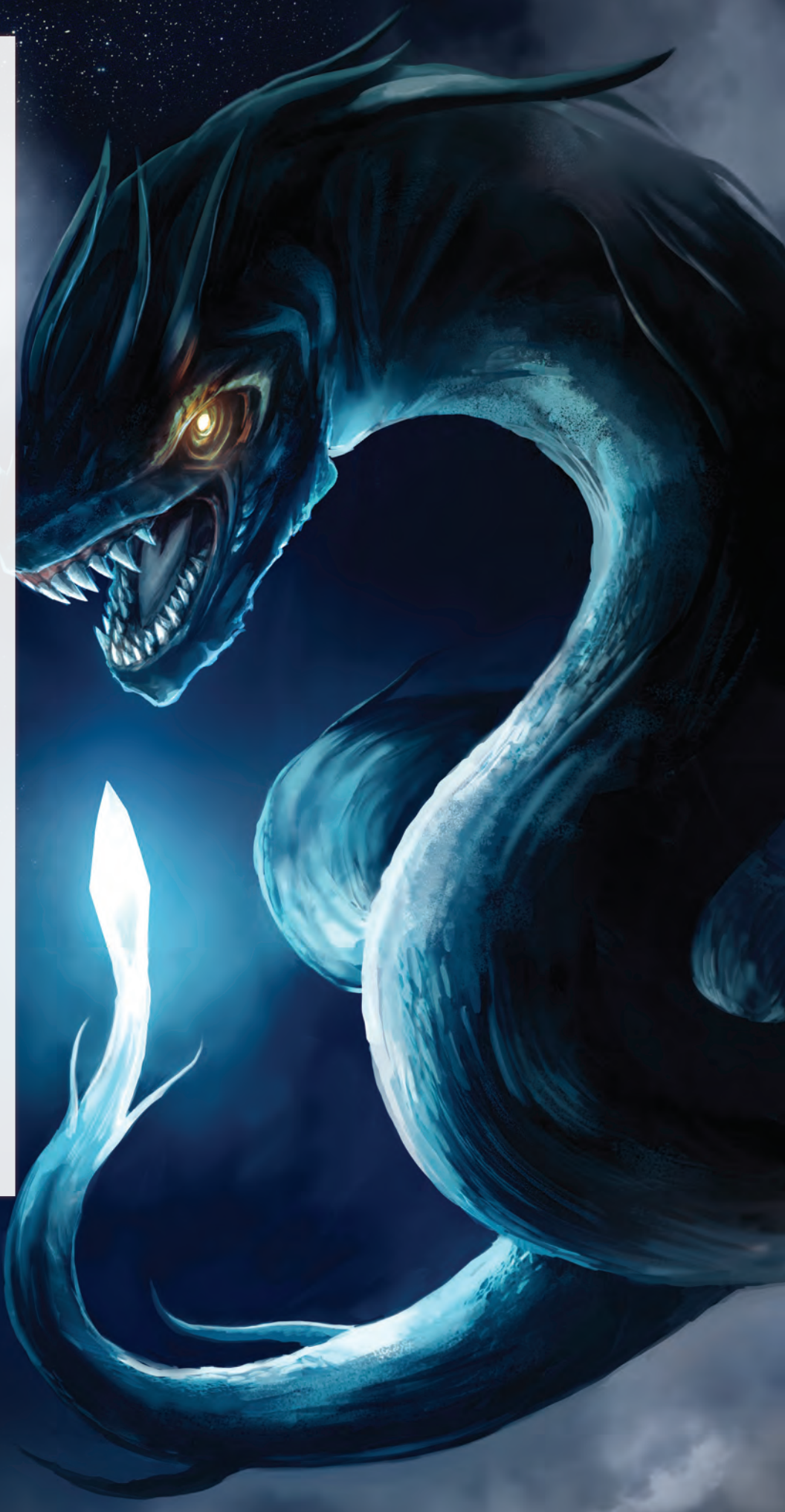
The noklura are an ancient and mysterious species. They have been around for millennia and have been the apex predators for all of that time. Though powerful, dangerous, and apparently without many natural equals, they remain a very rare and mysterious creature that holds the status of myth for most people as they are often not seen for decades due to their elusive feeding habits and knack for leaving no survivors—or leftovers.

Old accountings of encounters with these creatures estimate that they could grow upwards of 500 feet long. With massive upper bodies boasting huge razor-sharp-teeth-filled maws, the fact that they remain so hidden and elusive furthers their mystery. They have a jet black carapace that is unlike anything else. Its color is blacker than the darkest moonless night and as strong as the toughest metals.

Noklura have no known lifespan, and it's very possible that the ones encountered today have lived for thousands of years.

They hunt entirely at night and use their luminescent tails to lure prey to them. Their tails are tipped with a crystal-like appendage that has the ability to change shape, color, brightness and hardness. They have evolved to hunt and feed off other aerial creatures looking to drain sordalite crystals of their power and energy. In the last few thousand years, as the intelligent races of the world have taken to the skies in their soralite ships, the noklura have found a new source of food.

On the rare occasion they are encountered, it is typically anywhere from 2,000 to 10,000 feet in altitude, but there are stories of a noklura or two terrorizing settlements in the past. They have the ability to fly up to the upper limits of any creature in Sordane—around 35,000 ft.



NOKLURA

Gargantuan aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 403 (26d20 + 130)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	16 (+3)	18 (+4)	25 (+7)

Saving Throws Int +9, Wis +10, Cha +13

Skills Deception +19, Persuasion +19, Stealth +17

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks and sordalite-powered attacks

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common, Draconic, telepathy 1 mile

Challenge 20 (25,000 XP) **Proficiency Bonus** +6

High Altitude Acclimatization. The noklura does not suffer from (very) thin air conditions or low temperature conditions.

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

Siege Monster. The noklura deals double damage to objects and structures.

Telepathic Aura. The noklura is aware of creatures within 1 mile of it that have an Intelligence of 4 or higher. It knows the distance and direction to each creature as well sensing the surface thoughts of these creatures.

ACTIONS

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature charmed by the noklura, that creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the noklura, but it takes 45 (10d6 + 10) acid damage at the start of each of the noklura's turns. If the noklura takes 50 damage or more on a single turn from creatures inside it, the noklura must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the noklura. If the noklura dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +12 to hit, reach 60 ft., one target. *Hit:* 42 (8d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is on board a ship, the attack also targets the affected area.

Alluring Smell (5/day). The noklura releases a sweet and wonderful smell from glands on its head. All those within 30 feet who can smell it must succeed on a DC 19 Wisdom saving throw or be charmed. The noklura must take a bonus action on its subsequent turns to continue expelling

the smell or the effect ends. While charmed by the noklura, the target is incapacitated.

If the charmed target is more than 5 feet away from the noklura, then it must move on its turn towards the noklura along the most direct path, trying to get within 5 feet. The target does not avoid opportunity attacks, but it can repeat the saving throw before moving into damaging terrain and whenever it takes damage from a source other than the noklura.

A charmed target can repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends. A target that successfully saves is immune to this noklura's smell for the next 24 hours.

Dominate Creature. The noklura targets a creature which has to pass a DC 16 Wisdom saving throw or be charmed by it for 1 minute. While charmed, the creature is under the noklura's control and can be given simple commands by use of an action (e.g., 'Attack him,' 'Move there,' 'Wait'). Each time the creature takes damage, it makes a new Wisdom saving throw against the effect. If the saving throw succeeds, the spell effect ends. The noklura has no limit on the amount of creatures that can be charmed in this way and can use it again on creatures that succeeded their throw, but if it takes 30 damage or more in one turn, it has to pass a DC 19 Intelligence saving throw or lose concentration and thereby end the effect on all creatures.

Lure. As an action, the noklura can change the shape, color, texture, and light level of its lure into something that would interest its prey. If in the shape of a creature, the lure can make basic movements with its limbs like beckoning with its arms or flapping with its wings. If targeting a specific creature, the noklura can choose to give its lure the shape of someone meaningful to the target, drawing this information from the target's mind.

LEGENDARY ACTIONS

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

Blind. The noklura can produce a bright flash from its lure, blinding all creatures within a 120-foot radius that can see it for 1 minute.

Break Concentration. The noklura targets one creature that it can see within 30 feet of it that is concentrating on a spell and attacks it telepathically. The targeted creature must make a DC 19 Intelligence saving throw or have their concentration broken.

Command. The noklura commands one creature under the control of its Dominate Creature ability.

Manipulate. The noklura takes the Alluring Smell, Lure, or Dominate Creature action.

Slither. The noklura takes the Disengage or Hide action.

SHARD CONSTRUCTS

Within this chapter, you will find the stats and rules for multiple shard constructs. A shard construct is simple at its core. It contains a shard core made from sordalite crystal and its body is typically built to resemble that of a humanoid in some way, whether it's arms and legs, a full body with a head, or some other minor aesthetic.

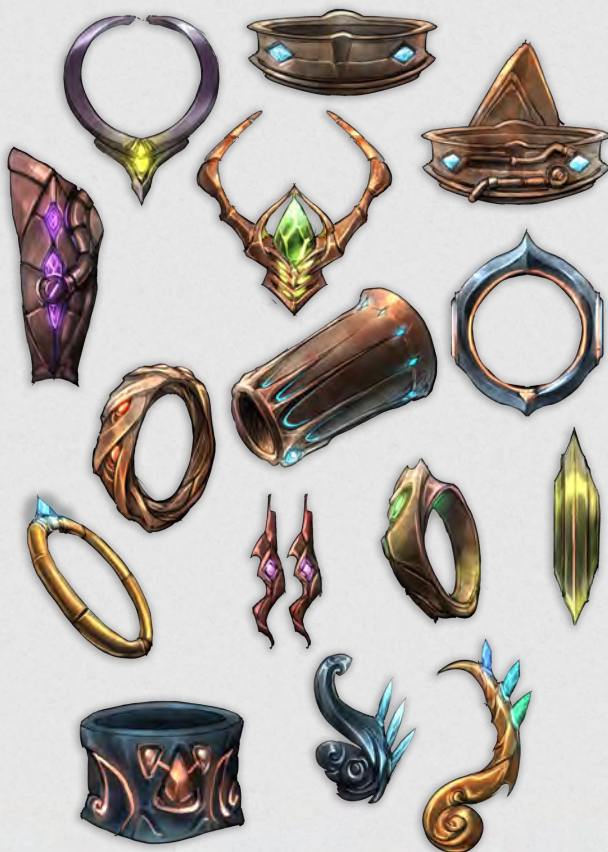
Most shard constructs have one or two base functions that they are built for such as repairs, labor, fighting, protection, or even shopping, but some more advanced constructs may have many more functions that their masters use.

Shard constructs are typically beholden to one master or organization and are linked via shard control devices from which they take their orders. A shard construct given commands by the wielder of this device cannot resist the order (nor would ever want to).

Constructed Nature. A shard construct doesn't require air, food, drink, or sleep.

Shard Control Devices

Shard constructs can be magically bound to an amulet, coin, brooch, or some other kind of small trinket, which acts as its control device. As long as the shard construct and its control device are on the same plane of existence, a creature attuned to the shard construct's control device can telepathically call the shard construct to travel to it, and the shard construct knows the distance and direction to the control device. It must obey any and all commands to the best of its ability.



SHARD CONSTRUCTS IN SORDANE

There are entire economies based on the construction and sale of shard constructs, but shard constructs are more than just products. They are rooted deep into the world's history and culture.

They are an integral part of almost all nations and peoples of Sordane. They do manual labor, fight battles, and provide protection. Some races have contentious relationships with the existence of the shard constructs. The shardforged (or Odari, as they prefer to be called), for example, despise the use of shard constructs, for it reminds them of the age of when they themselves were mindless slaves to the other races of the world.

How you wish to incorporate these themes and elements into your campaign will be completely up to you as a GM.

MECHANIMALS

Mechanimals are a curious type of shard construct. They are actually the oldest form of constructs still in use today. Originally made as toy mice and cats for children, their potential as powerful companions for soldiers, lords, and adventurers was discovered. They were soon expanded to imitate all forms of natural creatures in Sordane.

While they are still something of a fashion item among the higher societies of Sordane, they serve a vital purpose for many crews on ships and soldiers in the military. They offer their master added protection and companion ships.

They are not sentient in the sense of the shardforged, but they imitate the intelligence level of the animal they are modeled after. Though imitating the intelligence of a lesser animal, they have superior intelligence and understanding. Most mechanimals have basic problem solving skills and can fully understand spoken commands by their masters. They can be used in complex plans and given instructions to follow based on conditional events happening such as acting on a certain cue or in response to a specified event.

Aside from the shard drone workforce, mechanimals are the most common shard constructs in Sordane. More basic versions of them are still bought for children as toys and many adventuring parties have a mechanimal for each member of the party.

MECHANIMAL TEMPLATE

Any mechanimal can be made to look like a beast. It has all the same statistics as its flesh-and-blood counterpart, except as follows.

Type. The mechanimal's type is construct, and it loses any tags.

Alignment. The mechanimal's alignment is neutral.

Ability Scores. The mechanimal's Strength and Constitution scores increase by 2, and its Intelligence and Charisma scores change to 10 (+0) unless it is already higher.

Armor Class. When the mechanimal isn't wearing armor, its AC is 15 + its Dexterity modifier. It can use its natural armor to determine its AC if the armor it wears would leave it with a lower AC. A shield's benefits apply as normal while it uses its natural armor.



Damage Resistances. The mechanical is resistant to bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons.

Condition Immunities. The mechanical can't be charmed, exhausted, frightened, paralyzed, petrified, or poisoned.

Senses. The mechanical gains blindsight with a radius of 30 feet and darkvision with a radius of 60 feet.

Languages. The mechanical understands all languages known by its creator but can't speak.

Innate Spellcasting. The mechanical knows two cantrips from the wizard spell list and can cast them at will. In addition, the mechanical knows one 1st-level spell from the wizard spell list and can cast it at its lowest level once per day. Its spellcasting ability is Intelligence. It does not require components to cast the spell.

SAMPLE MECHANICAL LION

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The lions innate spellcasting ability is Intelligence (spell save DC 10). It can cast the following spells, requiring no components:

At will: *mage hand*, *prestidigitation*

1/day: *detect magic*

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

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

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

SHARD GUARDIANS

Shard guardians, while not living, are not simple machines. They are capable of following orders, performing tasks on their own and some have even shown the ability to problem solve. The class of each guardian seems to have some effect on just how bright they are. The aerial and sharpshooter guardians seem to sport the closest to real thought, while the combat and task guardians are on the opposite side of the scale and will perform their given task even to the detriment of themselves. The magics that bind their bodies and awaken the guardian are some of the most guarded secrets in Sordane; their creation is tightly regulated and monitored in many kingdoms. While the price tag alone of many of the guardians is enough to keep them out of the wrong hands, they still require licensing and are subject to inspection at many ports.

ANCIENT BEHEMOTHS

Born in the fever of war and the endless desire for a bigger stick than your opponent, the shard guardians were the ultimate weapons of war: all the abilities and fervor of an elite soldier but without the threat of loss of life. From their heady military birth, to the commercial success, little has changed over the centuries in their construction, only their armaments. The modern shard guardians trace their origins back to the dark days of ancient wars and to one large, and now forbidden, machine: the Skarrow Class Guardian. These hulking colossi lumbered onto the battlefield and left nothing but death in their path for both friend and foe. Where they were deployed, only scorched earth would remain. The cost of building one of these beasts, combined with the toll they took on both sides, saw them quickly forbidden and the ones that remained hidden away to slumber and be forgotten, never to rise again. From the roots of these giants sprang many of the guardians that are still active today.



AERIAL GUARDIAN

Nimble, graceful, and deadly, the aerial guardians are the top of the line when it comes to shard guardians. Used by many kingdoms as naval assault troops, and by wealthy private citizens as ship security, these guardians are the most skilled and intelligent of their kind, capable of multitasking and problem solving when their ward is in danger. Equipped with some of the most powerful sensors both mechanical and magical, nothing escapes or hides from their gaze. Their powerful sordalite-powered engines give them the ability to move from ground to sky with a speed thought capable only via teleport spells. These engines help them escape and manoeuvre both out of dangerous reach and into the maw of their enemy where they strike with their arm scythes into the soft underbelly. Standing nearly 10 feet tall, these guardians take to the sky or lie in wait on deck ready to dispatch any that would seek to harm those they are bound to protect.

AERIAL GUARDIAN

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages understands the languages of the creature holding its control device, but can't speak

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Deadly Shot. The guardian aims at its target's vitals, reducing its chance to hit but increasing the potential damage (included in the attack).

Flyby. The guardian doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The guardian makes two scythe attacks or two ranged attacks.

Scythe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Arm Cannon. *Ranged Weapon Attack:* +6 to hit, range 180 ft., one target. *Hit:* 14 (2d10 + 3) force damage.

Deadly Shot. *Ranged Weapon Attack:* +1 to hit, range 180 ft., one target. *Hit:* 24 (2d10 + 13) force damage.



ASSAULT GUARDIAN

Many a sailor will tell you the roar of a dragon or the hushed wail of the noklura are some of the worst sounds to hear while you are on watch. The truth is the heavy thud of an assault guardian's harpoon, and the screeching of their chains mean only one thing—you've been caught and there is no escape. The assault guardian has one job above all, to catch its prey and never let go. It's a job that the guardian seems to enjoy with a feverish glee. Some guardians have been observed revelling in the fight their target put up after the harpoons have been set and the cable starts to reel back in, clashing their large bladed arms against one another as their motors and gears whine against the struggling prey. Many compare it to watching

a long fisherman reeling in a dragonwhale in the deep oceans. The want and desire to bring it to them and thrust their blades into its belly has also brought doom to many assault guardians and those around them as they forego any sense of self preservation to haul in their catch.

ASSAULT GUARDIAN

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +10, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18

Languages understands the languages of the creature holding its control device, but can't speak

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Harpoons. The assault guardian has two harpoons with attached tow cables. Each cable can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tow cable deals no damage to the guardian. A tow cable can also be broken if a creature takes an action and succeeds on a DC 20 Strength check against it. After a tow cable is destroyed or broken, the guardian cannot use that tow cable until it is repaired.

ACTIONS

Multiattack. The guardian makes three blade attacks or two blade attacks and one harpoon attack or reel action.

Blade. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Harpoon. *Ranged Weapon Attack:* +10 to hit, range 30/100 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained and the guardian can't use the same harpoon on another target.

Reel. The guardian pulls each creature grappled by it up to 25 feet straight toward it.



COMBAT GUARDIAN

The combat guardian is the oldest of the guardians in design, but they are also the heartiest of the line. Made for battle, to protect or harm, it makes little difference to the combat guardian. They want nothing more than to do their job and destroy whatever they are pointed at. Often paired with a second combat guardian, they seem to fight almost as one, one attacking while the other dodges, one sliding out of the way as their partner parries. These guardians are but a shadow of their fathers, the ancient skarrow class guardians; to watch a pair or more of combat guardians bring death and destruction on the battlefield gives only the smallest of peeks into the past at the pure wanton carnage the skarrows were capable of.

While not the brightest of the guardians they are highly capable of following multi-point orders and even seem to be able to prioritize those orders to achieve their ultimate goal. The combat guardians also seem to develop a strange quirk unique among guardians: in combat they willingly and without direct orders sacrifice themselves to save those they are bound to protect. Many bards have tales of a combat guardian moving into the line of fire or shielding its ward without orders and some under protest from their owner to do such a thing.

COMBAT GUARDIAN

Large construct, unaligned

Armor Class 18 (natural armor and shield)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

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

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages understands the languages of the creature holding its control device, but can't speak

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

ACTIONS

Multiattack. The guardian makes two melee attacks or one ranged attack or reel action.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Fist Launcher. *Ranged Weapon Attack:* +7 to hit, range 35 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained.

Reel. The guardian pulls each creature grappled by it up to 25 feet straight toward it as its fist retracts.



SHARPSHOOTER GUARDIAN

Perhaps the most cunning and most cold of all the guardians, the sharpshooter will go to great lengths to kill its target while remaining as undetected as possible. Many see the sharpshooter as a cruel weapon but their track record keeps them in high demand. Able to shoot from a hidden location and hit a moving target in the gap between the armor has earned them the nickname "Reapers." Highly prized and very costly, they are normally kept in reserve and only dispatched when no other path seems available. They also can be found, though not easily seen, in the towers and walls of the palaces of the ruling classes and extremely wealthy. They have been known to disregard the lives of their fellow constructs to complete their missions; many combat or assault guardians have been destroyed by a sharpshooter guardian simply for being in the way. They seem to hesitate when a living being falls between them and their target but that hesitation will only last until the guardian deems it will not get a better shot.



SHARPSHOOTER GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

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

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages understands the languages of the creature holding its control device, but can't speak

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Cunning Action. On each of its turns, the guardian can use a bonus action to take the Dash, Disengage, or Hide action.

Deadly Shot. The guardian aims at its target's vitals, reducing its chance to hit but increasing the potential damage (included in the attack).

Innate Spellcasting (1/Day). The guardian can cast *hunter's mark*. The guardian's innate spellcasting ability is Intelligence (spell save DC 11).

ACTIONS

Multiattack. The guardian makes three ranged attacks.

Arm Cannon. *Ranged Weapon Attack:* +8 to hit, range 100/320 ft., one target. *Hit:* 21 (3d10 + 5) fire damage.

Deadly Shot. *Ranged Weapon Attack:* +3 to hit, range 100/320 ft., one target. *Hit:* 31 (3d10 + 15) fire damage.

TASK GUARDIAN

The slowest, cheapest, and least respected of the shard guardians, the task guardian is only a half step above a shard drone. Don't let their appearance or lack of weapons fool you; they are the true workhorses of their kind. Used as mechanics, laborers, medics, and even front line combatives, they lumber onto whatever task has been assigned to them and will move into harm's way if it means they can complete their task. Many naval ships have a few task guardians in the cargo hold just waiting to be called up and put to work. Nothing seems to please a task guardian more than a job well done. While still very expensive to construct, they also seem to be the easiest of the kind to repair; so much so that half built or partially functioning task guardians have been found in the hands of factories and ships that would never dream of being able to afford a new task guardian.

Due to the high availability of parts and ease of repair, some task guardians have been operational for years beyond their original owners. Many have been passed down for generations and still run like new with minor quirks. Due to their long lifespan, they are more susceptible to developing quirks than any other guardian. These quirks can range from a simple tic or making a noise some have said sounds like humming when performing certain tasks.

TASK GUARDIAN

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 40 ft.

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

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages understands the languages of the creature holding its control device, but can't speak

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

Innate Spellcasting. Its innate spellcasting ability is Intelligence (spell save DC 10). The task guardian can cast the following spells requiring no material components:

At will: *floating disk*, *mage hand*, *mending*

3/day each: *bless*, *cure wounds*, *lesser restoration*

1/day each: *creation*, *haste*, *telekinesis*

ACTIONS

Multiattack. The guardian makes two pincer attacks.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. The target is grappled (escape DC 15) if it is a Large or smaller creature and the task guardian doesn't have two other creatures grappled.



SHARD DRONES

The shard drones of Sordane are some of the more diverse shard constructs. The term “shard drone” refers to any type of shard construct that is tasked with doing anything of a mundane and simple nature: cleaning, manual labor, lifting and moving crates, etc.

They are built cheaply compared to other shard constructs as they have the lowest form of intelligence of all the shard constructs and are made with the lowest quality of materials. Their shard cores are often made with corrupted or cracked sordalite crystals. They are produced en masse to provide cheap, consistent, and good labor.

There are many inhabitants of Sordane that believe the shard drones take meaningful employment away from the people. There are also groups that believe they shouldn't be used for fear of another construct war.

SHARD DRONE

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages understands the languages of the creature holding its control device, but can't speak

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

Sturdy Construction. The drone is considered to be a Medium construct when determining its carrying capacity.

ACTIONS

Multiattack. The drone makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and if the target is a Medium or smaller creature it is grappled (escape DC 13). Until the grapple ends, the drone cannot use its claws on another target.

Variant: Shard Drones

There are a vast array of different uses for shard drones. Below are a handful of common types.

Helper Drones are often used by upper middle class citizens for chores around the house such as cleaning and cooking.

Help. As an action the drone can aid a creature, granting it advantage on the next ability check it makes before the start of the drones next turn. Alternatively, the drone can aid a friendly creature in attacking a creature within 5 feet of it. Before the drones next turn the first attack roll against the target is made with advantage.

Power Drones are seen all over the docks of Sordane. They are one of the larger-sized drones and are able to lift thousands of pounds of crates and cargo.

Multiattack. The drone makes two melee attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Repair Drones are usually kept in storage on some of the wealthier airships. They are deployed to make repairs during voyages.

Repair. As an action the drone can repair an object or structure, restoring 7 (2d6) hit points to it.

Sentry Drones can be found on airships and in government buildings and public areas that require protection and monitoring.

Zap Gun. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) lightning damage, or 6 (1d8 + 2) lightning damage if the target is wearing metal armor.



SHARD SENTRY

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages understands the languages of the creature holding its control device, but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Damage Transfer. While the shard sentry has a creature imprisoned inside it, the shard sentry takes only half the damage dealt to it (rounded down), and that creature takes the other half.

Electrified Cage. A creature imprisoned inside the shard sentry that touches the cage or hits it with a melee attack takes 4 (1d8) lightning damage.

ACTIONS

Multiattack. The shard sentry makes two attacks: one with its club and one with its claw.

Baton. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and if the creature is Medium or smaller, it is grappled (escape DC 18).

Imprison. The shard sentry imprisons a Large or smaller creature grappled by it. The imprisoned creature is restrained and if the shard sentry moves, the imprisoned target moves with it. The shard sentry can have only one creature imprisoned at a time. If the shard sentry takes 35 damage or more on a single turn from a creature imprisoned inside it, the shard sentry ejects the creature at the end of that turn; it falls prone in a space within 5 feet of the shard sentry. If the shard sentry is destroyed, an imprisoned creature is no longer restrained by it and can escape from the remains by using 10 feet of movement.

SHARD SENTRIES

The shard sentries of Sordane were invented over 1,000 years ago by the brilliant human artificer, Dr. Pulstavo. She was a leader in shard construct innovation. Inspired as a child by the existence of the shard guardians and their role within the nations of Sordane, Pulstavo majored in shard tech during university and become the preeminent shard tech of Cin'dar at the age of 20. Long after Pulstavo has gone, the shard sentries are still in use. They remain the mainstay of the majority of policing forces. Rich criminal organizations and wealthy corporations employ them for security. They are reliable, cheap, and highly effective.

Shard sentries are often assigned to two or three police officers as a unit and patrol the different districts of the cities with the singular focus of preventing unrest and criminal activities. They will not stop to ask questions and cannot be reasoned with. Their singular purpose is to apprehend or immobilize suspects and criminals.

Standing 18 feet tall, these towering bipedal walking cages are built with massive arms and an assortment of armaments, which are suitable for a wide range of missions and occasions. They can be used for brutal riot control, offensive raids, or just for typical policing patrols.



Variant: Riot Sentry

Riot sentries are deployed to put down unrest in the cities. Unlike typical shard sentries, the riot sentry is equipped with a massive riot shield and power fists capable of overpowering large groups and protecting their units' officers.

Armor Class 20 (natural armor and riot shield)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

Challenge 7 (2,900 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The shard sentry makes 2 power fist attacks or 1 power fist attack and 1 shield bash attack.

Power Fist. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. The shard sentry makes a melee attack with its riot shield. On a successful hit, if the target is of equal or smaller size, it must make a Strength (Athletics) or Dexterity (Acrobatics) saving throw (DC 13) or be knocked prone.

Variant: Assault Sentry

Assault sentries are equipped for a bust or raid of some kind within the city. They are equipped with deadly harpoons and clamps. Their main tasks are to take down large gatherings of criminals or organized cartels.

Armor Class 17 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

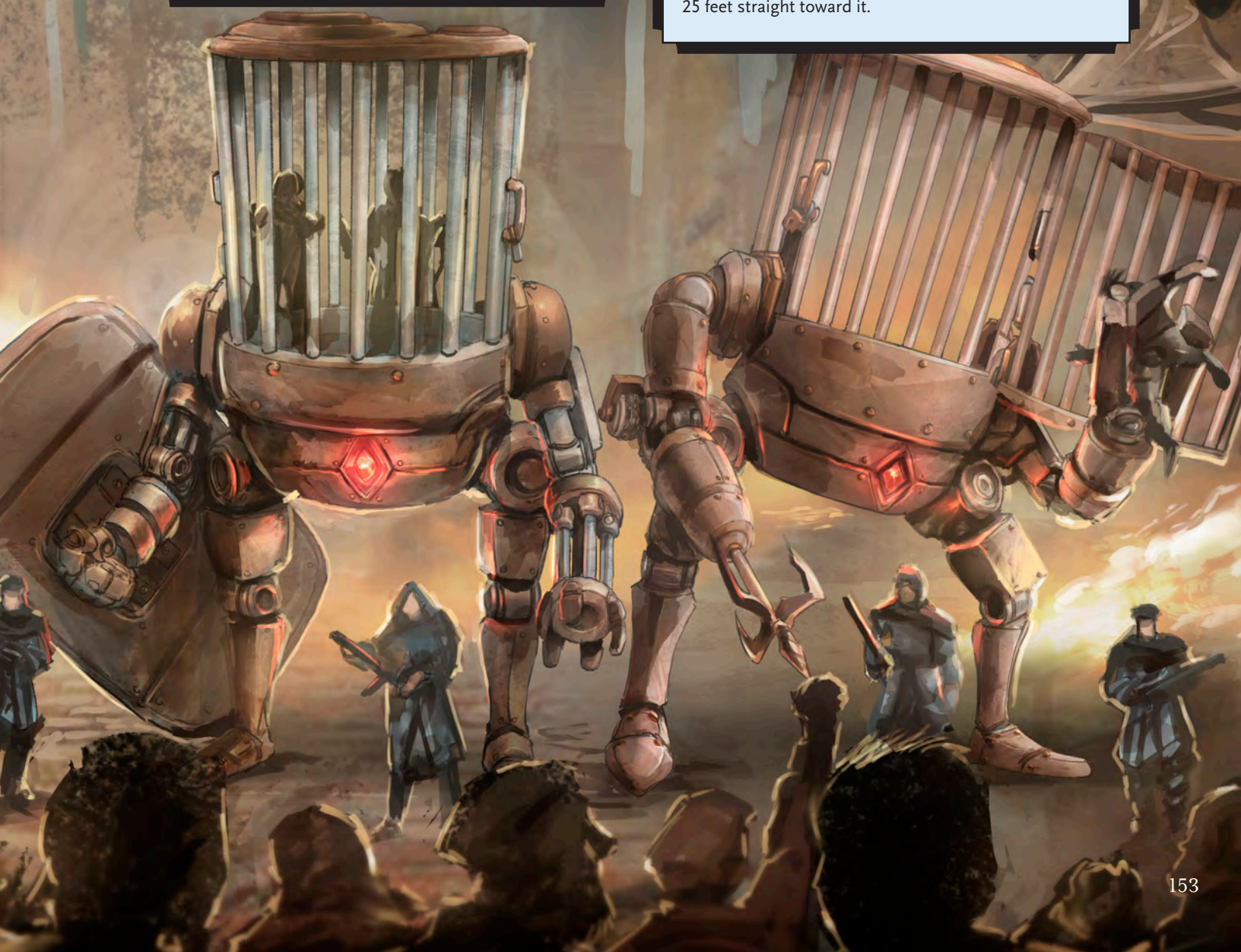
ACTIONS

Multiattack. The shard sentry makes 2 clamp attacks or 1 clamp attack and 1 harpoon attack or reel action.

Clamp. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage, and if the creature is Medium or smaller, it is grappled (escape DC 18).

Harpoon. *Ranged Weapon Attack:* +4 to hit, range 30/100 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained. The sentry can't use its harpoon again while the target is restrained.

Reel. The sentry pulls each creature grappled by it up to 25 feet straight toward it.







SKARROW CLASS SHARD GUARDIANS

Built for the endless war, total devastation, and the unflinching destruction of anything that stood before them, the Skarrow Class had but one purpose in their creation and deployment: Death. Massive constructs of metal, gears, magics, and sordalite, no two skarrow guardians were exactly the same. Although many shared similar aesthetics or armaments due to where they were built, each was unique in both build and behavior. Due to the immense size and power of the skarrow guardians, regular control devices were insufficient; special devices unique to each skarrow were created. The reign of the skarrows was one of the bloodiest ages in Sordane, with the dead numbering beyond count. Eventually, the death and destruction wrought by these terrible machines could no longer be ignored by the rulers of the world and to prevent them from being used again an agreement known as the Skarrow Concord was created. It was the first world wide ban on any kind of technology and would prevent the creation and use of these mighty titans. They were all to be destroyed; however, some were hidden away in deep cavern tombs by rulers who never accepted the agreement.

The world moved on and from the ashes of the war new kingdoms rose, lands flourished, and races both new and old sprang back into the world. As time marched on, the now-forgotten tombs of the skarrow are at risk of returning to the light as the glyphs put in place all those ages ago begin to fade. The limbs of the once mighty titans twitch and the embers of life slowly return....

Guardian Survivors. Each guardian is different in its own way. Some are larger and stronger, while others are leaner but have two extra arms. Currently there are two known guardians, but more could be slumbering deep under the earth.

The guardian Pyros has been locked away deep beneath the lower levels of Ezdin, in a large chamber specially designed to keep it in, and others out. The structure was closed as soon as the guardian was secured in it. All the workers and architects that knew of the tomb's location or existence were disposed of in secrecy by the royal family to make sure that this secret would not fall into the wrong hands. These days, its existence and location are known only to the emperor, who could awaken the city's secret guardian if absolutely needed for the defence of Ezdin and Cin'dar.

The guardian Brodda stands at the bottom of Lake Silar on the continent of Lozandar buried up to its knees, but it is otherwise intact. Legend says that it was knocked into the lake by an ancient arcane dragon, and was considered lost after the battle. At the time, its damage was severe, with the guardian being full of holes and missing most of its limbs. However, all of its damage has regenerated over the years, and all that the skarrow requires now is a master to command it, giving it a reason to move.

PYROS

Gargantuan construct, unaligned

Armor Class 22 (natural armor)

Hit Points 410 (20d20 + 200)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	8 (-1)

Saving Throws Int +4, Wis +8, Cha +7

Damage Vulnerabilities lightning

Damage Resistances cold, fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks and sordalite-powered attacks

Condition Immunities charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned

Senses truesight 150 ft., passive Perception 10

Languages understands the languages of the creature holding its control device but can't speak

Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Drain Immunity. The guardian is immune to any effects that would drain its sordalite crystal.

Immutable Existence. The guardian is immune to any spell or effect that would alter its form or send it to another plane of existence.

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

Magic Resistant Construction. The guardian has advantage on saving throws against spells and other magical effects, and spell attacks made against it have disadvantage.

Regeneration. The guardian regains 50 hit points at the start of its turn. If it is reduced to 0 hit points, this trait is reduced to 1 hit point a day and it must reach half of its maximum hit points to reform itself. The guardian doesn't recover its full *regeneration* until it reaches its maximum hit points again.

Siege Monster. The guardian deals double damage to objects and structures.

Towering Terror. Any enemy that starts its turn within 30 feet of the guardian must succeed on a DC 26 Wisdom saving throw or be frightened until the start of the enemy's next turn. If the enemy's saving throw is successful, it is immune to this effect for the next 24 hours.

ACTIONS

Multiattack. The guardian makes three attacks with its glaive or sordalite blast and then uses Stomp.

Glaive. *Melee Weapon Attack:* +18 to hit, reach 40 ft., one target. *Hit:* 37 (5d10 + 10) slashing damage, and the guardian can push the target up to 20 feet away from it.

Sordalite Blast. *Ranged Spell Attack:* +8 to hit, range 500 ft., one target. *Hit:* 45 (10d8) force damage, and if the target is a creature, it is knocked prone.

Stomp. The guardian stomps one of its feet at a point on the ground within 20 feet of it. Any creature in a 10-foot-radius, 10-foot-high cylinder centered on this point must succeed on a DC 26 Dexterity saving throw or take 21 (6d6) bludgeoning damage and fall prone. Until the guardian uses its Stomp with the same foot again or moves, the creature is restrained. While restrained in this way, the creature (or another creature within 5 feet of it) can use its action to make a DC 26 Strength check. On a success, the creature relocates to an unoccupied space of its choice within 5 feet of the guardian and is no longer restrained.

Structures, as well as nonmagical objects that are neither being worn nor carried, take double the same amount of damage if they are in the cylinder (no save).

Executioner's Slash (Recharge 6). As an action the guardian violently swings its glaive in a circle around itself. All creatures within 40 feet of the guardian must succeed on a DC 26 Dexterity saving throw, suffering 43 (6d10 + 10) slashing damage on a failed save, or half as much on a successful one.

REACTIONS

Spell Absorption (Recharge: 5-6). The guardian can use its reaction to absorb a spell that it is targeted by. The spell has no effect but is stored within the guardian. On its turn, it may choose to convert the spell into energy as a bonus action, healing itself for 22 (4d10) times the level of the spell.

LEGENDARY ACTIONS

The guardian 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 guardian regains spent legendary actions at the start of its turn.

Attack. The guardian makes a glaive attack.

Move. The guardian can move up to its speed.

Extreme Heat (Costs 2 Actions). The flame atop the guardian begins burning a brilliant blue, causing the guardian's body to glow as it heats up. Until the end of its next turn the guardian sheds bright light in a 50-foot radius and dim light for an additional 50 feet. A creature standing within 50 feet of it that looks directly at it must make a DC 18 Constitution saving throw, or be blinded until the start of their next turn. While in this state a creature that touches the guardian, hits it with a melee attack, or starts its turn within 5 feet of it takes 20 (6d6) fire damage. In addition, the guardian's attacks deal an additional 11 (2d10) fire damage.

Sordalite Pulse (Costs 2 Actions). The guardian releases a powerful pulse of energy from the sordalite crystal powering it. All creatures within a 30-foot-radius sphere centered on it must succeed on a DC 26 Constitution saving throw, suffering 33 (6d10) force damage on a failed save or half as much on a successful one. Using this ability causes the guardian's sordalite crystal to become temporarily drained; as such, the guardian loses access to its *regeneration* ability until the end of its next turn.

BRODDA

Gargantuan construct, unaligned

Armor Class 24 (natural armor + shield)

Hit Points 451 (22d20 + 220)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	8 (-1)

Saving Throws Int +4, Wis +8, Cha +7

Damage Vulnerabilities lightning

Damage Resistances cold, fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks and sordalite-powered attacks

Condition Immunities charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned

Senses truesight 150 ft., passive Perception 10

Languages understands the languages of the creature holding its control device but can't speak

Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Drain Immunity. The guardian is immune to any effects that would drain its sordalite crystal.

Immutable Existence. The guardian is immune to any spell or effect that would alter its form or send it to another plane of existence.

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

Magic Resistant Construction. The guardian has advantage on saving throws against spells and other magical effects, and spell attacks made against it have disadvantage.

Regeneration. The guardian regains 50 hit points at the start of its turn. If it is reduced to 0 hit points, this trait is reduced to 1 hit point a day and it must reach half of its maximum hit points to reform itself. The guardian doesn't recover its full *regeneration* until it reaches its maximum hit points again.

Siege Monster. The guardian deals double damage to objects and structures.

Towering Terror. Any enemy that starts its turn within 30 feet of the guardian must succeed on a DC 26 Wisdom saving throw or be frightened until the start of the enemy's next turn. If the enemy's saving throw is successful, it is immune to this effect for the next 24 hours.

ACTIONS

Multiattack. The guardian makes three attacks with its spear or sordalite blast and then uses Stomp.

Spear. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage, and the guardian can push the target up to 20 feet away from it.

Sordalite Blast. *Ranged Spell Attack:* +8 to hit, range 500 ft., one target. *Hit:* 45 (10d8) force damage, and if the target is a creature, it is knocked prone.

Stomp. The guardian stomps one of its feet at a point on the ground within 20 feet of it. Any creature in a 10-foot-radius, 10-foot-high cylinder centered on this point must succeed on a DC 26 Dexterity saving throw or take 21 (6d6) bludgeoning damage and fall prone. Until the guardian uses its Stomp with the same foot again or moves, the creature is restrained. While restrained in this way, the creature (or another creature within 5 feet of it) can use its action to make a DC 26 Strength check. On a success, the creature relocates to an unoccupied space of its choice within 5 feet of the guardian and is no longer restrained.

Structures, as well as nonmagical objects that are neither being worn nor carried, take double the same amount of damage if they are in the cylinder (no save).

Shield Slam (Recharge 6). As an action the guardian slams its enormous shield into the ground. All creatures within 50 feet of the guardian must succeed on a DC 26 Dexterity saving throw, suffering 23 (2d12 + 10) bludgeoning damage on a failed save. Or half as much on a successful one.

REACTIONS

Spell Absorption (Recharge: 5-6). The guardian can use its reaction to absorb a spell that it is targeted by. The spell has no effect but is stored within the guardian. On its turn, the guardian can choose to convert the spell into energy as a bonus action, healing itself for 22 (4d10) times the level of the spell.

LEGENDARY ACTIONS

The guardian 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 guardian regains spent legendary actions at the start of its turn.

Attack. The guardian makes a spear attack.

Move. The guardian can move up to its speed.

Lethargy Field (Costs 2 Actions). The guardian surrounds itself in a field of pure sordalite energy. All creatures within a 20-foot-radius sphere centered on it must succeed on a DC 26 Wisdom saving throw or be affected by the *slow* spell until the end of their next turn.

Harrowing Blast (Costs 2 Actions). The guardian causes the sordalite crystal within it to begin overflowing with energy, releasing it as a devastating burst from its sordalite core in a 50-foot line that is 20 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw, taking 33 (6d10) force damage on a failed save, and is pushed to the end of the line by the burst, or half as much damage on a successful one and isn't pushed. Using this ability causes the guardian's sordalite crystal to become temporarily drained, and the guardian loses access to its *regeneration* ability until the end of its next turn.

SIPHIT

Siphits are a common pest in Sordane. They are not pleasant to look at and cause constant issues for the soralite ships in the docks of cities. They are drawn to, and feed on, soralite crystal. They will often try to steal crates carrying supplies of crystal, shard weapons, or zap guns.

They live in the dark undersides of the sky docks and in nearby trees, usually in large numbers. Siphits are mostly nocturnal creatures, but have been known to attack during the day if particularly hungry. The most common way of encountering siphits is to have the crew wake up to a large number of the creatures draining the power from their soralite ship's crystal. Alternatively, some miners use chained up siphits (sometimes with clipped wings) to track down soralite crystal in the wilderness. There are other creatures that have this soralite sense, but siphits are easier to capture and control compared to the other, larger beasts of Sordane.

The main characteristic of a siphit is its complete lack of tactics, whether the driving force is complete overconfidence or an insatiable desire to feed. A siphit will rarely stalk its target or wait for openings, jumping on soralite sources that they see without any regard to how dangerous their target may be. As such they will be found almost anywhere, attacking and trying to make away with the soralite being carried by anyone who wanders into the range of this creature's soralite sense.

SIPHIT ALPHA

Siphits do not tend to live long due to the combination of their insatiable hunger for soralite and general lack of

care for their own well-being. Their success as a species comes from their seemingly unending numbers and aggressive breeding, not their individuality. However, should a siphit manage to live past its short life expectancy and somehow absorb enough soralite energy to sustain itself during this time, then it can mature, growing into an alpha. These matured siphits are armed with heightened intelligence, a natural dominance over regular siphits, and a potentially catastrophic soralite absorption aura that draws energy from all crystals in its surroundings. However, the biggest threat they pose is that under the leadership of an alpha, more siphits will mature into a potentially deadly force.

Siphit alphas will use the strength and intelligence that they have over younger siphits to keep them in line and often keep them alive. The alpha knows that having a pack of siphits at its disposal is a great boon, so where possible it will intimidate and bully younger siphits into not making reckless errors that would usually get them killed. A large gathering of siphit alphas is seen as a serious threat by almost all nations of Sordane, and as such lone alpha sightings are taken very seriously, to prevent them from causing more siphits to mature into alphas.

As a result, various groups of siphit hunters have been established across the world. These groups will attempt to take care of any siphit threat for a fee. They function in contrast to siphit conservationists and soralite conspiracy theorists, who believe siphits are one of nature's ways of preventing the increasing usage and refining of soralite; that soralite draws energy from Sordane's core and excessive usage will eventually lead to a cataclysmic world-ending event.

SIPHIT

Small beast, unaligned

Armor Class 15 (natural armor)

Hit Points 28 (8d6)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	10 (+0)	12 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities soralite-powered attacks

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

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Attach. The siphit attaches itself to a soralite source within 5 feet of it. While attached, the siphit is only able to use the *drain* ability, unless it spends an action to detach from the soralite source.

Echolocation. The siphit can't use its blindsight while deafened.

Keen Hearing. The siphit has advantage on Wisdom

(Perception) checks that rely on hearing.

Soralite Absorption. When hit by soralite powered attacks, the siphit takes no damage and instead regains a number of hit points equal to half the damage dealt.

Soralite Sense. The siphit can sense the location of soralite within 60 feet of it, regardless of interposing barriers.

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

ACTIONS

Multiattack. The siphit makes two claw attacks.

Attack. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one soralite source. *Hit:* 4 (1d4 + 2) piercing damage, and the siphit attaches to the target.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage

Drain. The siphit does not attack when attached to a target. Instead, at the start of its turn it sucks energy from the crystal, inflicting one point of crystal exhaustion. (See *Siphoning Table* on page 164.) Each turn only one point of crystal exhaustion can be inflicted per crystal, regardless of how many siphits are draining it. The siphit can detach itself by spending 5 feet of its movement.



SIPHIT ALPHA

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities sordalite-powered attacks

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

Senses blindsight 120 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Draining Aura. At the start of its turn the siphit can drain energy from all crystals within a 30-foot-radius sphere of it, inflicting one point of crystal exhaustion on each of them, regardless of how many siphits are draining it. Additionally, the siphit regains 15 hit points for every point of crystal exhaustion that it inflicts on its turn.

Echolocation. The siphit can't use its blindsight while deafened.

High Altitude Acclimatization. The siphit does not suffer from (very) thin air conditions or low temperature conditions.

Keen Hearing. The siphit has advantage on Wisdom (Perception) checks that rely on hearing.

Sordalite Absorption. When hit by sordalite-powered attacks, the siphit takes none of that damage and instead regains a number of hit points equal to the damage.

Sordalite Sense. The siphit can sense the location of sordalite within 300 feet of it, regardless of interposing barriers.

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

ACTIONS

Multiattack. The siphit makes two claw attacks and a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (4d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.



SKY JELLY

Anyone who has visited a sailor's pub has heard stories about strange translucent creatures with long tentacles and almost-human faces. While they seem harmless from a distance, nothing is further from the truth, as these monsters are incredibly poisonous and always hungry.

Sky jellies are, at their core, immobile invertebrates that use a large sack on top of their head to float along with the wind, entangling potential prey in their poisonous tentacles. They do not hunt actively, instead depending on the winds to bring them to their prey. This combined with their translucent bodies makes it easy for a creature to accidentally bump into one.

SKY JELLY SWARM

In the spring and early summer when temperatures increase and the winds change direction, conditions become ideal for a jelly bloom. During this period tens of thousands of sky jellies darken the sky, floating by in unimaginable numbers. These swarms, birthed by a jelly titan, are in a perpetual feeding frenzy, ready to devour anything in their path. Getting caught in such a migration is certain death, but even a small group of these creatures can strand travelers for a long time. There have even been reports of pirates using them as a distraction while boarding a ship, but it is not certain how one could steer these creatures without changing the wind itself. Others have used them as defensive guardians in enclosed spaces, taking advantage of the fact that they can't move without wind.

Young sky jellies are easy prey for most predators and the swarm is the only thing that protects them from certain death. Still, most sky jellies in the swarm will die before they reach maturity several weeks after, partially because the strongest individuals often resort to cannibalism. Typically only 1 in 100 sky jellies survive their swarm.

JELLY TITAN

Sky jellies are born from a single jelly titan who can spawn up to a thousand young at a time. This enormous creature is generally as calm and passive as its smaller children, but can become enraged when she or her young are threatened, lashing out with her tentacles at whom-ever is too close.

Jelly titans are a true rarity of the sky. Perhaps one in a million sky jellies will ever live long enough to develop properly into a jelly titan. More often than not, the only time a jelly titan will come into being is if a school of jellies is lacking a titan that was either recently killed or separated from the school. One of the older, larger sky jellies will suddenly start the process of morphing into a jelly titan over the course of a month.

There have been notable instances of multiple jelly titans in one school, but it is a rare occurrence. This is largely due to there being no need for multiple titans, as one is more than capable of protecting a large school of jellies.

SKY JELLY

Medium beast, neutral

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	2 (-4)	10 (+0)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Poisonous End. If the jelly is killed by a slashing or piercing attack, its body will rupture and unleash a splash of vile liquid in a 5-foot-radius sphere around itself. Any creature inside this sphere must make a DC 14 Dexterity saving throw or take 7 (2d6) poison damage and become paralyzed until the end of its next turn.

Surprise Attack. If the jelly surprises a creature and hits it with a tentacle attack during the first round of combat, the target has a disadvantage on its saving throw against the poison caused by the attack.

Translucent Nature. The jelly has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The jelly makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +3 to hit, reach 15 ft., one target. *Hit:* 4 (1d6 +1) bludgeoning damage and the target must succeed a DC 14 Dexterity saving throw or suffer 3 (1d6) poison damage and become paralyzed until the end of its next turn.

Entangle. *Melee Weapon Attack:* +3 to hit, reach 15 ft., one target. *Hit:* 1 bludgeoning damage. The target is grappled (escape DC 14) Until this grapple ends, the target is restrained. The jelly has four tentacles, each of which can grapple one target.

Wind Effect

The GM can choose the direction and velocity of the wind during battle. Sky jellies will generally match the wind and only stay behind to fight a target if they manage to hold on to something. A fast blowing wind can make a sky jelly attack swift but deadly, especially when one or more of the crew are grappled and taken away. A slower wind will make it easier to pick them off but also prolong the battle. Players with wind spells or items can use these to blow sky jellies away, or even at their enemies.



SWARM OF SKY JELLIES

Large swarm of Medium beasts, neutral

Armor Class 8

Hit Points 76 (9d10 + 27)

Speed fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	16 (+3)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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

Senses passive Perception 10

Languages —

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

Deadly Swarm. Any creature that ends its turn in a space occupied by the swarm must make a DC 14 Dexterity

saving throw, taking 16 (2d12 + 3) piercing damage and 7 (2d6) poison damage on a failed save, or half as much on a successful one. Additionally, on a failed save the target is paralyzed until the end of its next turn and becomes grappled with the Envelop action.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for one creature of the swarm. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Envelop. Each creature in the swarm's space must succeed on a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check or be grappled and enveloped within the swarm's mass. The swarm can force the creature to move at its normal speed wherever the swarm wishes. When dealing damage to the swarm, each enveloped creature must roll 1d20; any creature that rolls below 10 receives an equal amount of damage.

JELLY TITAN

Gargantuan beast, neutral

Armor Class 14

Hit Points 297 (22d20 + 66)

Speed fly 5 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	16 (+3)	2 (-4)	10 (+0)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 10

Languages —

Challenge 23 (50,000 XP) Proficiency Bonus +7

Fling. One Large or smaller object held or creature grappled by the titan is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 24 Dexterity saving throw or take the same damage and be knocked prone.

Poisonous End. If the titan is killed by a slashing or piercing attack, its body will rupture and unleash a splash of vile liquid in a 100-foot-radius sphere around itself. Any creature inside this sphere must make a DC 24 Dexterity saving

throw and suffer 35 (10d6) poison damage and become paralyzed for 1d6 turns on a failed save, or half as much damage and resist the effect on a successful one.

Siege Monster. The titan deals double damage to objects and structures.

Surprise Attack. If the titan surprises a creature and hits it with a tentacle attack during the first round of combat, the target has disadvantage on its saving throw against the poison caused by the attack.

Translucent Nature. The titan has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The titan makes six tentacle attacks, each of which it can replace with one use of Fling or a Smash attack if targeting structures or ships.

Tentacle. Melee Weapon Attack: +13 to hit, reach 60 ft., one target. **Hit:** 16 (3d6 + 6) bludgeoning damage and the target must succeed at a DC 24 Constitution save or suffer 21 (6d6) poison damage and become paralyzed until the end of its next turn. Additionally, the target is grappled (escape DC 24). Until this grapple ends, the target is restrained. The titan has six tentacles, each of which can grapple one target.

Smash. Melee Weapon Attack: +13 to hit, reach 60 ft., one target. **Hit:** 41 (10d6 + 6) bludgeoning damage.

SKY MINES

Over the centuries, many types of sordalite mines were designed with various levels of complexity. All of them have a half-pound sordalite crystal core that allows them to float, but their effects can be very different. These days, producing mines is strictly forbidden by most nations of Sordane and most of the mines out there are relics of old wars and conflicts. The larger cities have cleared paths for trade and travel, but anyone traveling outside of these routes is at risk of stumbling upon a cluster of mines. It is even possible to get mine insurance for certain routes that are at a higher risk for exposure to ancient mines. Despite their illegality, some factions still produce and smuggle them or even move old mines to new locations.

Their shape, size, and even effect depends on the person who invented and constructed them. Some float in the open, while others can shroud themselves in clouds or even cast invisibility on themselves. Once triggered, they can explode, pour acid, or cast fireballs. Regardless, some still hunt for them, hoping to harvest the crystals from them. This is a dangerous task, as a triggered mine can kill a crew or destroy a ship. Only the most skilled adventurers and thieves go mine hunting.

A mine functions at any altitude at which it is released, typically between 3,500 and 15,000 feet. Mines have several sensors and mechanical eyes on their exterior that allow them to have a full 360° panoramic view of their surroundings, as well as measure sound and detect strong magic. This means that ships that are loud or use excessive amounts of magic can trigger the mine even when outside of its vision. Surprisingly, this means that the more low-tech version of airships in Sordane, the shard blimps, are less detectable than the magically infused sordalite ships.

It's a Mine. The mine doesn't require air, food, drink, or sleep.

SPOTTING A MINE

Most mines are around 3 feet in diameter, which means that under the best daytime conditions, they can be perceived from 1,500 feet away and identified when 300 feet away or closer. Since most ships are larger, this means that the mine can both perceive and identify a target at distances far beyond that. (See *Viewing Distance* on page 56.)

A mine has a base stealth modifier of +0. Add 1 for every 500 feet of distance the mine is away from the target and take upgrades into account. (See *Mine Upgrades* table.)

When introducing one or more mines within the viewing distance to the battlefield, roll a Stealth check for each mine versus the passive Perception of the crew. On a failure, the mine(s) are spotted as soon as they enter the visual range of the ship. On a success, the mine can move 500 feet closer and roll its Stealth again with its new modifier. This continues until spotted or until it is within attack range of the ship. At this point, the mine gets a surprise round.

To help streamline the encounter, the GM can choose to initiate initiative only when the closest mine enters the farthest attack range of the crew.

CRYSTAL ENERGY

Sordalite crystals all have a set amount of energy; this magic is what powers the devices that the crystal is used in. Typically the magic replenishes faster than it gets used. However, various creatures, constructs, and effects can siphon energy away faster than it gets replenished. A crystal replenishes 1 point per minute if not subject to any siphoning effect and only 1 point of crystal exhaustion can be inflicted per turn. As they are powered by sordalite the shardforged race is also sensitive to the effects of draining, suffering one level of exhaustion instead of *crystal exhaustion*.

Weapons, constructs, and bionics require a fully charged crystal to function, but ships can function in a limited manner with a siphoned crystal. If a ship's crystal is completely drained it will begin falling until the draining ends and the crystal regains enough power to reactivate or it crashes.

MINE UPGRADES

A mine can have any number of upgrades depending on the funds available. See page 210 for upgrade costs.

Siphoning Table

Exhaustion Level	Effect
1–3	Bionics, weapons, gadgets stop working and Small sized shard constructs deactivate.
4–5	Spelldriving costs double and Medium-sized shard constructs deactivate.
6–8	All spell driving stops working and the ship is adrift and Large-sized shard constructs deactivate.
9–10	Ships with a 50 lbs. or smaller sordalite crystal are drained and begin falling and all shard constructs deactivate regardless of size.
11–12	Ships with a 75 lbs. or smaller sordalite crystal are drained and begin falling.
13+	Sordalite crystals regardless of size are drained and the ship begins falling.

Mine Upgrades

Upgrade	Effect
Stealth paint	Sky blue paint camouflages the mine, granting +2 Stealth.
Cloud	A cloud follows the mine enshrouding it, granting +4 Stealth.
Minor Invisibility	The mine gains invisibility. This effect lasts until it attacks.
Major Invisibility	The mine gains invisibility that does not expire, even if it attacks.
Password	The mine will ignore ships with a pattern or flag specified by the individual who applied the upgrade.

FIRE MINE

Fire mines are a much newer type of mine, said to be created by a mysterious faction that forced a group of kidnapped wizards to enchant the mines with their magic. Unlike the older smash mines, these mines were capable of aiming and casting *fireball* spells, which made them much more deadly. Where usually several smash mines are needed to down a ship, a single fire mine can do the job and even survive the process. Due to their high costs, these mines are rarer than the other types. They also tend to be concentrated in seemingly random places.

MENTAL MINE

Mental mines are perhaps the most dangerous type of all, as they turn your own crew against you with powerful mind-control techniques. These types of mines are treasured by pirates and other smaller factions, as they target the crew but leave the ship intact. In combination with other mines, they can cause complete obliteration by taking away the crew's ability to react.

Mental Mine Table

Level	Effect
1	You are convinced that the first person you see is an intruder and attempt to incapacitate them.
2	The ship is losing altitude! You need to throw as many heavy items overboard as possible to save the ship.
3	The ship is on the ground and on fire! You must jump off the deck before you burn!
4	You see a horrid monster on the deck that will surely kill you and the crew; use your highest level spell to kill it. Reroll if the character has no spells.

SMASH MINE

The smash mines are the oldest type of mine found in Sordane's skies today. They are left over from the early sky wars for the then-newly accessible aerial territories. Some used the mines to protect their borders, while others dumped them inside enemy territory. The skies got filled with these dangerous mines before the factions realized what they were doing. People thought that they would break down over time, or get triggered by various sky beasts and that the problem would solve itself, but the mines were exceptionally well designed and programmed and still around today, waiting for a target to pass by.

The method of creating them has long been forgotten by all except the cuthari. Many scientists are interested in them and would pay handsome rewards for a functioning sample.

SIPHON MINE

Siphon mines were made by the people of Sordane at the height of the Construct Wars. Siphon mines were designed after the creatures known as siphits. The mines



worked phenomenally and not only did they down many enemy ships by draining their crystals, they crashed early attempts of Odaria, the giant home sky city of the Odari. Unlike their organic counterparts, these mines were programmed to ignore specific ship designs. Unfortunately, the exact design of these exempt ships was lost and they attack without prejudice.

FIRE MINE

Small mine

Armor Class 19

Hit Points 27 (5d6 + 10)

Speed 0 ft, fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
0	12 (+1)	14 (+2)	0	0	0

Damage Resistances piercing and slashing from nonmagical attacks

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 500 ft. (blind beyond this radius)

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Explosive End. As a reaction, the mine casts *fireball* on itself when it reaches 0 HP. The mine and all its components disintegrate.

ACTIONS

Fireballs. The activated mine will shoot 1d4 level 3 fireballs at various parts of the target when within range (DC 16 Dexterity saving throw).

MENTAL MINE

Large mine

Armor Class 16

Hit Points 15 (2d10 + 4)

Speed 0 ft., fly 100 ft.

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

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 500 ft. (blind beyond this radius)

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Hypnotic Shock. The mine forces itself into the mind of any sentient creature within a 500-foot-radius sphere. Anyone within this sphere without mental protection rolls a DC 16 Wisdom saving throw. On failure, they are affected and roll 1d4 for the mental mine table (page 165). The effect lasts until the creature receives damage, passes a Wisdom saving throw at the end of its turn, or gets outside the mine's sphere of influence.

SIPHON MINE

Medium mine

Armor Class 18

Hit Points 26 (4d8 + 8)

Speed 0 ft., fly 200 ft.

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

Damage Resistances piercing and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 500 ft. (blind beyond this radius)

Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

ACTIONS

Attack. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one sordalite source. *Hit:* 5 (1d4 + 3) piercing damage, and the mine attaches to the target.

Drain. The mine does not attack when attached. Instead, at the start of its turn it sucks energy from the crystal, inflicting one point of crystal exhaustion. (See *Siphoning Table* on page 164.) The mine can detach itself by spending 5 feet of its movement.

SMASH MINE

Large mine

Armor Class 19

Hit Points 30 (4d10 + 8)

Speed 0 ft., fly 100 ft.

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

Damage Resistances piercing and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 250 ft. (blind beyond this radius)

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

Explode. Once the mine hits a target with its Smash attack, it explodes in a 25-foot-radius sphere centered on its core. Each creature and target within that radius must make a DC 16 Dexterity saving throw taking 49 (14d6) piercing damage and 49 (14d6) fire damage on a failed save, or half as much damage on a successful one. The mine and all its components disintegrate.

Siege Weapon. The smash mine deals double damage to objects and structures.

ACTIONS

Smash. The mine smashes into its target. The target must make a DC 12 Dexterity saving throw suffering 5 (1d10) bludgeoning damage for every 25 feet that the mine travels on a failed save, or half as much damage on a successful one (minimum 1d10).



SKY RAYS

Sky rays are large flying creatures that populate the skies filter feeding on various little creatures that can be found there. They are peaceful and calm creatures unless provoked or harassed. Younger sky rays have been domesticated before and used as flying mounts, but they seem to forget all their training once they grow up. In fact, no-one has been able to tame an adult sky ray yet. There are three distinct sky ray species that we know of, each adapted to its own preferred terrain.

CLOUD SKATE

Cloud skates are snow-white sky rays that live inside the clouds in large numbers, drifting with along with them. They do not manipulate the clouds, merely live in them. When a cloud dissipates it is possible to see a flock of white creatures shoot out and fly towards the closest other cloud. They are the preferred source of food for cloud sharks, who perhaps evolved their cloud-creating abilities to hunt them. If somehow a cloud skate ends up in a cloudless sky, it will almost certainly die by the hands of sky predators.

CLOUD SKATE

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	1 (-5)	12 (+1)	4 (-3)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Charge. If the cloud skate moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Cloud Shroud. The cloud skate can open its pores to expel clouds as an action. This creates a 25-foot-radius sphere of fog centered on the cloud skate. The sphere spreads around corners, and its area is heavily obscured. The cloud will move along with the cloud skate.

Cloud Vision. The cloud skate can see through clouds.

High Altitude Acclimatisation. The cloud skate does not suffer from (very) thin air conditions or low temperature conditions.

ACTIONS

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



GIANT NIGHT RAY

Night rays are adapted to the darkness of the night with their pitch-black skin and their calm silent motions. They roam in large groups and are constantly on the move westwards following the night, never stopping in fear of the dawn. They eat, sleep, and even mate while on the move. If they do end up in the sunlight, they die by overheating in a matter of hours. Their eyes are adapted for seeing in the dark; bright lights blind them almost instantly. In fact, this is the most popular way of hunting them.



GREEN FOREST RAY

Unlike the cloud skate, the green forest ray is a solitary creature that only meets other forest rays to mate. Their top side is a mixture of greens that is adapted to the forest the ray calls home, making it nearly indistinguishable from the treetops for predators above it. They are docile creatures who live on treetops feeding on insects and other small creatures that live on the trees. Their bottom side is a pale silky white with no camouflage at all, but natural predators on the ground weren't able to reach them. This changed, however, when people started hunting them; as a result, forest rays are much rarer now than they were a century ago.

Although the green forest ray can camouflage over large open plains such as steppes or pastures out of necessity, the ray feels most at home in forests as this is where it feeds and is safest from hunters. Due to this fact it needs to adapt to the changing of the seasons. As the leaves on the trees it calls home change and fall the forest ray will often migrate to other regions of Sordane. In these new regions it will search for coniferous forests to inhabit until the seasons change once more, allowing it to maintain its natural camouflage in a new environment so it can safely feed and wait to return to its home forest.

GIANT NIGHT RAY

Gargantuan beast, unaligned

Armor Class 16 (natural armor)

Hit Points 248 (16d20 + 75)

Speed 0 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	21 (+5)	1 (-5)	12 (+1)	4 (-3)

Saving Throws Dex +5, Con +9

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Charge. If the ray moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 14 (4d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Evasion. If the ray is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

High Altitude Acclimatization. The ray does not suffer from (very) thin air conditions or low temperature conditions.

Light Sensitivity. While within bright light the ray is blinded.

Shadow Sneak. While the ray is in clouds, dim light, darkness, and at dusk it gains a +10 bonus to Dexterity (Stealth).

Siege Monster. The ray deals double damage to objects and structures.

Sunlight Hypersensitivity. The ray takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The ray makes two attacks: one ram attack and one with its tail.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 2) bludgeoning damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

LEGENDARY ACTIONS

The ray 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 ray regains spent legendary actions at the start of its turn.

Shadow Blink. While in dim light or darkness the ray can teleport up to 150 feet to an unoccupied space it can see that is also in dim light or darkness.

Shadow Skin. While in darkness the ray can become invisible. It remains invisible until it makes an attack, or is exposed to dim or bright light.

Lights Out (Costs 2 Actions). Magical darkness spreads from the ray to fill a 500-foot-radius sphere that lasts until the end of its next turn and moves with it. The darkness spreads around corners and extinguishes all nonmagical sources of light. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. The ray can see through this magical darkness.

GREEN FOREST RAY

Gargantuan beast, unaligned

Armor Class 20 (natural armor)

Hit Points 1007 (65d20 + 325)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	21 (+5)	1 (-5)	12 (+1)	4 (-3)

Saving Throws Dex +6, Con +10

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Charge. If the ray moves at least 40 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 42 (12d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Natural Camouflage. The ray gains a +10 bonus to Dexterity (Stealth) while viewed from above in a forest or plains. This bonus does not apply for creatures looking at it from below.

Siege Monster. The ray deals double damage to objects and structures.

ACTIONS

Multiattack. The ray makes two ram attacks.

Ram. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (4d8 + 5) bludgeoning damage.

SLYXI ANGLER

Sordalite is the pulse of the world: it gives flight to the grounded, powers technology across the world and gives power to the powerless. The slyxi angler uses this world-wide reliance on sordalite to its advantage. The long stalk that protrudes from its head glows with a faint light that has tricked a great many into thinking they have found a seam of sordalite hidden in the dark. They are able to produce the glow from their stalk at will, typically only using it when they are hunting prey to avoid drawing any unwanted attention.

The slyxi angler is an extremely capable predator. It is able to turn completely invisible or can leave the sordalite-like bulb visible to entrap prey, using surprise as its main weapon. In addition to this it also employs a poison tipped tail, a pair of claws on each wing, and rows of razor-sharp teeth to rip and tear flesh. While the slyxi angler is a fierce beast, it's a creature of opportunity and by no means brave, producing bursts of light to temporarily stun any prey that survives its surprise attack. If the slyxi angler feels as though it is outmatched, it will release a pulse of hypnotic light from the stalk on its head and flee without hesitation until it can regroup and attack from a position of advantage.

Normally found in covered mountainous terrain or deep within a cave, the slyxi angler tends to live and hunt in shaded or underground areas. They often find their way deep into mining quarries where people are known to search for sordalite and lurk in waiting for prey to enter, using their stalk to lure prey away from their posts. They will use every advantage they gain from their surroundings to spring traps on unexpected prey such as miners, surveyors, or small animals when hunting alone.

Due to their cowardly nature the slyxi angler will normally travel and hunt in small groups, providing them with a sense of safety in numbers and granting them the bravery to take on more dangerous foes such as adventuring parties or larger animals. Though these kinds of team-ups will often result in a small amount of infighting once the time comes to divide the food, slyxi anglers work well as a pack knowing that there's strength in numbers. With this in mind they usually travel in packs of three to five, as dividing food from even the largest creatures between more than five will produce more problems for the pack than it's worth. Should a pack be attacked the slyxi anglers' cowardice will always be their strongest trait, abandoning their pack without a second thought, hunting alone until they find a new pack to join.

SLYXI ANGLER

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Damage Resistances sordalite-powered attacks

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

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

Ambusher. In the first round of combat, the slyxi angler has advantage against any creature it has surprised.

Cloaking Lure (3/day). The slyxi angler may turn itself completely invisible or leave the small glowing bulb at the end of the stalk from its head visible. While the slyxi is invisible it must remain perfectly still or break the invisibility. It gains advantage on all Wisdom (Perception) checks that rely on hearing, sight, and smell. While invisible it cannot be detected except by magical means.

Hypnotic Light. When the slyxi angler drops below 40 hit points the bulb at the end of its stalk begins flashing in a hypnotic pattern. All creatures within 60 feet that can see the light must succeed on a DC 13 Wisdom saving throw or become charmed. While charmed in this way the creature is incapacitated and its speed becomes 0 for the next minute.

This effect ends if the creature takes any damage or if someone else uses an action to shake the creature out of its stupor.

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

ACTIONS

Multiattack. The slyxi angler makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

REACTIONS

Disabling Flash. When a creature within 5 feet of the slyxi angler hits it with a melee attack, the slyxi angler can create a burst of light from the bulb on its stalk. All creatures within 5 feet that can see the light must make a DC 13 Constitution saving throw or be stunned until the start of their next turn.



SORCAT

Deadly predators in their own right, sorcats have been known to cripple and outright destroy full caravans that wander into their territory. These massive beasts roam the grasslands and forests that spread across almost all of the continents of Sordane. They make their homes in hidden dens that will house the entire pride.

They live in small groups with the larger female ruling over the pride. She protects the young ones and keeps the den safe. The smaller males roam the pride's territory during the day, hunting for food and keeping their lands free of trespassers. They return each night with whatever they find to present to the female.

The male and female sorcat share many of the same qualities and traits. Both have naturally thick and rough

hides that are covered in large scales. Tufts of tough coarse fur grow on their heads running down their backs and along their joints. Their jaws are oversized and lined with two rows of razor sharp teeth. Each paw has a set of dagger-like claws that can rend metal armor, both magical and mundane, like a knife through hot butter. The males are easily spotted as they are both smaller in stature and sport a pair of ash black horns on the crest of their heads. The females are almost double the size of the males. They are typically far more cunning and are significantly more powerful. The males, while less powerful than the females, are quicker and still boast immense power within their muscular builds.

SORCAT (FEMALE)

Huge beast, unaligned

Armor Class 20 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	24 (+7)	20 (+5)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +12, Dex +13

Skills Athletics +12, Perception +7, Stealth +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Cat Reflexes. The sorcat does not receive falling damage if it falls 100 feet or less.

Charge. If the sorcat moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check or be grappled. The sorcat can then use its Swallow attack.

Powerful Hind Legs. The sorcat can perform a long or high jump of 35 feet without a running start.

Predator Senses. Sorcats have advantage on all Wisdom (Perception) checks as long as they can hear, see, and smell.

Rend. A restrained target takes 26 (6d6 + 5) piercing damage at the end of their turn if they remain restrained as the sorcat bites and rips flesh from bone.

Stalker. When a sorcat begins and ends its turn in cover

performing no actions other than dash, it gains advantage on all Dexterity (Stealth) checks this turn. It may move through difficult terrain without reduced movement, and all Wisdom (Perception) checks to spot it have disadvantage.

ACTIONS

Multitattack. The sorcat makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 27 (6d6 + 6) piercing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the sorcat can't bite another target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 33 (6d8 + 6) slashing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Swallow. The sorcat makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the sorcat, and it takes 25 (10d4) acid damage at the start of each of the sorcat's turns. The sorcat can have up to three targets swallowed at a time. If the sorcat dies, all swallowed creatures are no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

REACTIONS

Vicious. The sorcat can make a multiattack against a hostile creature that has moved within 5 feet of it since the end of the sorcat's last turn.

Opportunist. The sorcat can use its reaction to restrain a prone target within 15 feet of itself.

SORCAT (MALE)

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +10, Dex +10

Skills Athletics +10, Perception +5, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Cat Reflexes. The sorcat does not receive falling damage if it falls 100 feet or less.

Pounce. If the sorcat moves at least 30 feet straight toward a creature and then hits it with a multiattack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone and become restrained by the sorcat.

Powerful Hind Legs. The sorcat can perform a long or high jump of 35 feet without a running start.

Predator Senses. Sorcats have advantage on all Wisdom (Perception) checks as long as they can hear, see, and smell.

Rend. A restrained target takes 15 (3d6 + 5) piercing damage at the end of their turn if they remain restrained as the sorcat bites and rips flesh from bone.

Stalker. When a sorcat begins and ends its turn in cover performing no actions other than dash, it gains advantage on all Dexterity (Stealth) checks this turn. It may move through difficult terrain without reduced movement, and all Wisdom (Perception) checks to spot it have disadvantage.

ACTIONS

Multitattack. The sorcat makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

REACTIONS

Vicious. The sorcat can make a multiattack against a hostile creature that has moved within 5 feet of it since the end of the sorcat's last turn.







SORDALITE GOLEMS

Unlike the shard guardians of Sordane, sordalite golems are not created by man or machine, but rather come into existence as a result of a natural disaster or some other accident. It is not known how these creatures form exactly, but some scholars theorize that it happens when a sordalite crystal cracks but does not shatter. A shattered crystal will stop working, but a cracked one can be much more powerful than even an intact crystal, as they can create a direct conduit to the planet's core, drawing upon that energy.

The size of a golem depends on the size of its crystal and its personality is often tied to the strongest emotion present during its creation. For example, if a grazing deer is nearby, then the resulting golem may emerge calm and peaceful, but if it comes to life near a predator, it may become vicious and bloodthirsty. For this reason, the most dangerous golems are often the ones that come out of a crashed ship, as the emotions felt by the crew at that time are seldom positive.

Sordalite golems are very dangerous because of this unpredictability. If one is created from a crew that collectively wishes that they were home, then the golem might make its way towards this place, attacking it in confusion when the welcome is not as it expected. A golem that embodies rage and a thirst for revenge may actively hunt down a specific ship or even individual, leaving a trail of destruction in its wake. On the other hand, a golem that embodies the desperation to survive might just want to be left alone in its home. The GM can choose the personality of the golem or roll for one in the table below.

Sordalite Golem Personality

1d6	Personality
1	Peaceful: Will not attack unless provoked.
2	Fearful: Will avoid people, terrified of ships.
3	Friendly: Tries to make friends.
4	Angry: Will attack anything it sees.
5	Enraged: Will seek out enemies.
6	Homesick: Wants to go back 'home.'

So far it has proven impossible to replicate the creation of a sordalite golem in a controlled setting, but a crashing ship seems to be the best recipe for one. This is why most air battles will try to avoid crashing a ship where possible. For ships that have crashed, it is customary to send out search parties to retrieve the crystals as soon as possible so that the crystal can be drained, transported, and either repaired, broken up, or destroyed.

The power of a sordalite golem has led many to become interested in the study of them. As one of the many great mysteries in the world of Sordane, specimens of golems are often sought after by academics. They attempt to learn as much as they can, with some going as far as intentionally disturbing and provoking peaceful golems. Others have attempted to reason with them, trying to appeal to the emotion of the soul trapped within the crystal. Either way there is much to learn about them, with the golems being vigorously documented and catalogued down to every aspect of their being.

SORDALITE GOLEM SIZE

Sordalite golems come in five size categories, ranging from tiny to gargantuan constructs. Fortunately, the rarity of these golems is correlated to their size: Type I golems are much more likely than type IV. The larger a crystal the rarer it is; and also the more likely that it will shatter on impact. The only exception is Type 0 golems, as these small shards are rarely in a situation that would cause them to crack around living creatures.

INDIVIDUAL SORDALITE GOLEMS

The table below shows all known Sordalite golem types, the size of their crystal, and their rarity.

Sordalite Golem Type

Type	Size	Crystal Size (lb.)	Rarity
0	Tiny	0–1/2	Rare
I	Medium	1/2–5	Common
II	Large	6–20	Uncommon
III	Huge	20–50	Rare
IV	Gargantuan	50–100	Very rare

TYPE 0 GOLEM

Type 0 Sordalite golems have been discovered relatively recently due to their small size and their tendency to hide from things larger than them. However, since their discovery, these golems have become popular as pets for the elite due to their rarity and ability to learn tricks. These golems and other valuables are often the reason that scavengers, bandits, and locals venture into an airship crash site regardless of the danger that this brings.

TYPE I GOLEM

These human-sized golems are the most common type of Sordalite golem out there, mostly due to the fact that they often form in larger groups. These groups often, but not always, share the same personality type.

TYPE II GOLEM

Both their size and magical absorption abilities make Type II golems a much more dangerous foe than even a handful of Type I golems. Fortunately, it is rare to see more than one of these golems come from a single crash site.

SORDALITE GOLEM, TYPE 0

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	9 (-1)	6 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of the beings that died to create it

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Draining Susceptibility. The golem is incapacitated while the crystal that animates it is being drained. It will remain incapacitated for 1d6 hours after this draining effect ends.

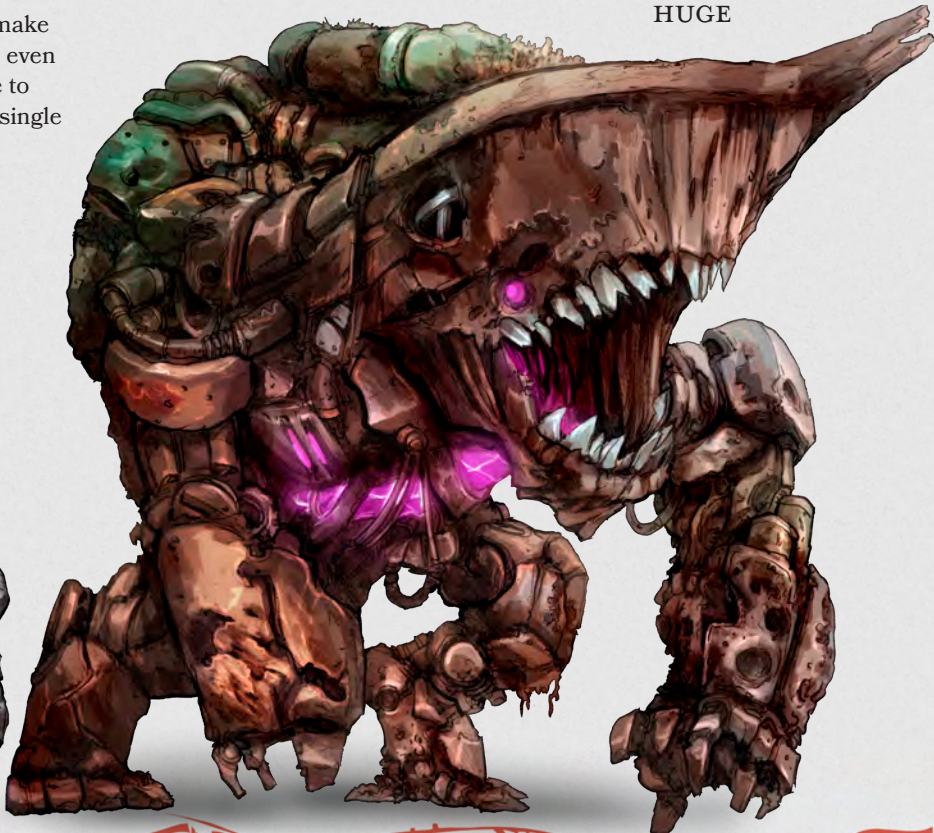
Sordalite Absorption. Whenever the golem is subjected to sordalite damage, it takes no damage and instead regains hit points equal to the damage dealt.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

TYPE IV
HUGE

TYPE III
LARGE



SORDALITE GOLEM, TYPE I

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	8 (-1)	9 (-1)	6 (-2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks and sordalite-powered attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of the beings that died to create it

Challenge 1 (200 XP)

Proficiency Bonus +2

Draining Susceptibility. The golem is incapacitated while the crystal that animates it is being drained. It will remain incapacitated for 1d6 turns after this draining effect ends.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Sordalite Absorption. Whenever the golem is subjected to sordalite damage, it takes no damage and instead regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

SORDALITE GOLEM, TYPE II

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	8 (-1)	9 (-1)	6 (-2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks and sordalite-powered attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of the beings that died to create it

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Draining Susceptibility. The golem is incapacitated while the crystal that animates it is being drained. It will remain incapacitated for 1d4 turns after this draining effect ends.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Sordalite Absorption. Whenever the golem is subjected to sordalite damage, it takes no damage and instead regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

REACTIONS

Spell Storing (Recharge: 6). The golem can use its reaction to absorb a single spell of 4th level or lower that it is targeted by. The spell has no effect but is stored within the golem. On its turn, the golem can choose to cast the stored spell as an action. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster. Only one spell can be stored at a time.

TYPE II
MEDIUM



TYPE I
MEDIUM



TYPE 0
TINY



SORDALITE GOLEM, TYPE III

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	8 (-1)	9 (-1)	6 (-2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks and sordalite-powered attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of the beings that died to create it

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Crumbling Destruction. When the golem drops to 0 hit points, it crumbles and is destroyed. Any creature on the ground within 10 feet of the golem must make a DC 16 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Draining Susceptibility. The golems speed is reduced to 0 while the crystal that animates it is being drained.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Regeneration. The golem regains 10 hit points at the start

of its turn if it has at least 1 hit point.

Siege Monster. The golem deals double damage to objects and structures.

Sordalite Absorption. Whenever the golem is subjected to sordalite damage, it takes no damage and instead regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Sordalite Blast. *Ranged Weapon Attack:* +4 to hit, range 120 ft., one target. *Hit:* 22 (5d8) force damage, and if the target is a creature, it is knocked prone.

REACTIONS

Spell Storing (Recharge: 5-6). The golem can use its reaction to absorb a single spell of 4th level or lower that it is targeted by. The spell has no effect but is stored within the golem. On its turn, the golem can choose to cast the stored spell as an action. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster. Only one spell can be stored at a time.

LEGENDARY ACTIONS

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

Attack. The golem makes a slam or sordalite blast attack.

Move. The golem can move up to its speed.

TYPE III GOLEM

Very few people have ever seen a Type III golem and lived. These massive monsters are immensely powerful and high indestructible due to the large amounts of energy that they can draw from their crystal. On top of that, they possess the ability to create lesser golems from smaller crystal fragments. If a golem of this type is discovered, it is of paramount importance that it be destroyed before its army grows too big. The few recorded encounters with such golems have ended in massive casualties before the monster could be stopped.

A Type III Sordalite golem is strongest at an airship crash site, where it can influence its surroundings to its advantage. On initiative count 20 (losing initiative ties), the golem can take one lair action to cause one of the following effects.

Corrupt Crystal. The golem can corrupt one sordalite crystal that is smaller than its own within 30 ft. of itself. This crystal, and anything that it is powering, stops functioning as long as it is in the golem's lair.

Additionally, a successful DC 12 attack on this crystal will crack it.

Create Golem. The golem can activate a cracked crystal to awaken as a Sordalite golem of type I or II. The personality of the golem will be identical to its own.

Fly. The golem can use the energy from a stored spell to cast the *fly* spell on itself.

TYPE IV GOLEM

These golems have not been seen in hundreds of years, and still stories about them persist. These stories suggest that they are created from the largest crystals, usually from massive flagships that crashed. Like their smaller Type III counterparts, they have the ability to create lesser golems from smaller crystal fragments. Type IV golems are the main reason why airships avoid shooting each other down during battle.

A Type IV Sordalite golem is strongest at an airship crash site, where it can influence its surroundings to its advantage. On initiative count 20 (losing initiative ties), the

SORDALITE GOLEM, TYPE IV

Huge construct, unaligned

Armor Class 22 (natural armor)

Hit Points 387 (25d12 + 225)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	28 (+9)	8 (-1)	9 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks and sordalite-powered attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of the beings that created it

Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Crumbling Destruction. When the golem drops to 0 hit points, it crumbles and is destroyed. Any creature on the ground within 30 feet of the golem must make a DC 18 Dexterity saving throw, taking 44 (8d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Regeneration. The golem regains 50 hit points at the start of its turn if it has at least 1 hit point.

Siege Monster. The golem deals double damage to objects and structures.

Sordalite Absorption. Whenever the golem is subjected to sordalite damage, it takes no damage and instead regains hit points equal to the damage dealt.

Towering Terror. Any creature that starts its turn within 30 feet of the golem must succeed on a DC 20 Wisdom saving throw or be frightened until the start of its next turn. If the creature's saving throw is successful, it is immune to this golem's towering terror for the next 24 hours.

ACTIONS

Multiattack. The golem makes two slam attacks and then uses Stomp.

Slam. *Melee Weapon Attack:* +15 to hit, reach 50 ft., one target. *Hit:* 35 (6d8 + 8) bludgeoning damage.

Sordalite Blast. *Ranged Weapon Attack:* +6 to hit, range 500 ft., one target. *Hit:* 45 (10d8) force damage, and if the target is a creature, it is knocked prone.

Stomp. The golem stomps one of its feet at a point on the ground within 30 feet of it. Any creature in a 10-foot-radius, 10-foot-high-cylinder centered on this point must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) bludgeoning damage and fall prone. Until the golem uses its stomp with the same foot again or moves, the creature is restrained. While restrained in this way, the creature (or another creature within 5 feet of it) can use its action to make a DC 20 Strength (Athletics) check. On a success, the creature breaks free and moves to an unoccupied space within 5 feet and is no longer restrained.

REACTIONS

Spell Storing (Recharge: 5-6). The golem can use its reaction to absorb a single spell of 4th level or lower that it is targeted by. The spell has no effect but is stored within the golem. On its turn, the golem can choose to cast the stored spell as an action. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster. Only one spell can be stored at a time.

LEGENDARY ACTIONS

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

Attack. The golem makes a Slam or Sordalite Blast attack.

Move. The golem can move up to its speed.

Earthen Skin (Costs 2 Actions). The golem causes the sordalite crystal powering it to pull in loose earth from the area around it. Until the start of its next turn the golem's form is encased in a thick layer of dirt and stone, granting it a +5 bonus to its AC. When this ability ends the earth bursts off the golem's body and each creature within a 10-foot-radius sphere of the golem must make a DC 18 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

golem can take one lair action to cause one of the following effects.

Corrupt Crystal. The golem can corrupt one sordalite crystal that is smaller than its own within 30 ft. of itself. This crystal, and anything that it is powering, stops functioning as long as it is in the golem's lair. Additionally, a successful DC 8 attack on this crystal will crack it.

Create Golem. The golem can activate a cracked crystal to awaken as a Sordalite golem of type I or II. The personality of the golem will be identical to its own.

Fly. The golem can use the energy from a stored spell to cast the *fly* spell on itself.

SUTHONAU

The suthonaur is the perfect beast of burden, sporting the strength of several oxen and a mostly peaceful personality. On top of that, they hardly need any food at all. These massive beasts eat natural sordalite, feeding on the energy from the crystals. Raw sordalite is rare and hard to find, but this is no problem for the suthonaur who only needs to eat once every few years, storing the energy from its meals in large biological crystals on their back. They prefer raw sordalite given the choice, but can also digest a processed crystal. In fact, there are countless stories of suthonaurs eating unattended equipment that contains sordalite crystals.

The spike-like crystals look and feel like real sordalite, but are of inferior quality when compared to the real deal, and are commonly referred to as *suthalite*. Suthalite is

fantastic for smaller gadgets, but lacks the stability and power to be used to levitate ships and blimps. In fact, suthalite has been used in shard blimp furnaces before only to have the vapors cause a reaction that exploded half the ship. Some nations use suthonaurs to farm suthalite, while others have banned the practice because of their dwindling population, since the process required to remove these crystals is likely to kill the suthonaur. Additionally, the inferior nature of these crystals disrupts their resonant frequency which makes it impossible to drain them by conventional means, apart from using them to power machines.

Wild suthonaurs can often be found near mountain ranges or quarries digging around for crystals. They are nearsighted, very stubborn, and, unlike the tame variants, can become aggressive if they feel threatened. Luckily they are quite slow moving. Males are very territorial and will fight each other to within an inch of their life. Because of this a suthonaur herd typically consists of one alpha male and any number of females. In fact, young males get chased out of the herd as soon as they mature enough to have the first crystal appear on their back. Females tolerate each other but will fiercely defend their young, even against impossible odds.

SUTHONAU

Huge beast, unaligned

Armor Class 18 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	2 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages —

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

Magic Resistance. The suthonaur has advantage on saving throws against spells and other magical effects.

Trampling Charge. If the suthonaur moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the suthonaur can make one attack with its hooves against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18(2d12 + 5) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

REACTIONS

Suthalite Blast (3/day). When hit by a melee weapon attack the suthonaur can release a blast of energy from the crystals on its back. All creatures within a 10-foot-radius sphere centered on the suthonaur must make a DC 12 Dexterity saving throw suffering 11 (2d10) force damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

SUTHONAU YOUNGLING

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	2 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages —

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

Magic Resistance. The suthonaur has advantage on saving throws against spells and other magical effects.

ACTIONS

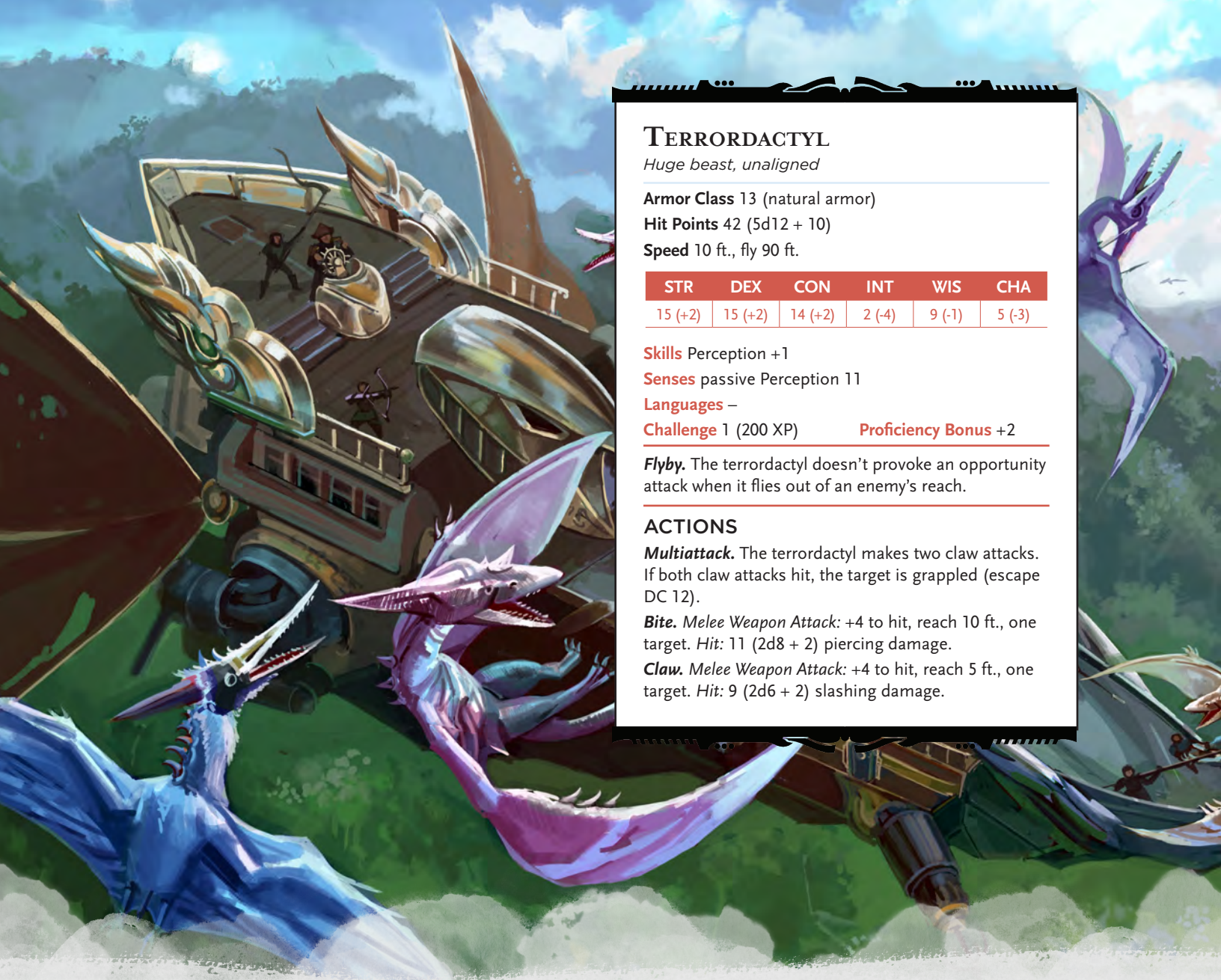
Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 5) bludgeoning damage.

REACTIONS

Suthalite Blast (1/day). When hit by a melee weapon attack the suthonaur can release a blast of energy from the crystals on its back. All creatures within a 5-foot-radius sphere centered on the suthonaur must make a DC 10 Dexterity saving throw suffering 5 (1d10) force damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

With immense effort a suthonaur can be tamed to the point where it allows the crystals on its back to be refined while they are still attached. If done correctly, this makes it possible to turn this creature into a living battery of sorts, with various equipment attached to its back. These monsters are not as useful as shard constructs because they can get spooked by loud noises and bright flashes. If this happens, an armored suthonaur can trample friendly creatures in sheer panic as it attempts to protect itself. For this reason suthonaurs are more commonly tamed and used as portable shields or power supplies by nomadic folk.





TERRORDACTYL

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 42 (5d12 + 10)

Speed 10 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +1

Senses passive Perception 11

Languages –

Challenge 1 (200 XP)

Proficiency Bonus +2

Flyby. The terrordactyl doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The terrordactyl makes two claw attacks. If both claw attacks hit, the target is grappled (escape DC 12).

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

TERRORDACTYL

Beasts of the skies are not something uncommon in Sordane, but ones that can be tamed and ridden as mounts are a rare commodity. The terrordactyls of Sordane are just such a beast, though one of the hardest to tame.

Originally found in the darkest jungles of Hexzedal, explorers brought back young specimens thinking they were some form of dwarfed lizard-bird. They quickly learned how mistaken they were as the little ones grew double then triple their size in under a year. These examples, now dubbed “terrordactyls,” were shipped off to the private menagerie of the expedition’s benefactor. Here a curious thing happened: the gamekeeper, a young halfling, was able to bond with the creatures with uncanny speed. She was able to walk among their nests, inspect their eggs, and even handle their young with little to no protest from the beasts.

After a few generations in captivity, with specimens being given or sold to other collectors and scholars, it was proven that halflings are able to tame these beasts with relative ease and train them to become battle mounts. Terrordactyls are able to carry some of the smaller races without much effort; and there have been some found strong enough to carry even a fully armored kestudo into battle.

With proper training the terrordactyls and their riders can develop the skills necessary to defeat even the most agile of aerial guardians, though, this requires quick wit and a strong bond to be formed between them. A few zoologists have suggested that the terrordactyls more easily trust the smaller races due to finding them non-threatening and innocuous. Some historians theorize that these beasts were once the main battle mounts of a long-forgotten kingdom in Hexzedal, and that this genetic memory has lain dormant in them for countless generations.

VOID DRAGON

Void dragons are among the first voidwalkers that appeared near the cracks in the magical barrier that surrounds Sordane, protecting it from the void. These dragons are not from the void, but are heavily affected by its energy. At first glance they can be mistaken for white dragons, given their pale scales and skin; however, that is quickly proven incorrect as soon as one takes a closer look. Where a void dragon exists, magic in the area begins draining as the void's essence spreads from them. Void dragons often start as normal dragons that are seeking power or wealth before their transformation; their selfish and egotistical personalities only facilitate the process. They are drawn to the power of the void where the cracks in the barrier exist and will make a new home in the vicinity of such cracks through no conscious decision of their own. The void acts as a powerful drug, and these dragons become addicted, as such they will

fight relentlessly to defend their new found territory. Much like regular dragons, a void dragon will rarely fight to the death over its territory; if their life is threatened they will flee, choosing to strike back when their foe least expects it. The only time a void dragon will fight to the death is if the crack in the barrier is in danger of being sealed.

VOID TRANSFORMATION

Since the transformation the dragon was subjected to happened outside of the void, it is incomplete, leaving most of their external features intact. However, they are almost completely alien on the inside, which is most evident from their ichorous purple blood and the purple glow emitted from their mouth and eyes. Their organs and muscles are fueled by the corruption coursing through their veins leaving them without need for food,

ANCIENT VOID DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 481 (26d20 + 208)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Perception +17, Stealth +7

Damage Vulnerabilities fire, radiant, thunder

Damage Immunities force, psychic

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 180 ft., passive Perception 27

Languages Common, Draconic

Challenge 23 (32,500 XP) Proficiency Bonus +7

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

Void Presence. The dragon has a 60-foot-radius sphere of void energy centered on itself. Roll 1d20 for any magical effects inside of this radius; on a 5 or lower the effect is nullified and the dragon heals 11 (2d10) HP. This includes spells that are cast inside the radius or have to travel through it. Anything powered by sordalite that enters this radius automatically suffers 1 level of *crystal exhaustion* per turn and the dragon heals 22 (4d10). If the dragon takes radiant damage or starts its turn in direct sunlight, this trait doesn't function until the start of the dragon's next turn.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Void Breath (Recharge 5-6). The dragon exhales a wave of chaotic energy in a 90-foot cone. Each creature in that area must make a DC 23 Wisdom saving throw, taking 88 (16d10) psychic damage on a failed save, or half as much on a successful one.

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.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT VOID DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Vulnerabilities fire, radiant, thunder

Damage Immunities force, psychic

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 180 ft., passive Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

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

Void Presence. The dragon has a 40-foot-radius sphere of void energy centered on itself. Roll 1d20 for any magical effects inside of this radius; on a 5 or lower the effect is nullified and the dragon heals 11 (2d10) hp. This includes spells that are cast inside the radius or have to travel through it. Anything powered by sordalite that enters this radius automatically suffers 1 level of *crystal exhaustion* per turn and the dragon heals 22 (4d10). If the dragon takes radiant damage or starts its turn in direct sunlight, this trait doesn't function until the start of the dragon's next turn.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) psychic damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Void Breath (Recharge 5-6). The dragon exhales a wave of chaotic energy in a 60-foot cone. Each creature in that area must make a DC 19 Wisdom saving throw, taking 66 (12d10) psychic damage on a failed save, or half as much on a successful one.

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.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

drink or rest. Instead it hungers for the same thing as the void, and will search for enough magical energy to satiate the void's desire, granting the dragon vigour and strength. Another feature that sets these dragons apart from their uncorrupted brethren is the magic-absorption field that they are surrounded by, allowing them to feed on magical effects and draw power from them. Sunlight or radiant magic is one of the few things that can nullify this effect, as the void essence within the dragon recoils from the light. Conversely, the void's essence alters the creature's mind and body to such a degree that crushing forces and psychic attacks have no effect. The alien nature absorbs force-based impacts completely, and the altered psychology protects it from psychic damage, by discarding any thoughts that aren't solely focused on furthering its desire to maintain and increase void power.

A GROWING THREAT

Though extremely rare, some void dragons with enough power will seek out and attack other dragons, in search of an egg. Should they succeed in this task, they will bring it back to the crack allowing the void to corrupt the wyrm-ling before it hatches. A void dragon born like this will struggle with applying its power correctly at first, but often learns to hone it as it ages, becoming almost immune to magic altogether. As this dragon matures they will covet the void more greedily, sometimes challenging their elders for control over the crack. In most cases this results in them being killed with the elder dragon absorbing and feasting on the void energy that is cultivated within a growing void dragon. Otherwise, the younger dragon may leave of their own accord in search of their own crack in the barrier to siphon energy from, creating a lair free from the authority of the one that corrupted them.

THE THREAT OF THE VOID

Since magic is so heavily relied on in Sordane, the threat of a creature that is able to nullify magic, and absorb it is too big to ignore. The mere rumour of a void dragon sighting is enough to launch a dozen ships full of hunters set on claiming glory and bounties for the head of these terrible creatures. Void dragons typically live close to the crack that formed them, regularly returning to it to absorb more of the essence that transformed them. However, more powerful dragons may instead choose to send servants and lesser dragons to retrieve the essence, only coming out themselves if their source is threatened. Despite drawing so much power from the void, most void dragons fear what lies beyond. Should this fear grow large enough some may even maintain the barrier, preventing the crack from growing large enough to let anything else through. If given the chance, a void dragon would typically refuse to enter the void to complete its transformation, preferring to remain within the world it knows, amassing more and more power.

VOID DRAGON LAIRS

Void dragons live underground in areas close to the cracks between Sordane and the void, in tunnels that they have dug themselves or by its twisted servants. The void energy that seeps from their bodies corrupts the terrain, twisting and mutating all nearby life above and below ground. Unlike most other dragon lairs, these tunnels are usually reasonably clean because the void dragon has no hunger for things beyond void energy. As such it will lack the treasure a typical dragon lair will house, instead hosting artifacts corrupted by the void or potentially knowledge inscribed by whoever opened the crack in the first place. With this in mind, a void dragon's lair is very rarely explored by those who manage to defeat or distract the beast. These groups will almost always opt to take the bounty as their reward, leaving behind the inordinately high risk of venturing through the corrupted tunnels of a void dragon lair.

SERVANTS TO THE CORRUPTED

Void dragons often have partially mutated servants working for them, who mostly collect and store void essence inside the lair for the dragon to feast on. These creatures are often tempted into the service of the dragon by the pull of the void's energy. The thought that serving such a powerful creature might lead them to gaining more power than they previously could ever have hoped to attain is far too tempting. Even if given mundane tasks such as digging tunnels or moving rubble, the pull of the void is overriding. The power they could gain from being a vessel for such an immense energy is often too powerful to not drive many of the scorned and diminished in search of a taste of what could be their first step towards becoming something even more powerful than their wildest fantasies.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row.

- A shock of void energy echoes through the lair, sapping one available spell slot of the lowest level available from each creature.
- A forest of black grasping tentacles created with void energy explode from an area within 120 feet that the dragon can see. The tentacles fill a 20-foot square on the ground turning the area into difficult terrain, and last for 1d4 turns. Any creature in this area must make a DC 15 Strength or Dexterity saving throw, takes 10 (3d10) bludgeoning damage, and is restrained by the tentacles until the effect ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 11 (3d6) bludgeoning damage. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check against DC 15. On a success, it frees itself. This effect cannot be activated again as long as it is active.
- A dark cloud spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud spreads around corners. Creatures inside the cloud get bombarded with visions of the Void. Any creature in the cloud when it appears must make a DC 15 Wisdom saving throw, taking 10 (3d10) psychic damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d10) psychic damage.

REGIONAL EFFECTS

The region containing a legendary void dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The land within 3 miles of the lair takes twice as long as normal to traverse, since the plants grow thick and twisted. All animals, plants, and water in this area is fouled and cannot be eaten or drunk.
- A foul smelling dark fog blankets the land within 1 mile of the dragon's lair. Creatures without darkvision are considered blinded while within this fog as sunlight cannot pierce it. Open light sources are snuffed out by the dampness of the air and closed ones only work to 1/10th of the distance.
- Any perishable supplies brought within 3 miles of the dragon's lair spoil within minutes; long-lasting food spoils after 24 hours.
- Any creature attempting to rest in this area is tormented with terrible nightmares, gaining no rest. Levels of exhaustion and hit points cannot be recovered, although no new levels of exhaustion are added as a result of not sleeping.

If the dragon dies, vegetation remains as it has grown, but other effects fade over 1d10 days.

YOUNG VOID DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Vulnerabilities fire, radiant, thunder

Damage Immunities force, psychic

Condition Immunities frightened

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

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

Void Presence. The dragon has a 15-foot-radius sphere of void energy centered on itself. Roll 1d20 for any magical

effects inside of this radius. On a 5 or lower the effect is nullified and the dragon heals 11 (2d10) hp. This includes spells that are cast inside the radius or have to travel through it. Anything powered by sordalite that enters this radius automatically suffers 1 level of *crystal exhaustion* per turn and the dragon heals 22 (4d10). If the dragon takes radiant damage or starts its turn in direct sunlight, this trait doesn't function until the start of the dragon's next turn.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) psychic damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Void Breath (Recharge 5-6). The dragon exhales a wave of chaotic energy in a 30-foot cone. Each creature in that area must make a DC 16 Wisdom saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much on a successful one.

VOID DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Vulnerabilities fire, radiant, thunder

Damage Immunities force, psychic

Condition Immunities frightened

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 14

Languages Common, Draconic

Challenge 3 (700 XP) Proficiency Bonus +2

Void Presence. The dragon has a 5-foot-radius sphere of void energy centered on itself. Roll 1d20 for any magical effects inside of this radius. On a 5 or lower the effect is nullified and the dragon heals 11 (2d10) hp. This includes spells that are cast inside the radius or have to travel through it. Anything powered by sordalite that enters this radius automatically suffers 1 level of *crystal exhaustion* per turn and the dragon heals 22 (4d10). If the dragon takes radiant damage or starts its turn in direct sunlight, this trait doesn't function until the start of the dragon's next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) psychic damage.

Void Breath (Recharge 5-6). The dragon exhales a wave of chaotic energy in a 15-foot cone. Each creature in that area must make a DC 12 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much on a successful one.



CHAPTER 7. ITEMS AND ECONOMY

Magic is so abundant in Sordane that even the lowliest of peasants use magical conveniences in their everyday lives. This chapter will give you some premade items and equipment of both the mundane and magical type.

SORDALITE

Sordalite is an uncommonly light precious gem. In its natural state it is sky blue, nearly translucent. When imbued with different types of magic, it can sometimes change its color. The color of these changed crystals most often reflects the elemental power or focus of the spell that imbued it. For example, necrotic magic imbued upon a sordalite crystal results in carcassite, a purple-hued crystal.

Sordalite crystals, while not uncommon, are not cheap. They are the lifeblood of Sordane, powering technology, ships, and economies.

PROPERTIES OF SORDALITE

Sordalite is a unique material that exists in a hardened crystal form. It is shaped, mined, and used like any other precious gem, but has several properties that set it apart.

Natural Levitation. Sordalite has the inherent ability to levitate. A free piece of sordalite will hover several feet off of the ground. One pound of sordalite has the ability to levitate up to 100 pounds.

Weight. Sordalite is extremely lightweight. One cubic foot of refined sordalite weighs 1 pound.

SORDALITE PRICES

Below, you will find a general table indicating common prices for one piece of sordalite of any given size.

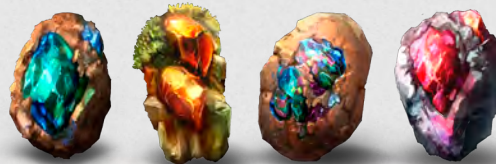
REFINING SORDALITE

Unrefined sordalite yields half its weight in refined sordalite. For example, 1 pound of unrefined sordalite would be refined down to ½ pound of refined sordalite. Refining sordalite costs 20% of its current value; for example, 100 pounds of unrefined sordalite would cost 10,000 gp to refine.

After it is refined, it is worth more. This is reflected in the table below.

Sordalite Prices

Unrefined	Cost	Refined	Cost
Small Chunk	50 gp	Small Shard	200 gp
½ lb.	250 gp	½ lb.	1,000 gp
1 lb.	500 gp	1 lb.	2,000 gp
50 lb.	25,000 gp	50 lb.	100,000 gp
100 lb.	50,000 gp	100 lb.	200,000 gp
200 lb.	100,000 gp	200 lb.	400,000 gp



UNREFINED SORDALITE CHUNKS

THE SORDANE BEAST MARKETS

Most larger cities in Sordane have markets that deal exclusively in captured beasts and various concoctions distilled from their parts. For this reason many sailors choose to capture any monsters that they come across and defeat on their travels, selling them to the market. Some even hunt these creatures for a living.

THE BEAST MARKET

Beast markets are a staple of Sordane's common culture, with nearly every city and town having some form of them. Larger cities have permanent markets which are designated to the sale of creatures and products derived from them, whereas smaller towns get visited by travelling merchant caravans on a regular basis. At these markets you can find anything related to beasts and animals such as various feeds, eggs, live specimens, meats, organs, and products derived from them. The amount of each item and availability of exotic items will depend on the size of the market and local guidelines.

Interestingly enough, there is no one owner of the market, nor is there a guild that binds the merchants together, just people who fulfill the need for such products. Because of this, the approach and ethics of one seller can be very different from the next. Some will source their products from cruelty free breeders, while others might sell the flesh of sentient creatures or even humanoids. In an attempt to prevent the less ethical side of these markets from flourishing, some nations have started a committee to regulate these markets within their borders, but this has so far proven difficult at best.

Most beast markets are either run by, or at least influenced by the criminal circuit. New sellers will often become the victim of protection rackets, sometimes forced to pay multiple factions at once. In larger cities the governments often try to prevent this by posting guards and requiring paperwork on a seller's inventory, but still this rarely stops everything. Often illegal goods peddlers will pretend to sell one thing while offering something else under the counter to those who come with recommendations or have enough coin to be worth the risk. These same merchants will also employ adventurers to get them certain beasts, their parts, or sometimes even their young so that they can be sold as pets to the rich. These merchants are typically not bothered by things like morals, loyalty, or respect for property, and will gladly take creatures that belong to someone or even kill the owner and sell their flesh to those interested in cannibalism. So, even

Side Quest Central

Beast markets are great opportunities for easy side quests when your players need a break from the main quest line. Simply pick some monster that you like and have your players hunt it. You could always spice it up by adding rival hunters, groups that protect these beasts from poaching or have the players steal a pet from a house or castle. It is also a good opportunity to test your party's morals.

if you befriend one of these merchants, watch out for they can betray you in a heartbeat if it proves more lucrative.

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.

CLOUD SKATE COAT

Wondrous item, uncommon

A large coat lined with the skin of a cloud skate. Once it was discovered that cloud skates were able to withstand the extreme cold that came with higher altitudes, they were mercilessly hunted to create clothing for sailors. As a result of this, cloud skates learned to avoid both predators and humanoids by hiding within clouds.

While wearing this jacket you are immune to *low temperature conditions*.

While wearing this jacket, if you are hit by a weapon or spell attack, you may use your reaction to cast the *fog cloud* spell centered on yourself. Once this property has been used it cannot be used again until the next day at dawn.



CLOUD
SKATE
COAT



ANGLER'S
LURE

EXONID SILK GLOVES

Wondrous item, rare (requires attunement)

A pair of finely crafted leather gloves, with exonid silk woven through the palms and fingertips.

While attuned to these gloves, you may speak their command word, causing the magic within to activate. While activated you have a climbing speed equal to your walking speed; in addition, while active you cannot be disarmed, and you have advantage on grapple checks. When the gloves' magic has been used for a total of 30 minutes, the magic ceases to function until you finish a long rest.

PROTECTOR'S SHIELD

Armor (shield +1), rare (requires attunement)

A large shield made using the chitinous plating off a protector exonids back. The ice-like spikes adorning the front exude an aura of frost which grows stronger when hit by an attack.

While attuned to this shield, you gain resistance to cold damage and a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

When hit by a melee weapon attack, you can use your reaction to release a blast of ice from the shield, dealing 3d6 cold damage to the attacker. Once this property has been used it cannot be used again until the next day at dawn.

SHARK JUICE

Wondrous item, rare

A vial of white liquid obtained from a living cloud shark's cloud bladder that it uses to make its clouds. It is extremely difficult to extract, as the bladder must be left intact during a battle and the process is very delicate. However, despite the difficulties and dangers of obtaining shark juice many still hunt cloud sharks for it.

If the vial is broken, the liquid has an effect identical to that of the *cloud in a bottle* (page 194). However, when consumed the liquid can work as a performance-enhancing drug, granting a +2 boost to Strength, Dexterity and Constitution for 1 minute (to a maximum of 24), as well as a euphoric high. After the effect has passed, creatures will often hunger for another dose.

SIPHIT'S HEART AMULET

Wondrous item, rare

This tiny amulet is largely made up of a small sordalite crystal that has been infused with the crushed heart of a siphit during the creation process. This process of life-imbuing magic turns the crystal red. These little amulets are rare, but not unique. Captains will often be gifted such amulets by their crew as a sign of good faith and hope for a safe journey for both the crew and ship.

EXONID SILK GLOVES



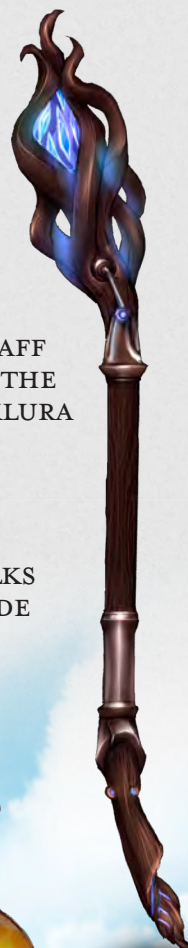
POTION OF SORDALITE ABSORPTION



SHARK JUICE



STAFF OF THE NOKLURA



PROTECTOR'S SHIELD

NIGHT POTION



GRIMHULKS FORTITUDE



POTION OF SORDALITE SENSE



SIPHIT'S HEART AMULETS

If your health drops to zero while wearing this amulet, the crystal crumbles into dust and the captured energy enters your body. At the start of your next turn, instead of making a death saving throw, you gain hit points equal to your level.

STAFF OF THE NOKLURA

Staff +3, legendary (requires attunement)

A staff made out of twisted ebony wood, with five small shards of sordalite encased within it. Adorning the staff is a piece of a noklura's lure. While looking at the staff, the lure adorning it seems to shift and warp into a hand as if beckoning you towards it.

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While you hold it, you gain a +3 bonus to spell attack rolls.

The staff has 20 charges for the following properties. It regains 2d6 + 3 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the noklura's lure shatters and the staff loses its properties, becoming a nonmagical quarterstaff.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *dancing lights* (1 charge), *dominate monster* (8 charges), *mass suggestion* (6 charges), *sending* (3 charges).

If you are holding the staff and you fail a saving throw against an enchantment spell that only targets you, you may choose to succeed instead by permanently destroying one of the sordalite shards within it.

Break Concentration. Once per day as a bonus action you can target a creature within 30 feet of you. If it is concentrating on a spell it must succeed on a Constitution saving throw versus your spell save DC. On a failure you break its concentration.

While simultaneously attuned to this staff and an airship, the airship gains a +3 bonus to Dexterity (Stealth) checks. Additionally, you can activate the *invisibility* spell driving mode for one spell driving point and the ship is able to move while it is active. You also gain access to the following spell driving mode:

Alluring Light.

Casting Time: 1 action

Cost: 8 spell driving points

Duration: Instantaneous

When this mode is activated the staff causes the ship's sordalite crystal to begin emitting a bright light. All creatures within 300 feet of the ship that can see the light must make a Wisdom saving throw versus your spell save DC. On a failure they are charmed and must spend their turn moving directly toward the crystal. This effect lasts for 10 minutes and each creature can repeat the saving throw at the end of their turn.

CREATURE POTIONS

GRIMHULKS FORTITUDE

Potion, uncommon

A vial filled with a grimhulk's thick, deep red blood that has been enchanted to bring out its natural healing properties. Due to the volatile nature of grimhulks' blood, sale of these potions is prohibited in Sordane. However, it doesn't stop hunters selling the blood to black market traders.

You regain 6d6 + 6 hit points when you drink this potion.

After drinking this potion you must succeed on a DC 14 Constitution saving throw or go berserk. While berserk, you must spend each turn attacking the creature nearest to you, friend or foe. This effect lasts for 1 minute or until you are incapacitated.

If you fail the roll by 5 or more you suffer 1 level of *grimhulk transformation* (see *Transformation Table* on page 135). Every day at dawn you repeat this saving throw, halting the transformation on a success, or suffering another level of transformation on a failure.

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.

POTION OF SORDALITE ABSORPTION

Potion, rare

Made using boiled absorption glands of a siphit alpha and crushed dust of a refined shard of sordalite. This potion is a purple and blue liquid constantly swirling in its vial.

After drinking this potion, when you are hit by a sordalite-powered attack you take no damage, regaining hit points equal to half the damage dealt instead. This effect lasts for 1 minute.

POTION OF SORDALITE SENSE

Potion, rare

Made using a mixture of hunter exonid parts and siphit blood, the green liquid in this vial occasionally pulses, revealing small clusters of chitin throughout.

After drinking this potion, you are able to sense sordalite within a 240-foot-radius sphere centered on yourself for the next hour. This effect extends through solid surfaces.

ACE ZAPIX'S PENDANTS OF CALLING



ALEXAR'S TELESCOPE
OF TRUESIGHT



BOTTLE O' AIR

BAKHUYZEN'S
EXTINGUISHERS



AVENGER PACK



TRANSFORMATIONS
BANE

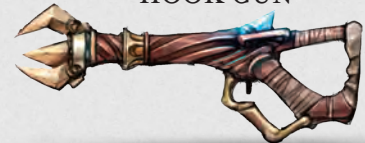
QUEEN'S
BOUNTY



BREAKER
MACE



CAPTAIN VOTRIX'S
HOOK GUN



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.

TRANSFORMATIONS BANE

Potion, legendary

The only known cure to the *grimhulk transformation* curse, a potion created using the crushed heart of an elder grimhulk. The crimson liquid in this vial occasionally pulses as if the heart used to make it is still beating.

Drinking this potion can cure up to 4 levels of *grimhulk transformation* (see *Transformation Table* on page 135), returning a creature's body to normal over 4 days. Removing the grimhulk transformation curse is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears along with the curse. This potion will have no effect on a fully transformed grimhulk.

MAGIC ITEMS

Below are details for magic items that exist in the Skies of Sordane campaign setting. The items are presented in alphabetical order. Each magic item's description gives the item's name, its category, its rarity, and its magical properties.

ACE ZAPIX'S PENDANTS OF CALLING

Wondrous item, uncommon (requires attunement)

Originally designed as a means of intership communication by the infamous Ace Zapix, these pendants are now commonly seen all over Sordane as a rudimentary communication system. Pendants of calling come in many different forms: earrings, rings, necklaces, watches, etc. These pendants all contain a small sliver of sordalite crystal that powers them.

When worn, this pendant enables the wearer to expend a charge, sending a short telepathic message to a person they have met within 5 miles (25,000 ft.). The message can be no longer than 25 words and the wearer must speak in a language that the receiver can understand. The receiver can answer in a similar way immediately.

The pendant has 5 charges and regains 1d4+1 charges each day at dawn. Creatures with an Intelligence score of 4 or less cannot use these devices.

ALEXAR'S TELESCOPE OF TRUESIGHT

Wondrous item, legendary

The Telescope of Truesight was developed by the astronomer Alexar Enthara as an aid for unlocking the secrets of the cosmos. The telescope looks like an unremarkable handheld telescope with 4x magnification, making things look 4x larger through the telescope.

As an action the user can speak the secret command word to activate the telescope. For 1 minute, the user has *truesight* when looking through the telescope up to a distance of 500 feet. While active, the user can see in normal and magical darkness as if it were well lit. They can see through *invisibility* and automatically succeed against detecting visual illusions.

Additionally they can see the original form of magically transformed creatures and shapeshifters. Finally, they can see into the Ethereal Plane within the same range.

The telescope has 3 charges and regains one at the start of every week.

AVENGER PACK

Wondrous item, very rare

The avenger pack is a true feat of sordalite tinkering and engineering, functioning as a compact, heavily altered version of the spell jet thruster. The avenger pack is strapped on the user's back and around their waist, featuring two large enchanted chrome cylinders with fins and fist-sized sordalite crystals embedded in each. The cylinders have been enchanted to draw power from the sordalite crystals, heating the air inside and forcing it out of the ventilation shafts. The expulsion of this air forces the user into the air where they can alter their elevation or hover in place.

As an action you can speak the command word to activate the sordalite crystals in the pack, causing the cylinders to begin taking in air, heating the crystals. While active you gain a flying speed of 45 feet, and you can hover.

Super Charger. The avenger pack can also be supercharged, increasing the fly speed to 90 feet. After 2 minutes the excess heat produced will start to burn you for 1d6 fire damage at the start of each of your turns. This damage increases by an additional 1d6 for every extra minute active up to a maximum of 6 minutes. After six minutes, the cylinders will start to melt, releasing the magic stored in the pack, the damage causing it to cease function entirely. The pack must cool for twice as many minutes that it has been used for in order to avoid the effects of overheating.

High Altitudes. At high altitudes the changes in temperature will alter the functionality of the pack. Operating the pack in the colder climates at higher altitudes will allow it to run supercharged for longer, increasing the amount of minutes before it begins overheating by the coldness modifier times two (see *Altitude Table* on page 55).

BAKHUYZEN'S EXTINGUISHER

Wondrous item, common

Fire is one of the biggest threats on airships. The wind can blow life into the smallest flame and there is hardly any water to use against it. Various methods have been

developed for this, but the extinguisher is perhaps the most aggressive, with high chances of collateral damage to friendlies. The device looks like a glass bauble filled with a dark liquid.

As an action, you can throw the extinguisher up to 20 feet. When thrown so the glass shatters and explodes in a 15-foot-radius sphere, removing all air from the area for 1 turn. The explosion immediately stops all fire within this radius. Any creature caught within the radius that breathes air must make a DC13 Constitution saving throw or suffer 14 (4d6) force damage.

BOTTLE O' AIR

Wonderous 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.

BREAKER MACE

Weapon (mace), rare

The breaker mace is the pinnacle of brute force; a large spiked metal ball with a sordalite crystal deep in its centre is this weapon's crowning feature. When activated, lightning arcs between the spikes on the ball, its colour dependent on the crystal that lies within. This huge mace requires a Strength of 14 to wield, otherwise the wielder has disadvantage on attack rolls.

The mace has 6 charges and regains 1 charge per hour.

You can use a bonus action to speak a command word expending 1 charge, causing lightning to crackle at the head of the mace, empowering your next strike. On a hit, the target takes 2d8 lightning damage, increasing to 3d8 against targets with metal armor, and it can't take reactions until the start of its next turn.

CAPTAIN VOTRIX'S HOOK GUN

Hookshot gun, rare

The hookshot gun is designed with the shape of a zap gun in mind, made to be held in one hand comfortably. Unlike other smaller zap guns it has a large grip to aid its wielder in holding on to the gun as it travels to its target.

The hook gun was made to aid boarding parties to move from one ship to another, while minimising damage done to the ship's hull. Captain Votrix had his tinkerers combine sordalite technology with a handheld hookshot gun, producing a tool that would allow his crew to manoeuvre between ships easily, but also be used against his enemies.

The hook gun has 3 charges and regains all expended charges each day at dawn.

As an action you may expend 1 charge and choose a target that you can see within 100 feet to make a ranged weapon attack against it. On a hit the target is embedded with a hook and suffers 1d6 + your Dexterity modifier piercing damage.

CARCASSITE



CLOUDPLANK



CLOUD IN
A BOTTLE



CAPTAIN'S
TRICORNS



CAPTAIN'S
WHEEL



As a bonus action, while still within range you may have the hook return to the gun, dealing 2d6 piercing damage to the target as it rips out. Alternatively, you may have the gun travel to the hook, taking the shortest route to the target. You must succeed a DC 13 Strength (Athletics) check to hold on to the gun as it travels.

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.

CAPTAIN'S WHEEL

Wondrous item, rare (requires attunement)

A beautifully carved miniature wooden helm with a removable piece of sordalite embedded in the center of the wheel. These tiny creations are often used by the more prestigious and wealthy of the captains flying the skies. A luxury for a captain is to maintain control of his helm even whilst other crew members may be manning it.

The sordalite can be removed and held against the helm of an airship while performing a 10-minute ritual, magically affixing it to the helm. Once attached, the sordalite links the ship's helm to the miniature, allowing the wielder to control the airship remotely as long as they are within 500 feet of the airship.

CARCASSITE

Wondrous item, rare

These deep purple sordalite crystals are enchanted with a finely tuned mixture of necrotic and arcane magic made by the ancient lich queen Umiera Frostwald. Millennia have

passed since she last fouled the lands, but her twisted creations are still everywhere and her followers continue her work.

If stabbed into a whole dead body, necrotic magic will spread through the carcass and animate it by turning it into a Hollowed One (see page 136).

CLOUD IN A BOTTLE

Wondrous item, uncommon

A common tactic of some airship captains is to have a handy Cloud in a Bottle on the ship in order to hide from pursuing enemies. The process of magically harnessing and storing clouds in bottles is highly lucrative for those who know how to do it.

Cloud in a Bottle is an enchanted bottle that has a large cloud stored inside it. When uncorked, the cloud pours out, enveloping everything around it in a 500-foot-radius sphere centered on the bottle. It provides cover as any other cloud would (see *Viewing Distance* on page 56). The cloud is otherwise nonmagical and will move with the wind. Once used, the bottle loses its magical properties.

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.



CLOUDWALKER
BOOTS



EYEPATCH OF
ALL KNOWING



EIDELLA'S
EYE



EARRINGS
OF LIFE



DRAIN
GRENADE

CLOUDWALKER BOOTS

Boots, very rare (requires attunement)

A set of finely made leather boots with sordalite shards attached to either side of the heels.

While wearing these boots, you can use a bonus action to click the boots' heels together, activating the sordalite. While active, the sordalite shards allow you to walk both vertically and horizontally through the air as they create small clouds to provide you with footing. You also gain *hover* while they are active. If you click your heels together again, you end the effect.

Once the boots are activated, as a bonus action you can speak a command word causing the sordalite shards to release part of their charge. As part of this bonus action, you attempt to kick a creature within 5 feet of you, performing an *unarmed weapon attack*. On a hit the creature suffers 3d10 force damage in addition to your normal *unarmed attack* as the released energy is transferred through your kick. Doing this uses 1 minute of the boot's charge.

When the boot's property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

DRAIN GRENADE

Wonderous item, rare

A smooth metallic sphere the size of an apple, you can feel a liquid slosh around inside when moving it. The sphere is filled with a mixture of ground-up siphit glands and gunpowder, and explodes when thrown or hit against something with enough force. The resulting explosion is capable of draining nearby sordalite crystals.

As an action you can throw the drain grenade at a space you can see within 30 feet. On impact it detonates, releasing a pulse of energy. All sordalite-powered items, creatures, and vessels in a 20-foot-radius sphere centered around the grenade suffer one level of *crystal exhaustion* (see *Siphoning Table* on page 164). The effect does not go through walls or other barriers.

Each turn only one point of *crystal exhaustion* can be inflicted per crystal, regardless of how many different sources are draining it.

EARRING OF LIFE

Wonderous item, rare (requires attunement)

This item is a simple-looking golden earring with a soft blue hue surrounding it. While attuned to this earring, if you fail a death saving throw the magic inside flows into you, changing the fail into a success. Once used, the earring becomes a nonmagical item worth 1 gp. These items are often sold in pairs.

EIDELLA'S EYE

Wonderous item, very rare (requires attunement)

This metallic sphere with multiple eyes painted around its surface has single handedly changed the life of many sky sailors. It's typically installed upon the top of a mast, on the bottom of the keel, or in some other place that gives it improved visibility. Eidella's Eye constantly sweeps the surrounding skies for things that seem out of the ordinary. Typically it will ignore things such as clouds or other naturally occurring things in the skies.

The eye will alert the creature attuned to it telepathically if something has been spotted that is out of the ordinary. The attuned creature will know the direction of what the eye spotted, but will not be able to see it unless it is within the creature's viewing distance.

While installed on a ship, the ship gains a passive Perception of 19 which the eye uses to keep lookout. The attuned creature can command the eye to ignore specific things such as ships or creatures, or it can be instructed to look out for only one specific type of thing.

Eidella's eye uses the *viewing distance* rules listed on page 56 when calculating the distance it can see.

EYEPATCH OF ALL KNOWING

Wonderous item, very rare (requires attunement)

A generic looking black leather eyepatch held in place with a thin strip of black linen.

While attuned to this eyepatch you gain darkvision out to a range of 60 feet. If you already have darkvision, wearing this eyepatch increases its range by 60 feet. Additionally, the eyepatch can be activated once a day for 1 minute, during which you gain truesight out to a range of 20 feet and the ability to see jetstreams.

JUNO IANMALA'S DOOR OF EXPEDIENCY

Wondrous item, rare (requires attunement)

A strange construction that is best described as a wooden door with two spell thrusters connected to either side of it powered by a small sordalite crystal. Because of these engines, it does not function as a normal door. Instead it behaves more like a small ship, always hovering a few feet off the ground. The door has a fly speed of 60 feet. It has a surface area of 10 feet by 5 feet and can carry up to 1,200 pounds, but its fly speed halves when carrying over 600 pounds.

If the command word is spoken, the door will follow you at a distance of 10 feet.

LEVIBOMBS

Wondrous item, uncommon

Created while trying to enhance the levitation properties of sordalite, levibombs are small glass orbs roughly 2 inches in diameter with a small shard of sordalite floating at their center. Originally used to aid in moving heavy equipment and cargo before power drones became more widespread, now their main use is to disrupt enemy weapons or remove threats from a ship's deck.

As an action, a levibomb can be thrown at a space within 30 feet, causing it to detonate. All creatures within a 10-foot radius must succeed on a DC 13 Constitution saving throw or begin floating up to 20 feet in the air. Objects not being worn or carried in this radius automatically fail the saving throw. If a creature or object weighs more than 1,000 pounds it is immune to this effect. Objects floating can be moved by pushing or pulling them and affected creatures can move by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows them to move as if they were climbing.

This effect lasts up to 10 minutes or until dispelled. Whenever an affected creature takes damage it can repeat the saving throw; on a success the effect ends and the creature begins falling.

MECHANIMAL COLLAR

Wondrous item, rare

A small sordalite-encrusted collar designed for a small mechanimal that pairs with its shard control device. While a mechanimal is wearing this and within 500 feet of you, you may use an action to speak a command word, causing it to reappear in an unoccupied space within 30 feet of you. Additionally, as an action, you can see through your mechanimal's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the mechanimal has. During this time, you are deaf and blind with regard to your own senses.

MERCHANT BRIDGE

Wondrous item, common

Ports and airship harbors come in as many shapes and sizes as the ships themselves, which can make it difficult to disembark, especially when moving cargo up and down. The portable bridge is the most common solution to this problem due to its shape-changing capabilities. When inactive, it looks like a one-foot-long stick with a diameter

of an inch, and weighs about as much as one.

As an action, you can put the bridge on an edge and speak the command word. The bridge will extend into a 5-foot-wide, 15-foot-long, and 1-foot-thick structure, bridging any potential divides. The bridge can hold up to 1,000 pounds and be shrunk back to its original size by repeating the command word.

NAVIGATOR'S POCKET WATCH

Wondrous item, rare (requires attunement)

A beautifully made silver pocket watch, but instead of a clock face inside there is only sordalite crystal sitting on a miniature map of Sordane. These little contraptions are a highly sought-after device. They offer the navigator or captain of a ship the ability to easily mark important or secretive locations and return to them without complicated calculations.

As a bonus action you can speak the command word to have the pocket watch project either the time or a compass above the sordalite clock face in a magically produced hologram.

As an action you can speak a second command word and have the pocket watch record your current location. The pocket watch is able to store up to six locations at a time and cannot store more until one is forgotten. Storing a location can be done by performing a one-minute ritual and selecting the desired location.

While a location is recorded, the pocket watch is able to project a secondary needle pointing towards this location, selecting the recorded location desired whenever the compass is activated.

Once per day you can cast the *augury* spell without requiring components.

PIPE OF PROTECTION

Wondrous item, rare

An old crooked pipe with runes carved into it, and heavy burns adorning its end. While lit, the smoke seems to cling to your body instead of dispersing into the air.

The pipe can be lit once per day and lasts for 20 minutes. While smoking this pipe you are immune to airborne poisons and gasses and charm effects as the smoke clings to your body, protecting you. Additionally, once per day you can create a 20-foot-radius sphere of smoke centered on yourself that lasts for 1 minute or until dispersed by wind; the smoke cloud obscures vision in this area. Each creature that starts its turn within this cloud aside from you must succeed on a DC 12 Constitution saving throw or spend its turn coughing, repeating this save at the end of its turn.

POCKET SKY COACH

Wondrous item, very rare

A detailed figurine of a sky coach with a shard drone operating the helm.

As an action you can place the figurine on the ground and speak the command word causing the figurine to transform into a full-sized sky coach over a minute. It will stay this way until the command word is spoken again or its duration expires.

Each creature in the space where the pocket sky coach appears must make a DC 13 Dexterity saving throw,

LEVIBOMB



PIPES OF PROTECTION



POCKET SKY COACH



MECHANICAL COLLARS

MERCHANT BRIDGE



NAVIGATOR'S POCKET WATCH



PORTABLE SHIELD



JUNO IANMALA'S DOOR OF EXPEDIENCY



taking 5d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space adjacent to the sky coach.

This effect lasts for up to 4 hours a day, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If the ship is still flying when the duration expires it will descend at a rate of 30 feet per round until you touch the ground before transforming back into a figurine.

The pocket sky coach regains 2 hours of flying capability for every 12 hours it isn't in use.

PORTABLE SHIELD

Wondrous item, rare

A small metal cube 4 inches on each side with arcane glyphs adorning the exterior of it. The cube is able to be opened revealing a small shard of sordalite floating in the center powering the device. These tiny devices were created to provide a bit of last-ditch protection to hard-pressed individuals in the heat of battle.

As an action you can place the cube on an empty space within 5 feet of you and speak its command word. When activated the sordalite is drained and destroyed as the cube splits into four parts, creating an invisible shield of force 5 feet wide, 10 feet high, and 1 inch thick that lasts for 1 minute.

Nothing can physically pass through the shield. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the shield instantly, however.

If activated in an opening smaller than its size such as a doorway, the shield will shrink to fill the opening, creating an impassable wall until destroyed or it deactivates.

Once used, the portable shield requires a new sordalite shard to be placed inside it before it regains this ability.

POWER DIVERTER

Wondrous item, rarity varies

A short metal cylinder with a sordalite crystal mounted on top that varies in size and power. The power diverter is designed to transfer energy to sordalite crystals in range. Originally created as a way to protect sordalite equipment from being drained, more powerful versions were created for use on airships to prevent packs of siphits and other sordalite-draining creatures from feasting on the ship's power before they could be dealt with.

While active, the power diverter projects a sordalite energy field centered on itself. Whenever a sordalite powered creature or object would have its energy drained while inside of this field, the power diverter automatically expends 1 charge to transfer energy to itself, preventing a level of *crystal exhaustion* (see *Siphoning Table*, page 164). The amount of charges required to prevent *crystal exhaustion* varies depending on the target and the size of the power diverter. When the power diverter prevents a level of *crystal exhaustion*, that crystal can be drained again this round by another draining source. The diverter, if it has any charges left, will continue to prevent *crystal exhaustion* until all charges are spent.

The amount of charges a power diverter has depends on the size of its crystal, and it regains 1 charge every

Power Diverter Charges

Type and charges required	1 pound crystal (30 charges)	10 pound crystal (40 charges)	20 pound crystal (50 charges)
Bionics, weapons, gadgets, and Small shard constructs	2	1	1
Medium and Large shard constructs	3	2	1
Huge shard constructs and 50 lbs. or less crystals	4	2	2
Gargantuan shard constructs and 75 lbs. or less crystals	5	3	2
100 lbs. or more crystals	6	4	3

10 minutes. The amount of charges a power diverter requires to prevent a sordalite energy source being drained depends on how powerful its crystal is. Refer to the table above.

Rare (1 lb. crystal). The most accessible power diverter, able to prevent draining inflicted on bionics, weapons, gadgets, and sordalite crystals in a 50-foot-radius sphere centered on itself. This crystal can store up to 30 charges at a time.

Very Rare (10 lb. crystal). Able to prevent draining inflicted on bionics, weapons, gadgets, and sordalite crystals in a 100-foot-radius sphere centered on itself. This crystal can store up to 40 charges at a time.

Legendary (20 lb. crystal). The rarest and most powerful version of the power diverter, able to prevent draining inflicted on bionics, weapons, gadgets, and sordalite crystals in a 150-foot-radius sphere centered on itself. This crystal can store up to 50 charges at a time.

RANGEFINDING GOGGLES

Wondrous item, uncommon (requires attunement)

These goggles enable the wearer to see things as if they were much closer. They effectively double the viewable distance of the creature who dons them and confer darkvision for that enhanced viewable distance. In addition, they enable the wearer to double the range of any spell cast while using goggles. The user cannot cast a spell closer than 60 feet while using the goggles.

REBREATHES

Wondrous item, very rare

While quite rare, these diverse face masks are a staple of Sordane technology. Every nation has their own look and methods for creating them, but all are fundamentally the same. They have a crystal over the mouth and tubes coming out of the sides for air intake. Rebreathers were created to allow sailors to explore the upper limits of the sky without having to worry about the thin air.



POWER DIVERTER

RANGEFINDING GOGGLES



ROD OF CONSTRUCT CORRUPTION



REBREATHES



SAILOR'S ROPE



SCRYING GOGGLES



ROD OF SKY WEAVING

While wearing the rebreather you ignore the effects of *thin air conditions* and can breathe underwater. You automatically succeed on saving throws against effects and spells that require you to breathe such as the *stinking cloud* spell.

ROD OF CONSTRUCT CORRUPTION

Rod, very rare (requires attunement)

A silver rod adorned with a small chunk of carcassite on the head. Created by followers of Umiera to sow discord in Sordane, it is uncertain how many of these rods currently exist. Their use is typically frowned upon, if not outright outlawed, but they are still in use in the seedier underbellies of the world.

The rod has six charges for the following purposes: *corrupt small shard construct* (1 charge), *corrupt medium shard construct* (2 charges), *corrupt large shard construct* (3 charges), *corrupt huge shard construct* (4 charges).

As an action you can spend the required charges to attempt to sever the connection between a shard construct and its control device. The shard construct must succeed on a DC 17 Wisdom saving throw. On a failed save the rod becomes its new control device for the next 24 hours; on a success it ignores this effect.

Once the connection is severed from the rod, the construct returns to the control of the original control device.

If the rod is used continuously on the same shard construct for 7 days, the control becomes permanent, breaking its connection with the old control device. While under control of the rod, a shard construct automatically fails its saving throw to resist the effect on following consecutive days.

The rod has no effect on sentient shard constructs that think for themselves, such as shardforged. The rod regains 1d4 + 1 charges daily at dawn.

ROD OF SKY WEAVING

Rod, very rare (requires attunement)

The Rod of Sky Weaving is a powerful item that enhances the already considerable ability of the ship's spelldriver to a level beyond their peers. It is a 2-foot-long metal scepter with a perfectly smooth ball of sordalite 3 inches in diameter on its head.

While simultaneously attuned to this rod and an airship you can alter the effects of the following spelldriving modes:

Accelerate. When activating this mode, you can choose to spend an additional 3 spelldriving points. If you do, its duration increases to 5 minutes and the ship gains a +1 bonus to AC for all of its components.

Force Barrier. When activating this mode you can increase the base spelldriving cost by 2. If you do, all affected creatures' speed is halved while they are within this area and they have disadvantage when making the saving throw versus this effect.

Momentum. When activating this mode you no longer spend any spelldriving points. However, you can spend 1 spelldriving point to activate it as a bonus action instead of an action.

Shields. When activating this mode you can choose to spend an additional 2 spelldriving points. If you do, the ship and all of its components gain a +10 bonus to AC instead of 5.

SAILOR'S ROPE

Wondrous item, common

A simple-looking one-foot piece of hemp rope. As a bonus action you can speak the command word and increase its length up to fifty feet long. It has the same statistics as ordinary hemp rope, and reverts back to its original length when cut or broken. As a free action you can speak its command word again to revert it back to its original length.

SCRYING GOGGLES

Wondrous item, rare (requires attunement)

Scrying Goggles are typically used by captains to keep an eye on their quarters, cargo holds, or other important areas of their ships while they are away. They can also come in the form of glasses. The goggles have lenses made from sordalite crystal and can be of any design or color. They are accompanied by 3 small circular pendants each 1 inch in diameter with a metal backing and a loop on top for hanging. These 3 pendants are pure sordalite crystal made from the same one as the goggles. The pendants can be worn or hung. Additional pendants can be crafted to be used with the goggles.

Three times a day the user can speak the command word of the goggles. Immediately, they will be able to see through 1 of the pendants (user's choice) for 1 minute. During this minute, the user can still see normally, but the right lens of the goggles displays whatever the chosen pendant sees.

Once per week, the user may cast the *scrying* spell using the goggles in place of the required components.

SHARD WEAPONS

Weapon (any), rare (+1), very rare (+2), or legendary (+3) (requires attunement)

Shard weapons can be any kind of weapon. It has been imbued with the magic of a sordalite crystal.

You have a bonus to attack and damage rolls made with this weapon. The bonus is determined by the weapon's rarity.

Additionally, you can use a bonus action to speak the weapon's command word, causing the weapon to crackle with eldritch energy. While the weapon is radiating this energy, it deals an extra 2d6 force damage to any target it hits. The energy lasts until you hit a creature with the weapon, use a bonus action to speak the command word again, or until you drop or sheathe the weapon. Once this weapon deals the bonus damage it loses this property until the next day at dawn.

SHARDJAMMER

Wondrous item, rare

A metal sphere with several pointy antennae coming out of it small enough to fit in the palm of your hand. It hums softly when held up to your ear as if thousands of tiny gears are spinning inside. When it comes into contact with a shard construct's body, spikes protrude from the antennae causing it to stick.

As an action you can throw the shardjammer up to 30 feet, making a *ranged weapon attack* against a shard con-



SHIP IN A
BEER BOTTLE



SHIP IN A
WHISKEY BOTTLE



SHIP IN A
WINE BOTTLE

SHARDJAMMERS



SHARD
WEAPONS

struct. When it comes into contact with a shard construct, the shardjammer activates and attempts to overload the sordalite within the shard construct. The shard construct must succeed on a DC 14 Constitution saving throw. On a success, it is restrained until the end of its turn; on a failure it is restrained for a number of turns equal to the amount by which it failed its roll. After this effect ends, the shardjammer falls apart.

SHIP IN A BOTTLE

Wonderous item, rarity varies (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.

The bottles come in three main categories:

Beer Bottle (uncommon) can hold ships of up to 50 feet in length and are mainly used for storing skiffs.

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

Wine Bottle (very rare) can hold any ship regardless of the size and have a save DC of 20. These are typically reserved for military use, but powerful organizations have ways to procure them.

SKY BOARD

Wonderous item, rare (requires attunement)

A single-person sky board outfitted with two modified spell jet thrusters and sail. A 10-pound sordalite crystal runs through the center of the board, powering the modified spell jet thruster. Originally created as a luxury item for the wealthy, sky boards quickly gained popularity across Sordane. These days they are designed for a wide range of uses, the most common being for sky

hunters to chase down prey or used by pirates when hijacking ships. There is also a growing craze in Sordane for sky board racing, resulting in more powerful models being released.

As an action, you may speak the command word that activates the sordalite crystal, causing the sky board to begin floating a few feet off the ground. While active, the sky board has a flying speed of 70 feet (modified spell jet thruster 60 ft. + sail 10 ft.) and can hold up to 300 pounds. The sky board can carry up to twice its weight limit; however, its speed is reduced to 5 feet after 300 lbs. If the weight exceeds 600 lbs. its speed is reduced to 0 feet.

SKY RINGS

Wonderous item, uncommon

Typically made from finely crafted rings, the sky rings were invented to aid sailors in the skies from grisly fates below should they fall. There was a time when seemingly every voyage would incur the loss of at least one sailor. Luckily for them, the sky rings were invented, drastically reducing the frequency of fall-related deaths in the skies.

Once per week, the wearer of a sky ring may cast the *levitate* spell on themselves only.

Additionally, should the wearer fall over 50 feet the ring will automatically cast the *feather fall* spell on the wearer. The spell's duration lasts until the wearer stops falling either by landing on something, or touching the ground. Once this effect happens, the ring loses all of its power, including the *levitate* ability, and becomes a mundane nonmagical ring.

SKYCOACH SERVICE BELL

Wondrous item, common

Across Sordane, in almost every city, town, and village that has a skycoach service in it, you will find the skycoach service bells. They are often shaped like a skycoach and are maintained by either a private taxi service or the local government.

When rung, the nearest available skycoach will make its way to pick up the ringer of the bell. As they wait, a glowing number appears on the surface bell indicating the minutes until arrival.

SPELL CANNON FOCUS

Spellcasting focus, rare (requires attunement)

A crystal orb made to look like a miniature cannon ball, arcane energy swirls within it. It was created to help spelldrivers protect the ship if they are attacked while unprepared.

This orb can be used as a spellcasting focus in place of the required components specified for a spell. If a spell has an indicated cost, that component is still required.

While simultaneously attuned to this focus and an airship, you are able to cast a spell using the spell cannon from anywhere on the ship as long as you can see your target and the cannon's line of fire isn't obstructed.

When you roll a 1 or a 2 on a damage die for a spell cast through the spell cannon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

SKY RINGS



SPELL CANNON
FOCUS

SKYCOACH
SERVICE
BELL



SKY
BOARD



TACTICIAN'S TOME OF
CLOUD CONTROL

TACTICIAN'S TOME OF CLOUD CONTROL

Arcane focus, very rare (requires attunement by a spell-driver)

A leather-bound tome with multiple sordalite crystals embedded into its spine. Its cover is adorned with a clear crystal that seems to have clouds shifting within.

While attuned to this tome you gain a +1 bonus to your spell save DC.

The tome has 14 charges for the following properties. It regains 2d4 + 2 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the crystals shatter and the tome loses its properties, becoming a nonmagical tome.

Spells. While holding this tome, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and

spellcasting ability: *call lightning* (3 charges), *fog cloud* (1 charge), *wind walk* (6 charges).

Prediction (1 charge). As an action you create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.

Control Clouds (6 charges). As an action you gain control of the clouds within a 1,000-foot-radius sphere centered on you for the next hour, allowing you to use one of the following effects:

- **Destroy Clouds.** You destroy clouds in a 100-foot cube that are under your control.
- **Move Clouds.** You move all clouds within 1,000 feet up to 100 feet in any direction.
- **Part Clouds.** You may target any space within 1,000 feet and part the clouds, revealing the sky above.

You can repeat an effect or choose a new one on your next turn using a bonus action.

VAILAN'S SEA BUBBLE

Wondrous item, very rare (requires attunement by a spell-driver)

For as long as there have been people who yearned to soar through the boundless skies, there have been those who wished to explore the depths of the sea. Originally designed by an earth elemдар named Vailan, the sea bubble was built to allow ships to travel unimpeded underwater. The sea bubble is a clear glass sphere roughly the size of a cannonball with a piece of sordalite floating within, that is always cool and wet to the touch.

When its command word is spoken, the sea bubble projects a field of sordalite energy, encasing a ship smaller than one hundred and fifty feet in length, preventing water from passing through. The field lasts for an hour but is able to be extended using spelldriving points, each point

increasing its duration by one hour. While a ship is underwater it has eight hours of air; for longer periods other means must be utilised to provide the crew with oxygen.

ZENDAR'S BRACELET OF SHIP COMMAND

Wondrous item, rare (requires attunement)

A large metal bracelet that resembles a flask that one can wear around their wrist, enchanted to enhance a spelldriver's connection to their attuned airship.

If a spelldriver decides to fill it with wood shavings from their ship, they will no longer lose attunement to it, no matter how far away or on what plane of existence they are. Additionally, they sense when creatures that are not part of the crew are on the ship, but cannot feel any other detail about them, including the number, their location, or size.

ZENDAR'S ULTIMATE ANCHOR

Wondrous item, rare (requires attunement)

A pocket-sized anchor that looks like a decorative paperweight. However, do not let its size fool you, as this anchor can stop an airship dead in its tracks.

When thrown overboard by a spelldriver who is attuned to the ship in question, the anchor connects itself to the ship through a magical tether. As long as the spelldriver is on the ship, they can use an action to telepathically control the anchor and its mass. They can choose from the following options:

- Immobilize the ship.
- Drag the ship down 30 feet per turn on top of its normal movement.
- Revert the anchor to an inactive state; the anchor tethers back to the ship.
- Deactivate the anchor. When deactivated, the anchor untethers and floats back to its user.



VAILAN'S SEA
BUBBLE



ZENDAR'S
BRACELET
OF SHIP
COMMAND



ZENDAR'S
ULTIMATE
ANCHOR

ZAP GUNS

A high-magic world needs high-magic weapons. If you want to introduce some new ranged weapons with a magical twist into your Skies of Sordane campaign, employ the following zap gun rules. Zap guns are magical items and follow the rules for magic items with a few changes detailed below.

The technology, originally created by the infamous gnome artificer Ace Zapix, was a game-changer in modern warfare between nations, city gang turf wars, and adventurers without innate magical abilities. The zap guns were first created to supplement the military's forces and offer a relatively cheap way to provide weapons with endless ammunition and powerful effects. Since their

creation thousands of years ago, they have made their way into every facet of the world. Many private citizens own zap guns and most navies and armies supply every soldier with one of the cheaper version of these powerful weapons.

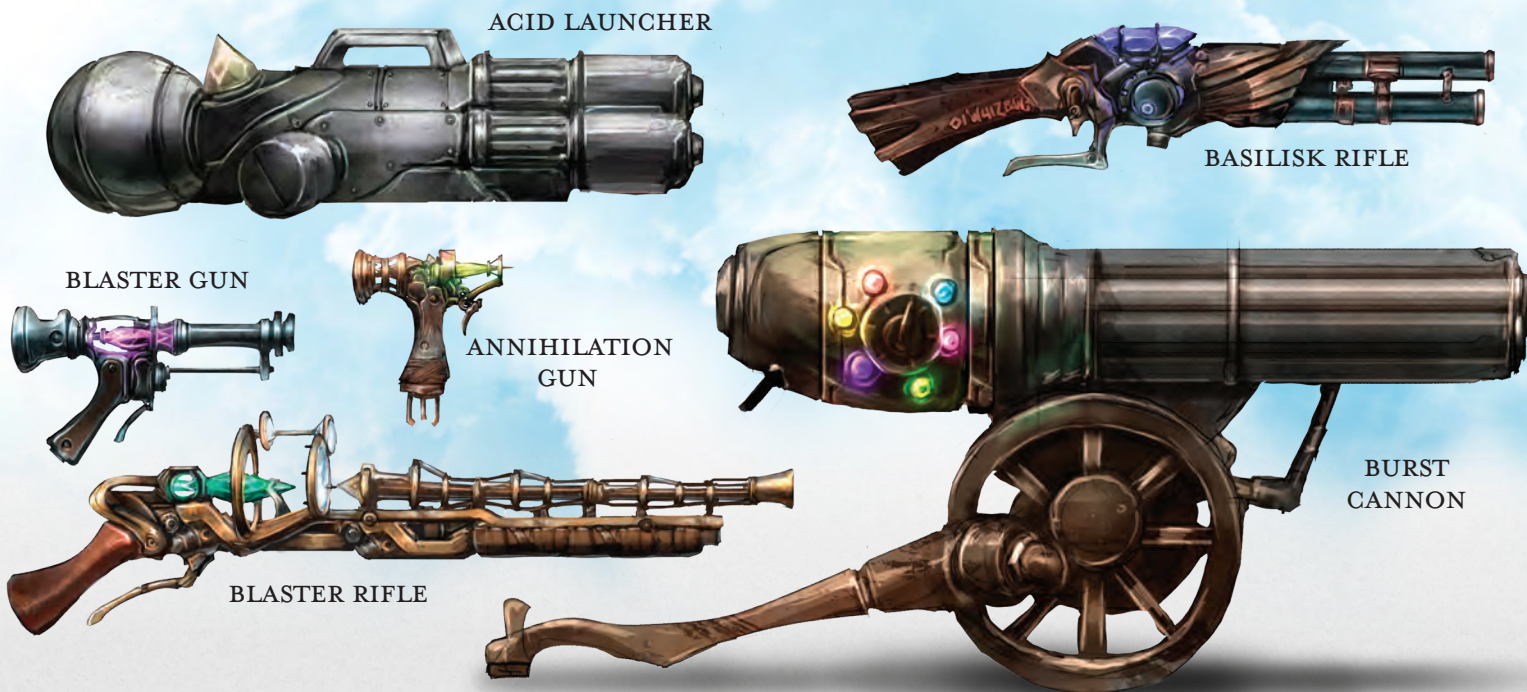
PROFICIENCY

As an option, arcane firearms require their own separate proficiency outside of simple and martial weapons. During downtime, a character can spend time training to acquire proficiency in arcane firearms.

Unless otherwise noted, creatures proficient with arcane firearms add their Dexterity bonus to attack and damage rolls made with the weapon.

Zap Guns / Arcane Firearms

Name	Rarity	Maximum Charges	Weight	Properties
Pistols				
Annihilation Gun	Very Rare	5	3 lb.	(Range 30/120)
Blaster Gun	Uncommon	20	3 lb.	(Range 30/120)
Enfeebling Gun	Rare	6	3 lb.	(Range 30/120)
Flame Gun	Uncommon	10	3 lb.	(Range 30/120)
Freeze Gun	Uncommon	10	3 lb.	(Range 20/60)
Invisibility Gun	Rare	3	3 lb.	(Range 30)
Lightning Gun	Rare	7	3 lb.	(Range 30/120)
Necro Gun	Uncommon	10	3 lb.	(Range 30/120)
Stun Gun	Rare	3	3 lb.	(Range 30/120)
Transference Gun	Rare	6	3 lb.	(Range 30/60)
Zap Gun	Common	10	3 lb.	(Range 30/120)
Rifles				
Basilisk Rifle	Very Rare	1	9 lb.	Two-handed (Range 150/600)
Blaster Rifle	Uncommon	10	12 lb.	Two-handed (Range 150/600)
Dilation Rifle	Very Rare	5	12 lb.	Two-handed (Range 300)
Levitation Rifle	Rare	5	10 lb.	Two-handed (Range 150/600)
Rifle of Sensory Deprivation	Rare	5	8 lb.	Two-handed (Range 150/600)
Shatter Rifle	Very Rare	4	9 lb.	Two-handed (Range 600)
Sunburst Rifle	Very Rare	4	10 lb.	Two-handed (Range 150/600)
Zap Rifle	Common	10	8 lb.	Two-handed (Range 80/360)
Hand Cannons				
Acid Launcher	Uncommon	5	40 lb.	Heavy, two-handed (Range 30/60)
Flame Cannon	Rare	3	40 lb.	Heavy, two-handed (Range 60/240)
Meteor Cannon	Uncommon	5	40 lb.	Heavy, two-handed (Range 90)
Poison Sprayer	Uncommon	3	40 lb.	Heavy, two-handed (Range Special)
Shockwave Cannon	Rare	5	40 lb.	Heavy, two-handed (Range Special)
Sleep Cannon	Rare	3	40 lb.	Heavy, two-handed (Range 60/240)
Cannons				
Burst Cannon	Very Rare	3	400 lb.	Heavy (Range 1,600 ft)
Polymorph Cannon	Very Rare	3	400 lb.	Heavy (Range 1,600 ft)
Thunderclap Blaster	Very Rare	3	400 lb.	Heavy (Range 1,600 ft)



CHARGES

Similar to magic items, arcane firearms have charges that must be expended to activate their properties. A creature proficient in arcane firearms automatically knows how many charges remain in the weapon. Plus, when the arcane firearm regains its charges, a character proficient with the weapon learns how many charges it has regained.

An arcane firearm regains 1 charge per hour.

ACID LAUNCHER

Weapon (arcane firearm), uncommon

Range: 30/60 feet

Maximum Charges: 5

Expend 1 charge and choose up to 2 targets that you can see in range within 5 feet of each other, to make a ranged weapon attack against. On a hit, a target takes 2d6 acid damage.

ANNIHILATION GUN

Weapon (arcane firearm), very rare

Range: 30/120 feet

Maximum Charges: 5

Expend 1 charge and choose up to 2 targets that you can see in range within 5 feet of each other, to make a ranged weapon attack against. On a hit, a target takes 4d10 + 20 force damage.

If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except Magic Items, are reduced to a pile of fine gray dust.

The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This weapon automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this weapon disintegrates a 10-foot cube portion of it. A magic item is unaffected by this weapon.

BASILISK RIFLE

Weapon (arcane firearm), very rare

Range: 150/600 feet

Maximum Charges: 1

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target must succeed on a DC 17 Constitution saving throw or become petrified for 1 minute or until freed by the *greater restoration* spell or other magic.

BLASTER GUN

Weapon (arcane firearm), uncommon

Range: 30/120 feet

Maximum Charges: 20

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target takes 1d10 force damage.

BLASTER RIFLE

Weapon (arcane firearm), uncommon

Range: 150/600 feet

Maximum Charges: 10

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target takes 3d6 force damage.

BURST CANNON

Weapon (arcane firearm), rare

Range: 1,600 feet

Maximum Charges: 3

Expend 1 charge, target an area that you can see in range and choose an effect from the list on the next page. All targets within a 20-foot-radius sphere of the chosen area have to pass a DC 16 Dexterity saving throw or suffer 4d10 + 10 damage of the chosen type on a failed save, or half as much on a successful one. The cannon can fire each round if the same spell effect is used, or the user can spend one round to change the effect.

Burst Cannon Damage Types

Color	Damage Type
Green	Acid
Blue	Cold
Orange	Fire
Yellow	Lightning
Pink	Force
Purple	Necrotic

DILATION RIFLE

Weapon (arcane firearm), very rare

Range: 300 feet

Maximum Charges: 5

Expend 1 charge and choose a target that you can see within range. The target must make a DC 16 Wisdom saving throw or be affected by the *slow* spell.

Expend 1 charge and choose a target that you can see within range. If the target is willing, they become affected by the *haste* spell. If the target is unwilling, it must make a DC 16 Wisdom saving throw or be affected by the *haste* spell.

ENFEEBLING GUN

Weapon (arcane firearm), rare

Range: 30/120 feet

Maximum Charges: 6

Expend 1 charge and choose a target that you can see within range and make a ranged weapon attack against it. On a hit, the target deals only half damage with weapon attacks that use Strength for the next minute.



ENFEEBLING GUN



FLAME GUN



INVISIBILITY GUN



DILATION RIFLE



FREEZE GUN



FLAME
CANNON

FLAME CANNON

Weapon (arcane firearm), rare

Range: 60/240 feet

Maximum Charges: 3

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target takes 4d10 fire damage. A flammable object hit by this weapon ignites if it isn't being worn or carried.

FLAME GUN

Weapon (arcane firearm), uncommon

Range: 30/120 feet

Maximum Charges: 10

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target takes 1d10 fire damage. A flammable object hit by this weapon ignites if it isn't being worn or carried.

FREEZE GUN

Weapon (arcane firearm), uncommon

Range: 20/60 feet

Maximum Charges: 10

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target takes 1d10 cold damage and its speed is reduced by 10 feet until the start of your next turn.

INVISIBILITY GUN

Weapon (arcane firearm), rare

Range: 30 feet

Maximum Charges: 3

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. (If the

target is willing, the shot automatically succeeds.) On a hit, the target becomes invisible for 10 minutes. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

LEVITATION RIFLE

Weapon (arcane firearm), rare

Range: 150/600 feet

Maximum Charges: 5

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target rises vertically, up to 20 feet, and remains suspended there for 1 minute. The effect can levitate a target that weighs up to 500 pounds.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. When the effect ends, the target floats gently to the ground if it is still aloft.

LIGHTNING GUN

Weapon (arcane firearm), rare

Range: 30/120 feet

Maximum Charges: 7

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target takes 2d8 lightning damage. If the target is wearing metal armor this increases to 3d8.

METEOR CANNON

Weapon (arcane firearm), uncommon

Range: 90 feet

Maximum Charges: 5

Expend 1 charge and target an area that you can see in range, firing a magical ball of rock and fire at it. All targets within a 20-foot-radius sphere of this area must succeed on a DC 12 Dexterity saving throw, suffering 2d6 bludgeoning and 2d6 fire damage on a failed save, or half as much on a successful one.

NECRO GUN

Weapon (arcane firearm), uncommon

Range: 30/120 feet

Maximum Charges: 10

Expend 1 charge and choose a target that you can see in range to make a *ranged weapon attack* against. On a hit, the target takes 1d8 necrotic damage and it can't regain hit points until the start of your next turn. If you hit an undead target, it also has disadvantage on attack rolls until the end of your next turn.

POISON SPRAYER

Weapon (arcane firearm), uncommon

Range: Special

Maximum Charges: 3

Expend 1 charge to emit a 15-foot cone of toxic fumes. Each creature in the area must succeed on a DC 13 Constitution saving throw, or take 1d12 poison damage.

LIGHTNING GUN



POISON SPRAYER



RIFLE OF SENSORY DEPRIVATION



LEVITATION RIFLE



NECRO GUN



METEOR CANNON



POLYMORPH CANNON

Weapon (arcane firearm), very rare

Range: 1,600 feet

Maximum Charges: 3

Expend 1 charge and target an area that you can see in range. All targets within a 20-foot-radius sphere of this area have to pass a DC 16 Wisdom saving throw or be polymorphed into a new form. The effect lasts for 1 hour.

RIFLE OF SENSORY DEPRIVATION

Weapon (arcane firearm), rare

Range: 150/600 feet

Maximum Charges: 5

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target becomes *blinded* and *deafened* for 1 minute.

SHATTER RIFLE

Weapon (arcane firearm), very rare

Range: 600 feet

Maximum Charges: 4

Expend 1 charge and target a space that you can see within range. All creatures within a 10-foot-radius sphere centered on that point must make a DC 16 Constitution saving throw. A creature takes 4d8 thunder damage on a failed save, or half as much damage on a successful one.

A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the targeted space.

SHOCKWAVE CANNON

Weapon (arcane firearm), rare

Range: Special

Maximum Charges: 5

Expend 1 charge to emit a wave of energy 20 feet long and 5 feet wide. Each creature in the wave must succeed on a DC 14 Constitution saving throw. A creature takes 2d10 thunder damage on a failed save and is knocked prone, or half as much damage and isn't knocked prone on a successful one.

SLEEP CANNON

Weapon (arcane firearm), rare

Range: 60/240 feet

Maximum Charges: 3

Expend 1 charge and target an area that you can see in range. Cast the *sleep* spell at 5th level. Instead of concentration, the effect lasts the full minute.

STUN GUN

Weapon (arcane firearm), rare

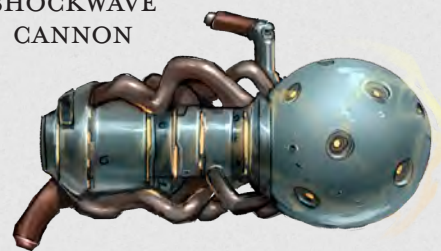
Range: 30/120 feet

Maximum Charges: 3

Expend 1 charge to target a creature within range. The target must make a DC 13 Constitution saving throw. On a failed saving throw, the creature is stunned until the end of its next turn.



SHATTER RIFLE



SHOCKWAVE
CANNON



STUN GUN



SLEEP CANNON



POLYMORPH
CANNON

SUNBURST RIFLE

Weapon (arcane firearm), very rare

Range: 150/600 feet

Maximum Charges: 4

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target takes 2d10 radiant damage. All creatures within 20 feet that can see the target must succeed on a DC 15 Constitution saving throw. On a failure, the creature is blinded for the next minute; on a success, they resist the effect.

THUNDERCLAP BLASTER

Weapon (arcane firearm), very rare

Range: 1,600 feet

Maximum Charges: 3

Expend 1 charge and target an area that you can see in range. All targets within a 20-foot-radius sphere of the chosen area must succeed on a DC 16 Constitution saving throw, suffering 5d10 thunder damage and are deafened for the next minute on a failed save, or half as much and they resist the effect on a success.

TRANSCERENCE GUN

Weapon (arcane firearm), rare

Range: 30/60 feet

Maximum Charges: 6

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, you take 3d8 necrotic damage, which cannot be reduced in any way, and the target regains a number of hit points equal to twice the necrotic damage you took.

ZAP GUN

Weapon (arcane firearm), common

Range: 30/120 feet

Maximum Charges: 10

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target takes 1d6 lightning damage, or 1d8 lightning damage if the target is wearing armor made of metal, and it can't take reactions until the start of your next turn.

ZAP RIFLE

Weapon (arcane firearm), common

Range: 80/360 feet

Maximum Charges: 10

Expend 1 charge and choose a target that you can see in range to make a ranged weapon attack against. On a hit, the target takes 2d6 lightning damage, or 2d8 lightning damage if the target is wearing armor made of metal, and it can't take reactions until the start of your next turn.

SUNBURST RIFLE



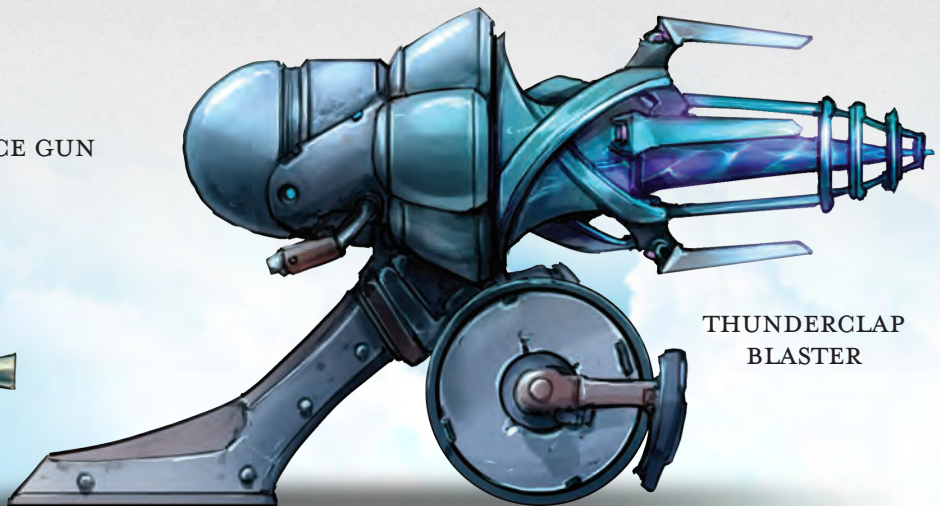
ZAP RIFLE



TRANSCERENCE GUN



ZAP GUN



THUNDERCLAP
BLASTER

SHARD CONSTRUCTS

The markets of Sordane are filled to the brim with construct salesmen: from small rodent mechanimals for children, to full-sized shard sentry manufacturers.

All shard constructs come magically tied to a device known as a Shard Control Device (page 142).

The constructs mentioned below are not the limit of what one could find within Sordane, but the most common ones seen.

MECHANIMALS

Mechanimals are typically the most plentiful of the shard constructs that can be found at any one time in any number of markets. The types of mechanimals available may vary as some are more expensive or more difficult to manufacture. Many people of Sordane have mechanimals as pets and faithful adventuring companions.

For this reason it is more common to find smaller mechanimals modelled after animals such as cats and dogs for sale within towns targeted at families with children. The larger, more dangerous mechanimals are typically sold in cities, aimed at people such as nobles looking for a more exotic family pet and guard, and monster hunters who need to quickly bolster their ranks in preparation of a dangerous hunt, but who cannot afford the more expensive shard guardians.

SHARD DRONES

Not usually sold from the same shops as the mechanimals, the variety of shard drones available on the market are nearly as plentiful as the mechanimals market. If you need a shard drone for a specific task, chances are you can buy it immediately or have it built within a few short days—depending on the desired quality.

Due to the relatively low cost of purchasing these drones, and the reliability of them, wealthier citizens of Sordane will staff their homes and businesses almost entirely out of shard drones, opting to only hire the minimal amount of staff required to operate the fleet of obedient drones.

The most common shard drones one would find in Sordane are the helper, power, repair, and sentry drones. However, there are others that are seen, especially in larger cities like Ezdin, such as pilot and surveillance drones. Shadier groups have been known to order specially made training drones, providing them with more durable targets to practice their skills on.

SHARD SENTRIES

These hulking constructs are usually not sold on the open market. One would have to get connections to an arms dealer or go straight to a manufacturer for the ability to buy one. The use of shard sentries is heavily regulated inside city limits, as their misuse can prove fatal to innocent bystanders. For this reason criminal organizations that make use of them as guards or enforcers usually keep it a secret that they have one or more in their service.

Shard Construct Prices

Construct	Price
Mechanimals	
Tiny	250 gp
Small	500 gp
Medium	1,000 gp
Large	2,000 gp
Huge	5,000 gp
Shard Guardians	
Aerial guardian	30,000 gp
Assault guardian	18,000 gp
Combat guardian	13,000 gp
Sharpshooter guardian	25,000 gp
Task guardian	10,000 gp
Sky Mines	
Fire mine	10,000 gp
Mental mine	20,000 gp
Siphon mine	20,000 gp
Smash mine	5,000 gp
Shard Sentries	
Assault Sentry	5,500 gp
Riot Sentry	5,500 gp
Shard Sentry	5,000 gp
Shard Drones	
Helper Drone	750 gp
Power Drone	1,500 gp
Repair Drone	1,000 gp
Sentry Drone	1,500 gp

Shard sentries are often supplied to the military, but are primarily used by the city guard and in rarer situations the militia of smaller towns, as their main purpose is order and control support.

Most of Sordane currently utilises three primary versions of the shard sentry. The most common to see is the standard shard sentry, which is used in conjunction with city guard and militia forces to patrol and maintain public safety within cities and towns. The assault sentry variation is primarily used for raids on criminal organizations within city limits, though they are occasionally used outside of cities. The riot sentry is the least common of the three variants. It rarely sees use outside of extreme situations, such as times of unrest within an urban population, protecting the city guard with their imposing shields.

Recently development of a new type of shard sentry has begun, targeted to be sold to the public rather than the private sector. It is named the “confinement sentry” and is targeted at monster hunters as a mobile prison, allowing them to capture high-value targets alive, and with less risk to their safety.

SHARD GUARDIANS

The shard guardians of Sordane are sold in a similar fashion to the shard sentries. Some of them are even closely guarded military secrets. However, they are usually purchasable in a public capacity since they have been around much longer than the shard sentries and are part of the seafaring culture of the world. The only real exemption to this is the sharpshooter guardian, given their design and primary use as an assassination construct. For this reason most governments have limited their sale to peacekeeping, in an attempt to keep them out of the hands of criminal organizations.



The design of the shard guardians has greatly varied over time with the original guardians, the task and combat guardians, being outperformed by newer models such as the aerial guardian. The primary goal driving tinkers to improve the shard guardians is attempting to grasp at a fraction of the power the skarrow class guardians had. Currently the closest form is the assault guardian; while they don't have the size of the skarrow class or the ability to endlessly regenerate, their propensity for death is second to none of the current shard guardians.

SKY MINES

Most nations have outlawed sky mines. As such, it's nearly impossible to find them on the open market. Black markets are usually the only place to find them and even then their cost can be hiked up extortionately due to the nature of contraband like sky mines. Officials from nations that have outlawed sky mines will attempt to disarm and confiscate them if they come close enough to a mine to spot it without triggering it. However, if disarming them isn't an option, every attempt should be made to destroy them without putting the ship in harm's way.

Even with the development and production of new sky mines outlawed almost worldwide, it is unknown which organizations continue to keep the black markets supplied with these mines. For this reason most nations send undercover agents, such as Ezdin's shadow caps, to keep an eye on these markets in an attempt to discover their suppliers. There are those who believe the cult of Umiera is behind this, as a way to leave damaged ships ripe for the picking, stranded in the open skies.

Ships that have had encounters with smash mines, however, believe the illegal production of the mines is the work of the cuthari.

MINE UPGRADES

A mine can have any number of upgrades depending on the funds available.

Mine Upgrades

Upgrade	Effect	Cost
Stealth paint	Enchanted paint allows mine to adapt to its surroundings. Stealth +2.	100 gp
Password	Mine does not target ships with specific pattern or flag.	500 gp
Cloud	Makes a cloud around itself. Stealth +4	1,000 gp
Minor Invisibility	Minor invisibility with no expiration time cast on mine. It is effectively invisible until it attacks.	10,000 gp
Major Invisibility	Major invisibility with no expiration time cast on mine. It is effectively invisible even when attacking.	50,000 gp

BIONICS

When a humanoid suffers irreparable damage in a Skies of Sordane campaign, they don't always turn to magic to repair the damage. Sometimes, they opt for an upgrade in the form of bionics.

BIONICS ATTUNEMENT

All bionics require a character to bond with the upgrade as if it were a magic item requiring attunement. Without becoming attuned to a bionic upgrade, a creature cannot operate the enhancement or gain the benefits of its effects.

Attuning to an item requires a creature to spend 7 days focused on only that item while having it equipped. This focus takes the form of practice with it (such as using the new arm to lift items and wield weapons), meditation (for internal components), or some other appropriate activity. If the 7 days of focus is interrupted, the attunement attempt fails. Otherwise, at the end of the duration, the creature gains an intuitive understanding of how to activate the properties of the upgrade, including any necessary command words.

An upgrade can be attuned to only one creature at a time, and a creature can be attuned to no more than two bionics upgrades. Bionic upgrade attunements do not count as magic item attunements. Therefore, a creature can attune to three magic items and two bionic upgrades. Like magic items, a creature's attunement to a bionic upgrade ends if the creature no longer satisfies the prerequisites for attunement, if the upgrade has been more than 100 feet away for at least 24 hours, or if the creature dies.

EQUIPPING BIONICS

When a character employs a bionic upgrade, the upgrade usually replaces a body part. In most cases, the bionic is created to fit the specific creature and it is not transferable. Furthermore, some bionics can only be equipped by certain creatures. Use common sense to determine whether more than one type of bionic can be equipped. A character can't normally have three bionic arms.

BIONIC ENHANCEMENTS

The bionic enhancements are presented in alphabetical order. An enhancement's description gives the item's name and its properties.

BIONIC ARM

You replace one of your arms with a bionic enhancement. With this enhancement, you gain a +1 bonus to Strength (Athletics) checks and damage rolls made with melee weapons that do not possess the two-handed property. If you equip a second bionic arm, this bonus increases by an additional +1, and you can also apply the bonus to melee weapons that use the two-handed property as well. When using a two-handed weapon, the bonus increases to +3.

BIONIC EYE

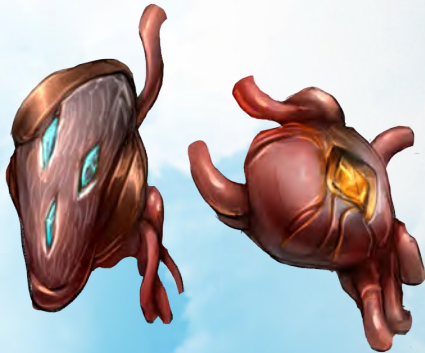
You replace one of your eyes with a bionic enhancement. With this enhancement, you gain a +2 bonus to Wisdom



BIONIC
WINGS



BIONIC
HANDS



BIONIC
ORGANS



PREHENSILE
TAILS

(Perception) checks that rely on sight and you gain a +1 bonus to attack rolls made with ranged weapons. If you have two bionic eyes, this bonus increases by an additional +2 (+4) and +1 (+2) respectively.

BIONIC HAND

You replace one of your hands with a bionic enhancement. With this enhancement, you gain a +2 bonus to Dexterity ability checks made to use your hands. If you have two bionic hands, this bonus increases by an additional +2 (+4).

BIONIC LEGS

You replace your legs with bionic enhancements. With bionic legs, your base walking speed increases by 10 feet and you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow. Also, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

BIONIC ORGANS

With this enhancement, you gain a +2 bonus to Constitution ability checks and saving throws.

BIONIC WINGS

You attach a set of mechanical wings to your body. You gain a flying speed of 60 feet. You can use the wings to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The wings regain 2 hours of flying capability for every 12 hours they aren't in use.

PREHENSILE TAIL

You replace an existing tail which you can use to grasp things. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your tail can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

BIONIC ENHANCEMENT COSTS

The table below presents the costs for each of the bionic enhancements featured in this book.

Bionic Enhancement Costs

Enhancement	Cost
Bionic Arm	400 gp
Bionic Eye	500 gp
Bionic Hand	250 gp
Bionic Legs	2,000 gp
Bionic Organs	2,000 gp
Bionic Wings	10,000 gp
Prehensile Tail	1,000 gp

WEAPON ENHANCEMENTS

Despite originally being invented to benefit people who lost limbs or damaged organs and were unable to afford expensive magic to heal them, the potential for customizable bionic weapons was swiftly capitalized by weapon manufacturers across Sordane. The notion of a weapon that could only be used by the individual it was created for was an enticing prospect for militaries and civilian ships with enough coin, preventing their weapons from being used against them, should a raiding party attack them. Most weapon enhancements are designed to display its capabilities; however, it is not uncommon for some to be designed to conceal the weapon within it, allowing the user to catch their foe by surprise.

BLADED HANDS

You replace one of your hands with a bionic hand. While it looks like a regular bionic hand it is outfitted with hidden blades able to extend from the end of each finger. While equipped you gain a climbing speed of 10 feet. In addition, it is a natural weapon, which can be used to make an unarmed strike. If you hit with it, you deal slashing damage equal to $1d4 + \text{your Dexterity modifier}$. If you have two bladed hands, the climbing speed increases to 20 feet, and after performing an unarmed strike with them you may make another unarmed strike with your bonus action. As a bonus action you may have the blades extend or retract from your fingers. You have advantage on Dexterity (Stealth) checks to conceal them.

In addition, bladed hands gain the benefits of a regular bionic hand enhancement.

BLASTER ARM

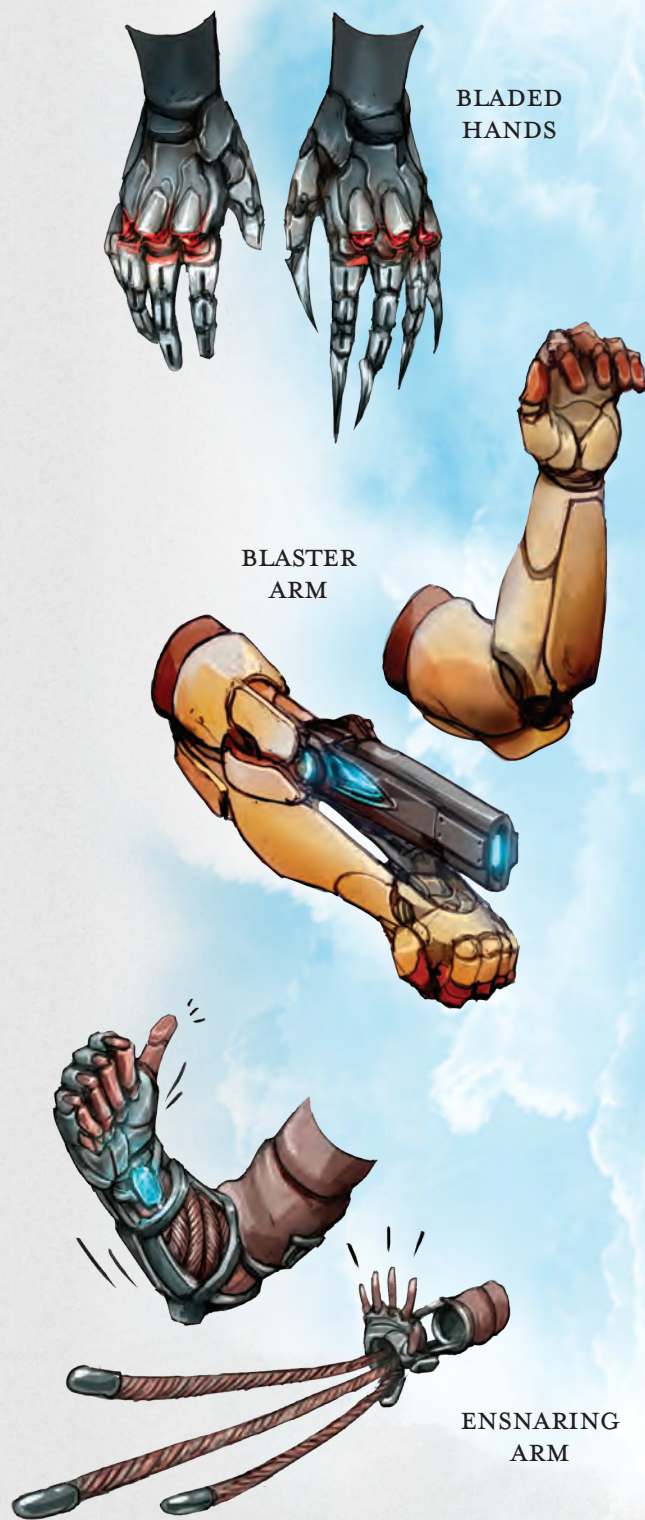
A bionic arm with a concealed zap gun built into its forearm. As a bonus action you are able to reveal the gun, causing it to protrude from your hand and allowing you to fire it. While the gun is protruding you are unable to use this arm to grab or interact with objects. As an action you can perform a ranged weapon attack using Dexterity as your attack modifier, dealing $1d10$ force damage on a hit. You can retract the gun using a bonus action, and have advantage on Dexterity (Stealth) checks to conceal it.

In addition, the blaster arm gains the benefits of a regular bionic arm enhancement.

ENSNARING ARM

Designed to look like a regular bionic arm, this arm has a canister attached to it which is able to burst open, releasing wires which attempt to ensnare a creature. While grappling a creature you can speak a command word, causing wires to burst out of the arm to restrain the target. Perform a Strength (Athletics) grapple check with advantage contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, the target is restrained as the wires wrap around its body, which then detach from the arm allowing you to move.

In addition, you may attempt to make a ranged grapple check against a target within 10 feet of you contested by



their Dexterity (Acrobatics). On a success the target is grappled as the wires wrap around their legs.

Once this ability is used the canister within the arm must be replaced before it can be used again.

In addition, an ensnaring arm gains the benefits of a regular bionic arm enhancement.

SORDALITE BLAST EYE

A sordalite blast eye is a bionic eye built with a piece of sordalite taken from a sordalite golem, with a focusing lens attached to it. Once per day as an action you may target a creature you can see within 60 feet of you. The creature must succeed on a DC 14 Dexterity saving throw; on a failed save the target suffers 3d8 force damage and is knocked prone. On a success they take half damage and aren't knocked prone. After using this ability the eye deactivates, and you cannot see out of it for the next 10 minutes.

In addition, a sordalite blast eye gains the benefits of a bionic eye enhancement.

TREMOR LEGS

You replace one of your legs with a reinforced bionic leg outfitted with multiple pistons attaching the foot to the calf. As an action you can speak a command word activating the sordalite crystal within the leg, causing the pistons to slam your foot into the ground, releasing a tremor. All creatures within 10 feet of you must succeed on a DC 13 Dexterity saving throw, suffering 2d6 bludgeoning damage on a failed save, or half as much on a successful one. If this ability is used on unworked earth it becomes difficult terrain. This ability can only be used once per short rest.

If you have two tremor legs, after performing this ability you can activate the second leg as a bonus action, causing another tremor.

You ignore any difficult terrain created by these tremors.

In addition, tremor legs gain the benefits of the bionic legs enhancement.

VAMPIRIC HAND

A bionic enhancement that has been banned in many places, vampiric hand is mainly sold among black market traders. This hand is outfitted with a carcassite crystal built into its palm, allowing it to drain the life essence of a living creature that it touches. As an action you may activate the carcassite within the hand, performing an unarmed strike against a target within 5 feet of you. On a hit the target takes 2d6 necrotic damage, and you regain hit points equal to half the necrotic damage dealt. You may repeat this attack as an action on each turn for the next minute. Once used this ability cannot be used until the next day at dawn.

In addition, a vampiric hand gains the benefits of a regular bionic hand enhancement.

WHIP TAIL

An existing tail is replaced with a bionic enhancement that is able to extend up to 15 feet long. During your turn if you hit a creature as part of the attack action, as a bonus action you can perform an unarmed strike with your tail, using it like a whip. On a hit the target takes 1d6 piercing damage.

In addition, a whip tail gains the benefits of a prehensile tail enhancement.

WEAPON ENHANCEMENT COSTS

The table below presents the cost for each of the bionic weapon enhancements featured in this book.

Weapon Enhancement Costs

Enhancement	Cost
Bladed Hands	750 gp
Blaster Arm	1,300 gp
Ensnaing Arm	1,100 gp
Sordalite Blast Eye	1,700 gp
Tremor Legs	4,000 gp
Vampiric Hand	2,500 gp
Whip Tail	2,500 gp



SORDALITE
BLAST EYE



TREMOR
LEG



WHIP
TAIL



VAMPIRIC
HAND

APPENDIX: PEOPLE OF SORDANE

BOATSWAIN

Medium humanoid (any race), any alignment

Armor Class 16 (chainmail)

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 makes two melee attacks: one with their warhammer and one with their light hammer.

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

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

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

CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 16 (leather armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

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

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

Senses darkvision 60 ft., passive Perception 14

Languages any one language (usually Common)

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The captain makes three melee attacks: two with their shortsword and one with their dagger; or two ranged attacks with their blaster gun.

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

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

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

REACTIONS

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

COOK

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Saving Throws Dex +6

Skills Performance +3, Sleight of Hand +3

Senses darkvision 60 ft., passive Perception 11

Languages any one language (usually Common)

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

ACTIONS

Multiattack. The cook makes two melee attacks with their longsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage if used with two hands.

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 it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The first mate makes two melee attacks with their shortsword; or two ranged attacks with their zap gun.

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

Zap Gun (10 charges). Expend 1 charge and make a *Ranged Weapon Attack:* +6 to hit, range 30/120ft., 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 race), 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

Spellcasting. The medic is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The medic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

ACTIONS

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

NAVIGATOR

Medium humanoid (any race), 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

Lookout. The navigator can forgo one of their attacks to perform a Wisdom (Perception) check as part of their multiattack.

ACTIONS

Multiattack. The navigator makes two ranged attacks with their zap rifle.

Zap Rifle (10 charges). Expend 1 charge and make a *Ranged Weapon Attack:* +4 to hit, range 80/360ft., one target. *Hit:* 5 (1d6 + 2) lightning damage, or 6 (1d8 + 2) lightning damage if the target is wearing armor made of metal.

SAILOR

Medium humanoid (any race), 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.

SOLDIER

Medium humanoid (any race), any alignment

Armor Class 17 (chain shirt and shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	8 (-1)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SPELLDRIVER (BEGINNER)

Medium humanoid (any race), 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

Spellcasting. The spelldriver is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The spelldriver has the following Wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

ACTIONS

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



SPELLDRIVER (SEASONED)

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3

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

Senses passive Perception 15

Languages any four languages

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

Spellcasting. The spelldriver is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The spelldriver has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (1 slot): *greater invisibility*, *ice storm*

ACTIONS

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

SPELLDRIVER (LEGENDARY)

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	20 (+5)	14 (+2)	17 (+3)

Saving Throws Int +8, Wis +5

Skills Arcana +11, Perception +8, Persuasion +6

Damage Resistances cold, fire, lightning, and sordalite-powered attacks

Senses passive Perception 18

Languages any six languages

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The spelldriver has advantage on saving throws against spells and other magical effects.

Spellcasting. The spelldriver is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The spelldriver has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (2 slot): *cone of cold*

6th level (1 slot): *globe of invulnerability*

ACTIONS

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

MACAW

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Senses passive Perception 13

Languages understands common but has a limited vocabulary

Challenge 0 (10 XP) **Proficiency Bonus** +2

Flyby. The macaw provokes no opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The macaw has advantage on Wisdom (Perception) checks that rely on hearing and sight.

Message. The macaw's owner can specify a location, which they must have visited, and a recipient who matches a general description along with a message of up to 10 words. The macaw travels to this location to deliver the message and back, covering 50 miles per 24 hours.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

MONKEY

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Acrobatics +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 11

Languages –

Challenge 0 (10 XP) **Proficiency Bonus** +2

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

N O R T H B O R



0 500 1000 1500
Linear Measurement in Miles

new towers



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