



MAGIC


The Gathering

PLANE SHIFT: KALADESH

COMPATIBLE WITH

DUNGEONS & DRAGONS

TABLETOP ROLEPLAYING GAME



PLANE SHIFT: KALADESH

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First Printing: February 2017

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INTRODUCTION

From the beginning, I've approached all these Plane Shift projects as if I were tinkering in a workshop like the inventors of Kaladesh. I believe that some of the great beauty of Dungeons & Dragons comes from its tremendous flexibility, which includes not just the ability to make stuff up out of whole cloth, but also the ease with which you can take the existing pieces of the game apart and reassemble them into something new.

That approach of combining pieces of different rules to form new rules continues for Kaladesh. As one of the designers of the artificer class for Eberron back in 2003, I tinkered for a long time with possible designs for such a class in Kaladesh, but I ultimately came to a couple of important conclusions. First, invention on Kaladesh is fundamentally democratic—it's a skill anyone can learn, and it shouldn't be restricted to a single character class. And more importantly, designing an entirely new class is far beyond the scope of what I've set out to do in these articles.

The D&D team works like the Consulate: they take a serious approach to the job of crafting a class, testing it for balance, sharing it for public playtest, and fine-tuning it before final publication. I'm more like a renegade inventor (having left the D&D team for the Magic team a couple of years ago), fiddling around in my workshop and unleashing my inventions on the public without the same degree of safety testing. But with that said, the D&D team has just released [an artificer class](#) for playtesting, and you should feel free to tinker with that class to adapt it for your Kaladesh campaign.

Of course, you'll find a lot of information about aether-powered devices and invention in this document, in keeping with the spirit of Kaladesh. But it's more along the lines of rearranging the building blocks and altering the appearance of existing magic items, rather than creating a lot of new things. If you want your character to look like the guy on the Dispersal Technician card, just give him a *ring of the ram*.

As always, the starting point for this document was *The Art of Magic: The Gathering—Kaladesh*. This document is designed to help you turn that book's adventure hooks and story seeds into a resource for your campaign with a minimum of changes to the fifth edition of the D&D rules, which you can [find here](#). And even without the book, you can find lore about Kaladesh on [the Magic web site](#).

Happy inventing!

—James Wyatt

THE WORLD OF KALADIESH



THE WORLD

Kaladesh is a living work of art—a vibrant, beautiful plane where anything is possible. Optimism, innovation, and the spirit of creativity fuel an intoxicating renaissance of invention and artifice across Kaladesh. Its inhabitants frequently assert that “anything can be built,” and brilliant inventors seem to prove that saying every day.

Clockwork automatons walk the streets, acting as servants and bodyguards, soldiers and sentries, mounts, and even pets. Soaring airships provide transport both within and between the cities and villages of the plane, and carry prospectors high into the sky to draw on limitless reserves of magical aether. Intricate and ornate whirling thopters flit over marketplaces, carrying messages, gathering information, and driving away gremelin infestations. Elegant interlocking gear mechanisms raise and lower bridges over canals. Exquisite tools gleam like jewelry, incorporated into the bright and colorful fashions of artisans, prospectors, and inventors alike. In all these fabulous constructions, intricate design and graceful beauty are prized almost as much as efficient function. The artifice that produces these works is viewed as the ultimate form of creative and intellectual expression—both stemming from and further feeding the inventive spirit of the plane.

Kaladesh is bright and hopeful, and its people are inspired. Every invention is an astonishing work of art, holding the potential to dramatically improve quality of life. The natural world mirrors the beauty and harmony of the plane’s cities, with gracefully curving trees, eddying streams, sculpted mountains, and sapphire skies punctuated with brilliant blue streams of aether.

Aether

Kaladesh owes its bright existence to the tangible presence of aether—a raw form of magical energy that fills the space between planes. Aether seeps into Kaladesh, and has become a critical part of the environment as well as the foundation of contemporary civilization. The skies are full of it, the plants and trees bend and twist to be closer to it, and flowing waterways trace patterns beneath it. The ingenious inventor Avaati Vya developed a way to refine volatile aether into a potent and safe fuel, a process that has made all the inventions and contrivances of society possible. For six decades, Kaladesh’s greatest minds have been devising ever more wondrous ways to put aether to use. From airships to animal-like constructs, from cogwork trains to musical artifacts, from medical devices to full-body mechanized suits, the creative possibilities are endless.



THE CONSULATE AND RENEGADES

The city of Ghirapur and the towns and villages of the surrounding region are like an enormous, precise cogwork machine, managed and supported by the Consulate. The eleven consuls and countless bureaucrats who make up the Consulate maintain the order of society and ensure that all its interlocking cogs turn in harmony. An important part of this work, of course, is facilitating the sanctioned distribution of aether and maintaining the aether-powered infrastructure that undergirds civilized life on Kaladesh. The Consulate believes that the wonders and conveniences of an aether-based society should be accessible to all. Thus, the consuls hold that the process of obtaining and distributing aether, as well as the construction and sale of aether-based inventions, must be standardized and regulated.

The Consulate employs hundreds of theorists and engineers to design machines, devices, and infrastructure. True innovations are valued and rewarded. But the value of any invention is tempered by the need

Consulate officials sometimes supplement their authority with a rod of rulership.



Ninth Bridge Patrol — Ryan Alexander Lee

to make the conveniences of an aether-driven society available to all citizens. Thus, efficient construction is more important than any artistic expression of individuality, so that inventions can be mass-produced in Consulate foundries and made widely available.

Standing to various degrees in opposition to the Consulate is a disparate group of inventors, tinkers, thieves, and artists collectively designated as “renegades.” By portraying the renegades as a monolithic entity resembling a criminal gang, the Consulate tries to sway public opinion against them. But in reality, the so-called renegades have a wide range of goals and motivations, different methods, and varying degrees of disdain or loathing for the Consulate. The only thing all renegades share is a record of some past subversive activity viewed as criminal action under Consulate law. This “subversion,” though, is often as innocuous as bypassing the strict regulations governing invention and the distribution of aether.

Converting aether to electricity allows this renegade to mimic the effects of a staff of thunder and lightning.



Harnessed Lightning — Chris Rallis

Backgrounds and Affiliation

Depending on the theme and flavor of your campaign, player characters might be associated with either the Consulate or the renegades, or they might be independent of both. A character's background can be a good indication of where his or her loyalties might lie.

Acolyte. Because religion is not part of everyday life on Kaladesh, this background is not well suited for a Kaladesh campaign.

Charlatan. Almost by definition, a character who lives by deception is treated as a renegade by the Consulate, whether the character associates with other renegades or not.

Criminal. Criminals of any stripe are considered renegades under Consulate law. Some characters with this background will be considered criminals as a result of being a renegade (associated with anti-Consulate agitators). Others will be considered renegades by default despite their criminal interests having nothing to do with renegade activity. A character with this background could also be a Consulate spy, perhaps working to infiltrate a renegade group.

Entertainer. Entertainers have no necessary leanings one way or the other. Popular entertainers on Kaladesh include quicksmiths—who engage in competitions to invent and build devices at a breakneck pace—and racers of wheeled or flying vehicles.

Folk Hero. A folk hero on Kaladesh is probably a

renegade, viewed as heroic because of opposition to some particularly oppressive Consulate policy or decree.

Guild Artisan. A character with this background is probably a career inventor. A guild artisan might be employed in a Consulate inquisition or be a member of an inventor society—many of which have Consulate loyalty or renegade leanings.

Hermit. The best reason to become a hermit is to escape from Consulate restrictions, particularly those concerning aether harvesting and refinement. Thus, a character with this background is probably a renegade.

Noble. This background best represents a bureaucrat associated with the Consulate. However, such a character could easily use his or her position to secretly aid the renegade cause.

Outlander. The hinterlands beyond Ghirapur harbor both pro- and anti-Consulate sympathies. But a character from far enough away might have no opinion of the Consulate simply from lack of real knowledge.

Sage. A sage character is more likely to be associated with a Consulate inquisition than to be self-employed. Some sages are associated with the Aetherological Society, which is fiercely independent from Consulate control but not opposed to Consulate rule.

Sailor. The harbor district of Ghirapur, called Bomat, is home to a number of traditional sailors. This background might also reflect the life of a skyship pilot—or a pirate of the air. Many pilots are loyal to the Consulate, and some even serve as officers on Consulate vessels. Pirates include both unlicensed aether harvesters and true pirates who steal from other airships.

Soldier. Most characters with this background are connected to the Honorable—the military watch of Ghirapur—and are thus closely tied to the Consulate.

Urchin. Most urchins have no close ties to the Consulate, and life on the streets leads easily to renegade activity such as aether smuggling or petty theft.





INVENTION AND MAGIC

Invention and artifice are the cornerstones of life and culture on Kaladesh. Inventors are significant cultural figures, from the invisible functionaries creating the conveniences of civilized life in the Consulate's foundries, to the renowned free artisans who attract groups of admirers when they walk the streets of Ghirapur. Societies of inventors and artisans are a key social unit, uniting people who share similar interests, and providing the basis for social interaction and the exchange of ideas.

Mages who can cast actual spells—without the assistance of aether-powered devices—are a rarity on Kaladesh. Under the Consulate's rule, mages have always been regarded as dangerous and unstable, to the point that a special Consulate force is tasked with protecting the world from them. Led by Inspector-General Baral, this force seeks mages out, learns their secrets, disrupts their plans, and brings them to justice for their crimes—whether actual or potential.

Player Character Classes

Because actual spellcasting ability is rare on Kaladesh, you might wish to restrict the classes available to char-

acters in your campaign. At the same time, though, you should feel free to alter or ignore these restrictions to suit your players and your particular vision of Kaladesh.

Barbarians might be found in the outland regions, beyond even Peema and Lathnu. Such characters would likely seem out of place in Ghirapur—but that can be an excellent opportunity for character development. An elf barbarian (probably a member of the Tirahar, who forsake the aether-based technology of the city folk) might be a particularly appropriate choice. The Path of the Berserker is an easier fit in Kaladesh than the Path of the Totem Warrior.

Bards on Kaladesh would probably be seen as a particular form of mage, akin to a pyromancer. As such, they would be subject to the persecution of the Consulate.

Clerics do not exist on Kaladesh. Religion is not a significant force in the lives of the plane's people, and magic derived from the power of the gods is unknown.

Druids are elves who harness the power of the Great Conduit to create magical effects. Non-elves can't be druids, and the Circle of the Moon is not available.



Gauntlets of ogre power (or a belt of giant strength) might look quite different on Kaladesh, but they have the same effect.

Engineered Might Lake Hurwitz



Fighters are common on Kaladesh, though eldritch knights are unknown. Fighters might be Consulate enforcers, renegade skirmishers, or ordinary (if hardy) citizens.

Monks are unknown on Kaladesh, unless you want to create a monastic order found in one of the remote regions of the plane.

Paladins are unknown for the same reasons as clerics. It might be possible for a warrior to derive magical power from the strength of devotion to an oath, but such a character would probably be viewed as a mage.

Rangers, like druids, must be elves on Kaladesh.

Rogues are common, but arcane tricksters would be viewed and persecuted as mages. Most rogues are renegades, in the sense that they live on the wrong side of the law for a wide variety of reasons.

Sorcerers are the most common form of mage on Kaladesh, and are frequently hunted down by Consulate forces. They are familiar enough that many people will have an inkling of what a “pyromancer” is when they encounter one—but are still rare enough that most people greet a sorcerer with fear. Sorcerers don’t claim draconic bloodlines, but wild mages and storm sorcerers exist. A pyromancer like Chandra Nalaar could have a distinct sorcerous origin.

Warlocks, if they exist, are not widely known or understood. A warlock could begin as an inventor fasci-

nated by the Dark Schematic—the pattern used to create demons—eventually leading to a pact with the Fiend. Pacts with other entities would be even more unusual. However, Kaladesh’s proximity to the aether-filled Blind Eternities might allow some alien consciousness akin to the Eldrazi to project into the world and form warlock pacts. Moreover, the Great Conduit could itself be personified as a being with the traits of an archfey.

Wizards are extremely rare on Kaladesh. However, a vedalken aether scientist might gain sufficient mastery over aether’s flow to channel it into spell effects.

SORCEROUS ORIGIN: PYROMANCER

Your innate magic manifests in fire. You are your fire, and your fire is you.

Heart of Fire

At 1st level, whenever you start casting a spell of 1st level or higher that deals fire damage, fiery magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take fire damage equal to half your sorcerer level (minimum of 1).

Fire in the Veins

At 6th level, you gain resistance to fire damage. In addition, spells you cast ignore resistance to fire damage.

Pyromancer’s Fury

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal fire damage to the attacker. The damage equals your sorcerer level, and ignores resistance to fire damage.

Fiery Soul

At 18th level, you gain immunity to fire damage. In addition, any spell or effect you create ignores resistance to fire damage and treats immunity to fire damage as resistance to fire damage.

Aether-Powered Devices

The citizens of the Consulate enjoy what is perhaps the most exciting and inspiring period in Kaladesh's history. In the sixty years since Avaati Vya discovered the process of aether refinement, aether has transformed virtually all day-to-day activities and reshaped the way people think about their lives. Over the course of the last half century, hundreds of thousands of new devices, machines, vehicles, constructs, and even weapons have sprung from the minds of talented inventors—all powered by the wonders of aether.

The tremendous variety of aether-powered devices on Kaladesh can be represented by many of the magic items in the *Dungeon Master's Guide*. These items are far more common on Kaladesh than they are in most D&D worlds, and are readily available for purchase (see "Buying and Selling Devices"). A DM should feel free to be generous in allowing characters access to magic items, in the spirit of Kaladesh.

The following guidelines—plus a healthy dash of inventor's ingenuity—can be used to adapt D&D magic items to the world of Kaladesh. Additionally, the captions that appear beside some of the art in this document offer examples of how you might translate Kaladesh's aether-powered wonders into the magic items of D&D.

Charges. Magic item charges represent aether fuel in Kaladesh, but charges do not replenish automatically. Instead, an item's owner must secure aether and refill the item to replenish its charges. As long as normal aether supplies are available, refilling an item is no problem—and a major principle of the Consulate is ensuring that aether is fairly distributed among its citizens. In the case of an item that normally regains a random number of charges automatically, that random roll can represent the amount of aether that is available to a character on a particular day. A character can purchase additional aether (at a night market, perhaps) at a cost of 50 gp per charge. If an item's charges don't replenish automatically, the item can't be refueled.

Consumable Items. Some aether-powered devices are designed to create one-time short-term effects that duplicate the effects of potions, scrolls, and similar magic items. These don't take the form of actual elixirs or spells on paper, but they have the same effect.

Attunement. The process of attuning to an aether-powered device represents a few different aspects of working with the invention. Many devices must be carefully modified to fit and function for a particular user, which can be accomplished as part of the attunement process. The limitation on the number of





items a character can attune to reflect the basic supplies of aether that are available to and transportable by a single character. Items that require attunement by a cleric, paladin, or other class that does not exist in your campaign have no aether-powered equivalent.

Planar Travel. Items that allow travel to different planes of existence have no aether-powered equivalents. In the Magic Multiverse, travel from world to world is the exclusive province of Planeswalkers.

Conjuring Creatures. Items that conjure creatures (such as a *bag of tricks*) might produce lifecraft creatures.

Cursed Items. Cursed items that appear in your campaign could be malfunctioning inventions. It's also possible that a character who intends to make a particular item might make a cursed version of that item instead, but such a thing should be extremely rare.

Sentient Items. Sentient magic items can't be created with the use of aether.

Inventing and Manufacturing Devices

Aether-powered devices are created by inventors. Some are mass-produced in Consulate foundries, but all spring from the minds of creative, ingenious thinkers. Player characters can invent and manufacture their own devices using the rules for crafting magic items in

chapter 6 of the *Dungeon Master's Guide*, with a few modifications to the requirements.

Crafting a known kind of device requires a schematic plan (the equivalent of a formula for crafting a magic item). The crafter need not be a spellcaster, but must have an ample supply of refined aether, which is included in the cost of crafting the item. If crafting the equivalent magic item would require an expensive material component, that cost represents additional aether that must be purchased to make the device.

If a character does not possess a schematic plan, it is possible to invent one. A character who is inventing a device rather than following a schematic must make a successful Intelligence (Arcana) check each day of crafting. The difficulty of the check is determined by the rarity of the item: DC 10 for a common or uncommon item, DC 15 for a rare or very rare item, or DC 20 for a legendary item. On a failed check, the character still spends the 25 gp for that day's work, but that day does not count toward completing the item.

If a group of characters is working together to invent an item, each character who is contributing can attempt the Intelligence (Arcana) check. If any character succeeds, the group makes progress toward inventing and completing the item.

Buying and Selling Devices

On Kaladesh, aether-powered devices are available for sale on the open market. Some devices are mass-produced in Consulate foundries, carefully tested for safety and functionality, and sold at prices ordinary citizens can afford. Others are crafted by renegade inventors who bypass the Consulate regulations and sell their devices in night markets or back alleys.

The DM decides whether a particular item is mass-produced and legally available for purchase. As a rule, weapons and other destructive items fail to pass Consulate safety regulations. A device purchased in a legal market costs 70 to 120 percent ($1d6 + 6 \times 10$ percent) of the cost to create the device. (Mass production allows many devices to be manufactured at significant savings.) An illegal device costs 150 to 200 percent ($1d6 + 14 \times 10$ percent) of that cost.

A character who invents and manufactures a device can sell the item for 150–200 percent of the creation cost. It might also be possible to sell the invention to a Consulate inquirium for further development, so that it can be mass-produced in the future if it passes all required testing.

Skysovereign, Consul Flagship Jung Park

Automatons and Vehicles

Certain categories of aether-powered inventions are not easily described as magic items, but they can still be created in the same way.

An artifact creature such as a battle automaton or a lifecraft animal can be considered a magic item with a rarity determined by its challenge rating:

Challenge Rating	Item Rarity
0–2	Common
3–5	Uncommon
6–10	Rare
11–16	Very rare
17+	Legendary

Aether-powered vehicles can be priced as if they were magic items. Simple self-drawn carriages might cost no more than the carriage in the *Player's Handbook* (100 gp, the equivalent of a common magic item), while the dragsters used in races in Ovalchase can cost five times that amount (as much as an uncommon magic item). Flying vehicles are significantly more expensive. A small sky skiff or copter might be a rare item, and a larger skyship should be considered very rare or even legendary.





INVENTING OPTIONS

In campaigns that make use of feats, player characters can gain additional abilities related to aether and invention.

Quicksmithing

Prerequisite: Intelligence 13 or higher

You have mastered the art of on-the-fly invention, improvement, and jury-rigging. You can use your talents to create immediate, short-term magical effects similar to spells, given time and an adequate supply of aether.

When you choose this feat, you master two magical effects, each of which recreates the effect of a 1st-level spell that has the ritual tag. These spells can come from any class list, but Intelligence is your spellcasting ability for them.

If you come across a schematic geared toward quicksmithing or study with another quicksmith, you might be able to add another spell to the effects you have mastered. The spell's level can be no higher than half your level (rounded up), and it must have the ritual tag. The process of mastering the spell takes 2 hours per level of the spell, and costs 50 gp per level. The cost represents aether you use as you experiment with the spell effect to master it.

In addition, you have proficiency with artisan's tools (quicksmith's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours unless you spend 1 hour repairing it to keep it functioning. You can use your action to dismantle the device, at which point you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. This device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Servo Crafting

Prerequisite: Intelligence 13 or higher

You are skilled in the creation of servos—tiny constructs that function as personal assistants. You can cast the *find familiar* spell as a ritual, creating a servo to serve as your familiar instead of an animal. A servo's statistics appear in the “Artifact Creatures” section of this document. In every other way, a servo functions as described in the *find familiar* spell.

You can communicate telepathically with your servo familiar and perceive through its senses as long as you are on the same plane of existence. You can speak through your servo in your own voice.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your servo familiar to make one attack of its own.





A KALADESH CAMPAIGN

Kaladesh is not a typical D&D world as far as adventuring and adventurers are concerned. It doesn't lend itself to dungeon exploration, and it's not crawling with evil humanoid monsters for characters to fight. That said, the plane is ripe with opportunities for urban-focused and intrigue-driven campaigns. Consider the following elements for use in your Kaladesh campaign.

Aether Revolt

The main storyline of the Kaladesh block is an out-and-out rebellion of renegades when the Consulate government takes an oppressive turn. A campaign focusing on this revolt might put the player characters in the position of renegades trying to capture an aether reservoir or masterminding the sabotage of a Consulate airship. Alternatively, they might be Consulate agents trying to suppress the rebellion—or perhaps infiltrate it. The rebellion could also be the backdrop for a campaign focused more on urban intrigue, or it could interrupt the regular activities of such a campaign. Aether supplies might be significantly constrained in such a campaign, increasing the cost of creating and using aether-powered devices. Acquiring aether could then easily become the focus of a number of adventures.

Urban Intrigue

The city of Ghirapur is rife with opportunities for adventure focusing on intrigue and mystery. The player characters might be criminals—perhaps agents of a crime lord seeking to undermine rivals. They could be agents of the law or Dhund spies working to crack down on criminal activity. They could be inventors or investigators looking into allegations of corruption or sabotage during the Inventors' Fair. They might be caught up in power struggles among the Enlightened Keepers, the rulers of the Consulate. Or they could be inventors competing to build the best fighting automata to make money in Remi's arena in Ninth Bridge.

Exploring and Colonizing the Wilds

It's somewhat tangential to the core flavor and tone of Kaladesh, but your campaign could take place far from the city of Ghirapur and all its wonders. The adventurers might be explorers seeking to map the farthest reaches of the world, or colonists hoping to establish a New Ghirapur in a distant land. Beyond the reach of Ghirapur's aether pipelines, such characters might need to dig for aether geodes to power their inventions—or they might be traveling on an airship that can collect and refine aether from the aethersphere. The nature of what the characters might find out in the wilds is for you to decide. Such a campaign might even include threats with a more traditional D&D feel, all infused with the magic of aether.

A Dhund gauntlet functions just like a dagger of venom.



RACES OF KALADESH





AETHERBORN

“A day not spent indulging the senses is a day wasted.”

When the events of a lifetime are compressed down to almost nothing, each fleeting moment must be savored—drained of every drop of enjoyment it can offer. This is the philosophy that informs the lives and minds of the aetherborn. Given just a few short years—or sometimes only a few months—to live, each aetherborn views time as exceedingly precious. Each moment spent in a way that does not bring delight is a wasted moment. And though aetherborn differ in their drives and pleasures, nearly all of them share this desire to squeeze the most out of the brief time they are given.

Aetherborn come into being spontaneously as part of the aether refinement process. Their bodies and minds are apparently formed out of some interaction between the volatile elements of aether that are removed during refinement and the psychic impressions created by the people involved in the process. But each aetherborn is

a unique individual, not a mere copy of some other person’s mind and shape. This race is little understood, and few aetherborn are willing to waste any of their short lives allowing vedalken scholars to study their biological and psychological characteristics.

Aetherborn and Gender

Aetherborn are a strange living by-product of the process of aether refinement, cast in humanoid form but lacking any of the biological qualities of other races. They don’t eat or sleep, and they don’t reproduce—nor do they have any physical sexual characteristics. Language that categorizes people into male or female categories thus breaks down when it comes to aetherborn. Most aetherborn prefer that others use the pronoun “they” to refer to them, since it doesn’t attribute a gender that they don’t possess. Only a relative few prefer “he” or “she,” having chosen to adopt a gender.

On Kaladesh, an aether-powered arrow of slaying can be launched without a bow.



Aetherborn Politics

The relationship between aetherborn and the Consulate is complicated. On the one hand, aetherborn understand that their race wouldn't exist without the Consulate's aether refining operations, so they feel at least some motivation to ensure that those operations continue to run smoothly. On the other hand, few aetherborn have any patience for the tedious and cumbersome politics and regulations of the Consulate, which gives them at least a little sympathy with renegade philosophy. Typically, aetherborn are drawn to one side or the other more by the lure of excitement and entertainment than by any serious political beliefs.

Aetherborn Traits

Your aetherborn character has certain traits deriving from your unusual nature.

Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Age. Aetherborn come into being as adults and live no more than a few years.

Alignment. As a rule, aetherborn are driven by hedonism and self-interest, making them neutral at best

and thoroughly evil at worst. Neutral aetherborn might devote much of their time (and wealth) to parties and social activity, while evil aetherborn are usually involved in the criminal underworld.

Size. Aetherborn are about the same size as humans, ranging from 5 to 6 feet tall. They are quite light—only about 100 pounds—and their weight diminishes as they age and more and more of their substance returns to the aethersphere. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to the night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Born of Aether. You have resistance to necrotic damage.

Menacing. You gain proficiency in the Intimidation skill.

Languages. You can speak, read, and write Common and two other languages of your choice.

GIFT OF THE AETHERBORN

An unknown aetherborn, desperately seeking a means to extend their short life, discovered a process of transformation that prolonged their existence—by giving them the ability to feed on the life essence of other beings. Since then, other aetherborn have learned and carried out this monstrous transformation, and aetherborn with this “gift” have become a small minority among an already small population.

A gifted aetherborn has the ability to drain the life essence of other beings. Similar to the way heat is transferred from a warm object to a cold one, a gifted aetherborn need only touch another living being with a clawed hand to draw life essence out, fueling their own continued existence while draining strength and vitality from their victim.

For many aetherborn, living as they do for indulgence and instant gratification, the concepts of “want” and “need” are virtually synonymous. But Aetherborn with this gift understand what it is to truly need, for they develop a hunger for life essence that far exceeds any desires they might have felt before their transformation. A gifted aetherborn who abstains from this feeding deteriorates even more rapidly than other aetherborn, while enduring unspeakable agony caused by the deprivation of life energy.

At the DM's option, an aetherborn character can research methods of achieving this dark “gift.” The process is similar to inventing and manufacturing a rare magic item (see “Inventing and Manufacturing Devices” earlier in this document). But rather than aether, the process requires a variety of rare unguents and unusual ingredients that make up the cost of researching and undergoing the transformation.

An aetherborn with this gift gains the Drain Life ability: a natural attack that deals 1d6 necrotic damage and restores the same number of hit points to the aetherborn. However, if the aetherborn goes for 7 days without dealing this damage, their hit point maximum is reduced by 1d6 per week. This reduction can't be removed until the aetherborn has used their Drain Life ability and completed a long rest.





DWARVES

“It’s dwarf built. There is no finer mark of quality.”

To the artisans of Kaladesh, a device’s beauty is almost as important as its function. Different artists, though, have different definitions of beauty, and to most dwarves, the highest mark of beauty is quality. Nothing is more exquisite than a machine that endures—one that functions perfectly, with a minimum of maintenance, despite the passage of years.

Dwarves don’t understand laziness or shortcuts. Just as a machine must function smoothly at all times, so too an artisan should work steadily and with care. Dwarves take pride in their work ethic, and abhor any attitude or behavior that would undermine the quality of their work. They are more thorough than speedy, and although a dwarf’s work might take longer to complete, its quality makes the time worthwhile. If a job must be done, a dwarf will see that it is done correctly. And

when a dwarf repairs a machine, it will work as well as it did when it was first built, if not better—and it will last.

Among the folk of other races, dwarves have a reputation for being utterly fearless. This is largely because their work often finds them scaling tall buildings or hanging from the undersides of airships. Far from being reckless, though, dwarves enter any potentially dangerous situation with firm safeguards in place, thoroughly prepared to avoid any accident. With an unshakable trust in the quality of harnesses, scaffolding, and handiwork, a dwarf has no need to fear falling.

Dwarf Politics

Dwarves gravitate to where the work is. Accordingly, many dwarves appreciate the Consulate as an inexhaustible source of work opportunities. For its part, the Consulate values dwarves for their painstaking, perfectionist approach to building and maintenance. As a result, dwarves are employed at every level of the Consulate



government, including having representatives among the Enlightened Keepers, the consuls themselves. Dwarf edificers keep the machinery of the cities running smoothly, while dwarf enforcers protect property and help keep the peace. However, it is the potential for making great things, more so than any philosophical leaning, that ties most dwarves to the Consulate.

Dwarves are not typically drawn to politics, but some do take issue with what they see as slapdash construction carried out in the Consulate's foundries. Mass production on the scale of the Consulate's efforts is an affront to the ideals of true artisanship, they argue, and those who are most offended by this insult sometimes align themselves with renegade groups.

Dwarf Traits

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Alignment. Most dwarves are lawful, believing

firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

Size. Dwarves stand around 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground in your race's ancient past, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Artisan's Expertise. You gain proficiency with two kinds of artisan's tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. In addition,

whenever you make an Intelligence (History) check related to the origin of any architectural construction (including buildings, public works such as canals and aqueducts, and the massive cogwork that underlies much of the construction of Ghirapur), you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.





ELVES

“Everything is connected, and aether flows through it all.”

The movement of aether through the world is visible and obvious where it courses in glowing rivers across the sky, sweeps across sculpted plains, or pours through great urban pipelines. But the elves of Kaladesh are uniquely in tune with the flow of aether throughout the plane, both seen and unseen, and with the subtle ways it suffuses and influences all life. They call this flow the Great Conduit, and they believe that the only way to truly grasp it is to be a part of it, simultaneously shaping it and being shaped in return.



Thanks to this sensitivity, elves feel a deep connection to other living things. They engage deeply with the world around them, delighting in natural systems and social interactions alike. They revel in exploring the interconnectedness of nature and society, seeing the flow of aether from nature to invention, from person to person, from body to mind and heart.

Elves live in harmony with both nature and technology. They believe that nature inspires technology: each piece of artifice is an expression of natural laws and principles, and captures one element of aether’s flow in a sort of microcosmic system. Technology, in turn, can nurture the natural world, helping life grow and flourish in places and ways that would otherwise be impossible.

Elf Traits

The elves of Kaladesh have much in common with the elves of other worlds. Your elf character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others’ freedom as well as their own, and they are more often good than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can’t put you to sleep.

Trance. Elves don’t need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is “trance.”) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and var-

ied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Elf Culture. The elves of Kaladesh don't organize themselves into nations or tribes. Still, they recognize three distinct cultural groups among their kind—though in truth these groupings are more like attitudes or alignments with regard to the rest of society and the use of technology. Choose one of these cultures.

Bishtahar and Tirahar

Elves who dwell in the forest and countryside are known as the Bishtahar. Most live in isolated communities away from other races, though they still trade with them. In fact, much of Kaladesh's food supply is grown by elves. Bishtahar cultivators grow food, decorative flowers, wood for building, and elaborate living sculptures in their meandering gardens and fields. They use the plane's ubiquitous technology to foster the growth of plants and animals, utilizing automatons as gardeners and herders, and employing elaborate, nearly invisible systems controlling heat, water, and nutrients.

A garden tended by elves seems to grow naturally in an aesthetically pleasing fashion. In fact, many of the forests and plains of Kaladesh are planted and tended by elves as well. What might appear at first to be wild countryside is more likely a carefully planned landscape designed to meet the needs of the people and animals that live there.

Elves who forsake technology entirely are called the Tirahar. Some elves with Tirahar sympathies live within cities or farms, but most simply withdraw to the wilder areas of Kaladesh. No more than one in a hundred elves is counted among the Tirahar, and many members of other races are unaware that these reclusive elves even exist.

Fleet of Foot. Your base walking speed increases to 35 feet.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Vahadar

The Vahadar are elves who dwell in the cities of Kaladesh. They are comfortable with technology, and work as planners, architects, aether-seers, or inventors. Some of them use the techniques of Bishtahar cultivators to grow food on rooftops, towers, and greenways. The Vahadar are generally integrated into the rest of society on Kaladesh, living in cities dominated by the other races (though, as in Ghirapur, many of them live in specific garden-like neighborhoods) and engaging in trade.

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Extra Language. You can speak, read, and write one extra language of your choice.





Artificer's Epiphany — Kieran Yanner



HUMANS

“Curiosity is an itch that must be scratched.”

The humans of Kaladesh are a race full of passionate aspiration. At their best, humans attempt grand and expansive endeavors, driven to strive after the loftiest and most impossible goals. At their worst, humans are superficial, impractical dreamers who are blind to the consequences of their misguided actions. However, there can be no denying that the best and the worst of humankind—along with the vast swath of humanity in between—have been instrumental in shaping the history of Kaladesh, and continue to shape the destiny of the plane. Their curiosity, their ambition, their apparently boundless energy, and the scope of their vision are powerful forces that drive invention forward.

Human characters thrive on variety and crave new experiences. It's not uncommon for humans to explore several different fields and disciplines in their lifetimes, sometimes abandoning years of accomplishments in one pursuit for the sake of pursuing something new and exciting. This tendency often produces characters who have just enough knowledge of many different fields to be dangerous in all of them. But at the same time,

many humans excel at creating synthesis and finding connections between apparently disparate disciplines, bringing a cross-pollination to the process of invention that drives innovation across every field.

Human Traits

A human character has the traits described for humans in the *Player's Handbook*.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Dwarvish curses, Elvish musical expressions, Vedalken scholarly jargon, and so on.



VEDALKEN

“Of course it’s flawed. Everything is. And it’s a good thing, too! Can you imagine how dreadful it would be if everything was already perfect?”

Vedalken have an unusual view of progress. They believe that nothing is perfect, nor can it ever be perfect—and they rejoice in this. Every imperfection is a chance for improvement, and progress is an endless march toward a state of perfection that can never actually be reached. Thus, pointing out imperfection is hardly an insult—which leads vedalken to note flaws and problems with an enthusiasm that members of other races sometimes find exasperating.

This enthusiasm extends to every aspect of vedalken work, both practical and theoretical. They are curious and excitable, and often become deeply engrossed in their labors. It’s not uncommon for a vedalken to spend hours on end caught up in the details of an abstract question or a minute engineering problem.

A flash of genius—resulting in a wand of binding, a crystal ball, or a sphere of annihilation?

Vedalken can be utterly oblivious to their surroundings while meditating on thorny issues, and they are prone to launching into lengthy explanations of their current research, since most find that talking about a problem often leads to a solution.

As a rule, vedalken are gregarious in conversation. However, they are quite circumspect concerning their personal lives, and they engage more with ideas than with people. They form close friendships based around mutual interests or compelling disagreements, and their interactions focus on their thoughts about those issues rather than their feelings about them. Emotional dynamics don’t particularly interest vedalken, either as a conversational topic or a field of study. When they talk about their feelings, it is primarily to provide information that might be helpful to others. For example, a vedalken might tell her colleagues, “I’m feeling irritated right now, so I might not be reacting appropriately. Perhaps we should continue this later.” But any questions about the cause of the irritation are likely to be brushed off as being irrelevant to the situation.

Glimmer of Genius — Tommy Arnold





Vedalken Politics

Most vedalken care far more about invention and inquiry than about politics. They would rather unlock the hidden potential of aether-based devices than dwell on the question of how aether should be distributed to the Consulate's citizens. For that reason, though vedalken are found both among the officials of the Consulate and among the renegades, their dedication to either cause often lacks the partisan fervor found in the members of other races.

Vedalken Traits

Your vedalken character has certain characteristics in common with all other vedalken.

Ability Score Increase. Your Intelligence score increases by 2 and your Wisdom score increases by 1.

Age. Vedalken mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Alignment. Vedalken are most often lawful and rarely evil.

Size. Vedalken are taller than humans but more slender. They average 6 to 6½ feet tall, but usually weigh less than 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Vedalken Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Aether Lore. Whenever you make an Intelligence (History) check related to magic items or aether-powered technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Languages. You can speak, read, and write Common and Vedalken. The Vedalken language is renowned for its technical treatises and its catalogs of knowledge about the natural world and the aether that pervades it.

A KALADESH BESTIARY





GREMLINS

Gremlins are tenacious scavengers with an insatiable appetite for aether. They are drawn to places with abundant supplies of aether, including laboratories and workshops, where they can destroy months of careful work in a matter of hours. A small infestation of gremlins can easily end an inventor's career—and in sufficient numbers, these creatures could obliterate the aether infrastructure of a city like Ghirapur. Although the Consulate has extensive programs to prevent and control gremlin infestations, it often seems as though the city of wonders is just one gremlin away from a large-scale blackout and complete shutdown.

Gremlins are small, hairless creatures with six legs and long snouts. Each leg is tipped with hard, dense claws that are perfect for slicing and shredding through rock and wood in natural environments—as well as metal and machinery in more urban areas. Gremlins can also use their claws to climb, to widen holes and tunnels, and to pull themselves through cramped spaces.

GREMLIN

Small beast, unaligned

Armor Class 11
Hit Points 27 (5d8 + 5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	3 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Aether Scent. The gremlin can pinpoint, by scent, the location of refined or unrefined aether within 30 feet of it.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Siphon. The gremlin drains aether from an aether-powered device it can see within 5 feet of it. If the object isn't being worn or carried, the touch automatically drains aether. If the object is being worn or carried by a creature, the creature must succeed on a DC 11 Dexterity saving throw to keep it out of the gremlin's reach.

If the aether-powered device grants any bonus (to attack rolls, damage rolls, Armor Class, and so on), that bonus is reduced by 1. If the device has charges, it loses 1 charge. Otherwise, it stops functioning for 1 round. Left unhindered, a gremlin can completely destroy an aether-powered device.



Exquisite Archangel — Brad Rigney

ANGELS

Angels are mysterious, detached beings seldom glimpsed by mortal eyes. They are the living incarnations of white mana, and embody its inherent tendencies toward order and harmony. Some inventors view angels in the context of the Aether Cycle as an expression of a Great Design. Given divine inspiration and an utterly perfect stage of innovation, an angel is the constructed result—a living invention. Their masks, headdresses, and armor give them an almost mechanical appearance, but they are living beings with brightly colored skin almost entirely concealed beneath their armor and decorative robes. Because of their perfection, angels are believed to be immune to the final stages of the Aether Cycle, which would involve their destruction.

The people of Kaladesh do not worship angels or beseech their intervention in mortal affairs, and such prayers would go unheard anyway. The solitary angels interact with each other only in formal, nuanced rituals whose meanings are obscure. But the sight of an angel is thought to be a good omen, and in particular, it is believed to presage success with invention.

Use the statistics of a **deva** for an angel on Kaladesh. Some angels (such as the one shown on the Angel of Invention card) wield four swords with their four arms. When such an angel uses the Multiattack action, it makes four attacks rather than two. However, its weapons deal only an extra 1d10 radiant damage from its Angelic Weapons trait, so that each sword attack deals 7 (1d6 + 4) slashing damage plus 5 (1d10) radiant damage on a hit.

DEMONS

Demons are artificial creatures, carefully constructed and imbued with aether according to a pattern called the Dark Schematic. Unknown artificers of the ancient past devised this blueprint—perhaps in an attempt to imitate the angels, or possibly to replicate native demons that have since been hunted to extinction. Just as angels embody white mana and the construction phase of the Aether Cycle, demons are ravenous incarnations of black mana that feast on aether. They raid night markets, pillage airships, and break into refinement plants seeking aether to slake their thirst, causing as much destruction as possible in the process. They can thus be imagined as an embodiment of the reclamation stage of the Aether Cycle.

Artificers execute the Dark Schematic only in great desperation, often in the course of seeking power for themselves or revenge against their enemies. The destructive might of demons is hard to control, though, and these creatures have no particular regard for or gratitude toward their creators. As often as not, even an inventor who performs the steps necessary to create a demon with the utmost care suffers the same dismal fate as all its other victims.

Demons resemble angels on a superficial level, wearing ornate masks and headdresses, and often armored. The aether a demon consumes marks its skin with whorls of fiery red, deep purple, or searing yellow.

The statistics of an **erinyes** work well for demons on Kaladesh, but their weapons deal extra necrotic damage rather than extra poison damage.



Demon of Dark Schemes — Daarken

WHALES AND LEVIATHANS

The aethersphere is home to its own ecosystem. Tiny organisms float in the ether currents, deriving all their energy from it and serving as food for larger creatures. Leviathans (similar in form to enormous eels) and flying whales filter these organisms out of the air as they swim through the aethersphere. The whales, as a rule, are not hostile by nature, though they can cause devastating sparks or destructive storms as they move through the ether flows. But leviathans are perpetually hungry, and feed on drakes and airships just as readily as they do on smaller creatures. Along with dragons, leviathans are the primary reason that ether-mining airships carry enormous harpoons.

A sky leviathan is similar to a purple worm in its propensity to swallow prey whole, but it lacks the worm's poison stinger and is therefore significantly less dangerous. Use the statistics presented here.

Sky whales are generally docile filter-feeders that avoid confrontations with airships and flying predators whenever possible. Use the statistics for a **giant crocodile**, but replace its bite attack with a flipper attack that is identical to its tail attack. A sky whale has a flying speed of 50 feet and can hover.

SKY LEVIATHAN

Gargantuan beast, unaligned

Armor Class 14 (natural armor)

Hit Points 247 (15d20 + 90)

Speed fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +10, Wis +3

Senses passive Perception 9

Languages —

Challenge 10 (5,900 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the leviathan. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the leviathan, and it takes 21 (6d6) acid damage at the start of each of the leviathan's turns.

If the leviathan takes 30 damage or more on a single turn from a creature inside it, the leviathan must succeed on a DC 21 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 leviathan. If the leviathan dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.



DRAKES

Drakes are skittish, opportunistic predators that hunt the skies of Kaladesh in units called rushes, made up of as many as a dozen drakes. Though they prey mostly on birds, they can also be seen clinging to the hides of leviathans and whales, picking off winged leeches and other parasites and scavengers that attach themselves to the huge sky beasts. Occasionally, a rush of drakes will descend on a herd of mountain goats or other game found at high elevations.

Drakes have reptilian bodies and large, leathery wings. They use the sharp claws on their two legs to cling to rocky crags, whales, or leviathans, as well as to grasp and tear at larger prey. Drakes are highly territorial, and have been known to attack airships from time to time. A drake is intelligent enough to recognize specific airships that have killed other members of its rush, and drake harassment often forces such ships to find new routes to avoid a rush's territory.

A **pteranodon** can represent a smaller drake, while a larger one is more like a **giant eagle**.

DRAGONS

Dragons are the apex predators of the skies. They are usually found in rural areas, avoiding the crowds of airships and thopters found above the cities of Kaladesh. Their favorite prey are the sky whales that drift through the aethersphere, but they also hunt leviathans, wurms, hydras, drakes, giants—and airships.

Dragons typically hunt by perching on a promontory or hilltop, remaining perfectly still as they wait for prey to come into view. With a single snap of its powerful wings, a dragon can launch itself into the air with lightning speed, hurtling toward its target like a deadly arrow.

Dragons resemble a cross between a lizard and a tiger, with powerful feline bodies covered in striped fur, reptilian heads crowned with long horns, and enormous leathery wings that propel them through the sky at tremendous speed. Their chests are adorned with elaborate patterns resembling fine filigree.

The **red dragon** statistics work well for the dragons of Kaladesh, though dragons rarely reach ancient age on that plane. They can spew great blasts of flame, but a dragon's preferred method of assault is to hold flame in its mouth as it attacks. This counts as a use of the dragon's breath weapon, but the dragon makes a special bite attack. On a hit, the bite attack deals its normal piercing damage plus the fire damage from the dragon's breath weapon, with no saving throw.



Take Down Izzy



Enraged Giant ■ Anthony Palumbo

Any structure built along one of their migratory paths is sure to be destroyed unless special accommodations are made. The zone of Giant's Walk in Ghirapur was designed by the city's engineers and edificers to include such accommodations, including rotating platforms, shifting bridges, and adjustable canal locks that provide the giants a clear and easy pathway during their biannual migration through the city.

The **stone giant** statistics in the *Monster Manual* work well for the giants of Kaladesh.

HYDRAS

Hydras are giant lizards resembling iguanas, with multiple heads set atop long, snakelike necks. Aether traces whorling patterns through their scales, shapes the crests running down their necks and tails, and glows blue within the skin under their chins. Most hydras have five or six heads, but small hydras with as few as three heads—as well as enormous specimens with eight or more—have been seen in the deep forests far from Ghirapur.

Hydras are fierce predators, favoring prey that has absorbed large quantities of aether from the environment. This taste for aether also leads them to devour aether-powered machines whenever they encounter such devices, from thopters to automatons. In the remote wilderness near Peema where hydras are plentiful, such altercations are rarely an issue. But in the rare event of a hydra coming too close to civilization—or even wandering into one of Ghirapur's greenbelts—they can cause widespread destruction in their hunt for aether.

Use the **hydra** statistics in the *Monster Manual*.

GIANTS

Standing twenty to thirty feet tall, giants are towering bipedal creatures that follow the flow of aether on regular migratory routes. Once they start moving, they build both momentum and a single-mindedness that makes them nearly impossible to stop. Anything in their path, whether it's a building or a force of soldiers, is crushed without thought.

Giants eat whatever they happen across in the course of their migrations, which includes many other creatures drawn to the aether flow. They are beings of pure aggressive instinct, but without a hint of malice. In all likelihood, giants aren't intelligent enough to wish harm on anyone or anything. Still, the combination of their regular migrations and their sheer destructive power makes these creatures a menace.

Bristling Hydra ■ Chris Rahn





Lathnu Hellion — Lars Grant-West

WURMS

Wurms are enormous, legless creatures that burrow under the forests, mountains, and plains of Kaladesh, and which can exceed fifty feet in length when fully grown. A worm devours everything in its path—flora, fauna, and inanimate objects alike—with a gaping maw containing multiple rings of sharp teeth and grinding plates. Rumor has it that at least one worm tunnels beneath the large, lush park in Ghirapur called the Cowl, accounting for at least some of the mysterious disappearances there.

Both the colored scales of a worm's skin and the winding patterns of its tunnels mimic the flow of aether through the sky. Some elf aether-seers believe that these tunnels reveal a deep connection between worms and aether, and they explore worm burrows in the hope of developing a similar connection. It is said that a worm never doubles back along its own path, so following those paths is less dangerous than it might seem. However, the existence of a single worm in an area suggests that others might be nearby, and worm tunnels do cross each other—so not all these brave aether-seers return. Those who do are said to gain insights that they find difficult to express to others.

The **purple worm** in the *Monster Manual* works well as a representation of Kaladesh's worms.



HELLIONS

Hellions appear similar to worms, though the two creatures are unrelated. A hellion has a long, segmented body like that of a centipede, with innumerable short legs that propel it above or below ground. Its huge, toothy maw is surrounded by anywhere from six to twelve long appendages resembling clawed fingers, which it uses to grasp and pull prey to its mouth. Hellions are found in mountainous areas, where they burst up from the rocky ground to ambush their prey.

The **remorhaz** statistics in the *Monster Manual* work well for hellions of different sizes.

ARTIFACT CREATURES

Many of the products of Kalandesh's most inventive minds are tools meant to be wielded, piloted, or otherwise employed by other people. But the crowning achievement of the artificer's art is the imitation of life itself, crafting artificial creatures with the capability to move, act, and even make decisions independently, according to a comprehensive set of instructions.

Ghirapur is full of such artifact creatures—courier devices dashing through the streets of Bomat, thopters flitting from aerie to aerie, and assembly workers crafting more artifacts in busy foundries. These creatures are as diverse in their forms and appearance as they are in their purposes, but they can be broadly grouped into four categories: constructs, servos, thopters, and lifecraft creatures.

Constructs

The term “construct” encompasses a tremendous variety of artifact creatures. Some are automatons designed for battle—most often to fight each other in arenas, but also in real combat. Many of these battle constructs specialize in defense, sometimes carrying shields to protect their creators, or simply escorting their charges like a watchdog.

Many constructs are intended for use in foundries and workshops, assisting inventors or performing repetitive tasks. Such a construct might find and deliver a specific tool its inventor requests, or perform routine maintenance in parts of a foundry that are difficult or dangerous to reach.

Other constructs have been designed to carry messages or packages, to load and unload goods from barges and airships, to trawl the sewers for salvageable materials, and even—during the height of the Aether Revolt—to scan crowds of people for known renegades and fugitives, recognizing their facial features.

Almost any creature in the *Monster Manual* with the construct type could be used as a construct on Kalandesh, including **animated armor**, **helmed horrors**, **shield guardians**, and **modrons**.



Prizefighter Construct © Daniel Ljunggren

Servos

Servos are tiny constructs that function as personal assistants. They are often seen perched on the shoulders of their inventors, acting as a fashion statement as well as a useful extra hand. Servos are small enough to be grasped in one hand, with tiny gears providing impressive motive force from a small aether supply. They rarely stray far from their inventor-masters, but they can be sent to carry messages or perform similar tasks.

A servo can serve as a familiar to a character with the Servo Crafting feat (see “Inventing Options”), using the statistics below.

SERVO

Tiny construct, unaligned

Armor Class 11 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	3 (-4)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Thopters

Thopters are small automatons that fly using some combination of whirling rotors and stretched-fabric wings. They are ubiquitous in Ghirapur and other settlements, where they carry messages like carrier pigeons, hunt gremlins like trained hawks, race each other in friendly and not-so-friendly competitions—and serve as remote viewing devices for Consulate authorities and crime lords alike. Thopters range from the size of pigeons to the size of eagles, with extremely intricate gearwork usually partly visible beneath glass orbs and filigree.

Different kinds of thopters could be represented by the statistics for a **bat**, **blood hawk**, **eagle**, **hawk**, **owl**, **pseudodragon**, **raven**, or **vulture** from the *Monster Manual*. All thopters have the construct type, immunity to poison damage, and immunity to the charmed and poisoned conditions.

Dukhara Peafowl / Craig J. Spearing



Lifecraft Creatures

Many inventors—particularly elves, but members of the other races as well—view nature as the greatest artificer and strive to imitate it as closely as possible. The Greenwheel Lifecrafters are an inventor society dedicated to this kind of work, and they are respon-

sible for coining the term “lifecrafting” to describe it. Lifecraft creatures are automatons that mimic the forms of natural animals in intricate detail. More than merely artistic endeavors, these creatures often serve practical purposes, just as domesticated animals would. A lifecraft elephant hauling a cart or carrying passengers through the streets of Ghirapur is just as effective in that work as a natural elephant, but it can’t be spooked and it leaves no messy waste in its path.

The work of elf lifecrafters is particularly notable. Like most elf inventions, it incorporates living wood and foliage into its design, creating striking hybrids of plant life and animal form

united as a perfect aesthetic whole.

Inventors can create lifecraft versions of virtually any creature. A lifecraft creature’s type changes to construct, and it gains immunity to poison damage and to the charmed and poisoned conditions. Its other statistics are typically unchanged.