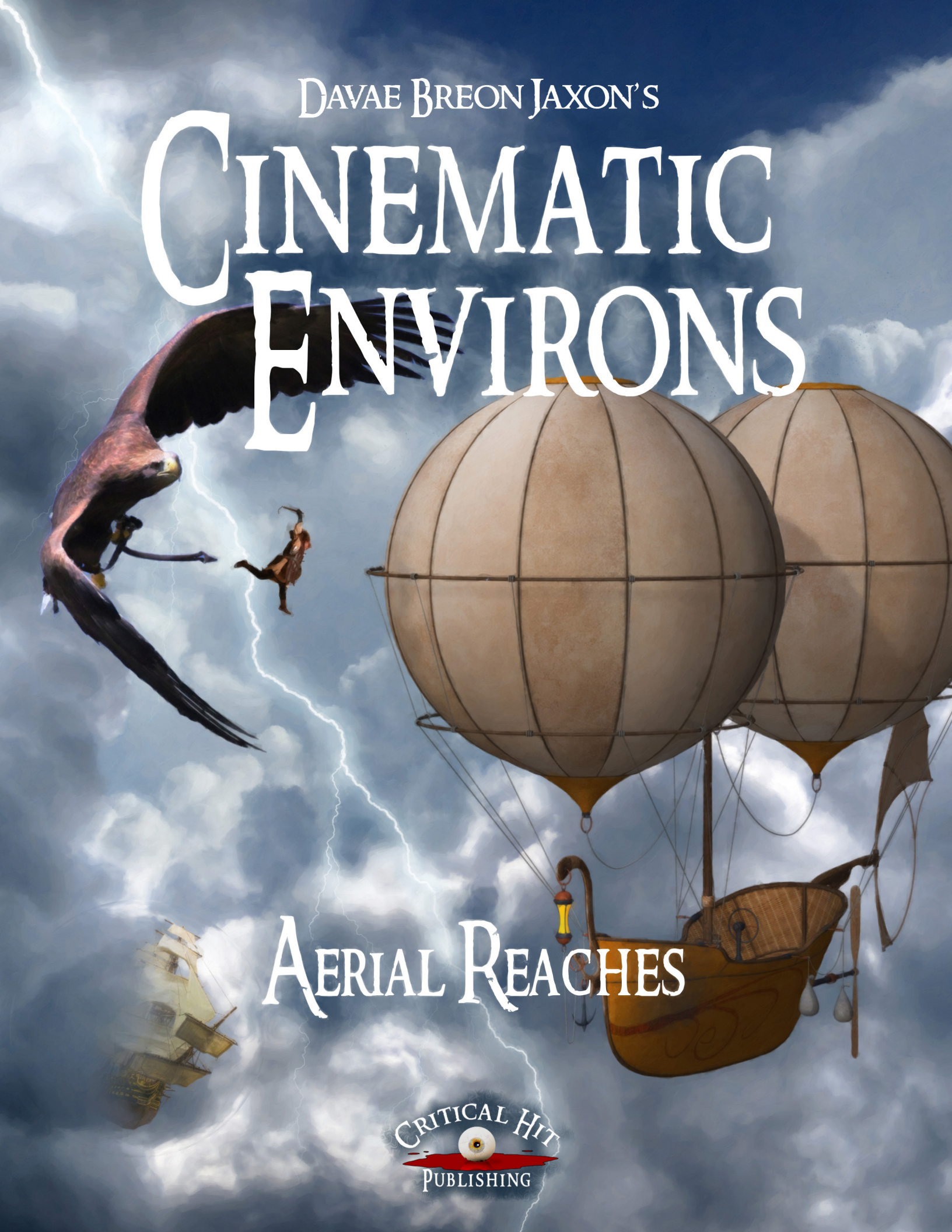


DAVAE BREON JAXON'S

CINEMATIC ENVIRONS

AERIAL REACHES

CRITICAL HIT
PUBLISHING



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INTRODUCTION

The material in this book is intended to add to the energy and excitement that one should feel when adventuring in a dangerous and mysterious environment. While it's true that combat and social interactions make up a sizable and important portion of most role-playing sessions, the exploration of uncharted locations is another critical element of immersive gaming. The intention here is to add to the overall drama of your game by engaging the senses and cranking up the tension with heart-stopping hazards that can help make your world come alive for your players.

The hope is that you enjoy using this “overlay” and are sparked to create even more memories in the years to come.

THE RULE OF THREE

One of the most important aspects of cinematic role playing is the **Rule of Three**. When adjudicating the dangers presented in this book, be aware of what level of realism you, as a GM, are looking to provide.

In a realistic, brutal setting, allowing only **one** ability check or save to overcome the obstacle is acceptable.

A more adventurous, but still rather gritty feeling is achieved by allowing **two** ability checks or saves before lethal effects befall the heroes. This will give the players a real sense of danger, yet still encourage some heroic stunts.

And for a truly high-action, over-the-top cinematic feel, allow **three** ability checks or saves before the proverbial hammer falls on the characters.

For example, let's say that the party is attempting to climb a sheer cliff face to enter the Black Castle unseen. A deadly setting would see only **one** roll to avoid falling to one's death. In this case it might be that one poor Dexterity check would seal their fate.

A setting that mixes gritty action and heroic deeds would allow **two** rolls before dropping the characters on the rocks hundreds of feet below. In this case, perhaps the climbing roll fails, so an additional strength roll is needed to hold on with their fingertips.

In a cinematic setting of high fantasy and heroic actions, there would be at least **three** potential chances before tumbling

down the rocky mountain wall. In this case, it might be that the climbing skill fails and the strength check fails, but perhaps a Dexterity roll could save the falling hero as she grabs a root dangling nearby.

The **Rule of Three** also applies in the opposite direction when a character attempts to perform a stunt. The more skill or ability checks required to achieve the stunt, the more realistic and dangerous the action will be. In other words, asking for more rolls to succeed will lead to barriers when you want your player group to engage in cinematic action.

For example, suppose a player wants their character to snatch a tapestry from the wall, throw it over an orc guard and then push them out of an open window. In a realistic setting, that player may have to roll to snatch down the carpet, another roll to hit the orc, and yet another roll to knock them over.

In a gritty game, the game master (GM) may ask for a roll to cover the guard and another to knock them *Prone*.

In a cinematic world, a single roll is all that is needed to give the orc a blanket party and send it on its way to oblivion.

It's important that you communicate with your group to decide collectively what sort of game you intend to run concerning the **Rule of Three**. Make sure all are in complete agreement to prevent conflicting expectations in the game.

USING AN ENVIRON

The following cinematic scenes or hazards are not truly monsters or even lairs. Yet it may be necessary to place the effects of the scene in some form of Initiative order. Pick a system and remain consistent: first, last or pick an average roll and apply that to each combat round. Players may have to be tactical, expending an action to remain balanced or hold on, so be aware if a character does not have a movement or action available to maintain safety.

Flavor. At the beginning of each entry, there is a small narrative section that can help set the scene. Although you may certainly read the description verbatim if you wish, it is recommended that you describe the scene in your own words

as appropriate to the encounter and the mood of your game.

Each entry may also include additional options other than those listed below, or it may omit ones that do not apply. Details on their use will be included with each specific description.

Pressure. Sometimes your players will suffer from analysis-paralysis. If they are intent on remaining locked up, refusing to move either forward into danger or around the obstacle, these ideas can help to get the story moving.

If/Then. Many scenes are dangerous to traverse. The notes here describe which specific actions could cause certain consequences. This can and should give your players pause as they weigh various actions and what that means for them moving forward. Do they run across a frozen lake or walk carefully? Both options will have merit based on the party and their mission.

Even the Odds. This is a simple way to randomly pick targets in a crowd. Each target rolls a die. An **even** number means that subject is not targeted, but an **odd** number means suffering the effects of the environment, be it falling through ice, tripping over roots or being smashed against rocks while being swept away by a raging river.

Changes. Even a blizzard can get boring after a while. This section is a prompt to wake up lethargic players. Use one or more of these events to jump start the encounter as things change... for better or worse.

Fumblecrit. During any extreme activity, whether it's combat or dealing with a natural hazard, some will fumble while others will enjoy a critical success. This table will list a few events that you can either roll for, or choose from, to add to the drama and energy of the scene.

CONCLUSION

Although not intended to be a book of lairs or encounters, the environs and hazards provided in this book can offer great opportunities to a creative GM, allowing you to include various monsters or non-player characters (NPCs) and introduce new and exciting adventure locations.

DEFINITIONS

ADVANTAGE

Having **Advantage** means that you roll a second d20 when you make the roll. You then use the higher of the two rolls. For example, if you have **Advantage** and roll a 17 and a 5, you use the 17.

CLIMBING

While climbing, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. In extreme conditions (such as scaling a mountain), each foot of movement costs 3 extra feet.

DESPAIR

Spending enough time under extreme conditions is enough to wear anyone down. After enduring extreme conditions for 3 days + WIS modifier, you must make a successful Wisdom save (DC 10) or loss 1 point of Wisdom. The DC increases by 1 for each level of *Exhaustion* you have suffered.

DIFFICULT TERRAIN

The characters move at half speed in difficult terrain – moving 1 foot in difficult terrain costs 2 feet of speed.

DIFFICULTY CLASS

For every ability check or saving throw, the GM decides which of the six abilities is relevant and the difficulty of the task or save, represented by a **Difficulty Class**, usually called the **DC**. The more difficult a task, the higher its **DC**. The table below shows the most common **DCs**.

| Task Difficulty | DC |
|-------------------|----|
| Very Easy | 5 |
| Easy | 10 |
| Medium | 15 |
| Hard | 20 |
| Very Hard | 25 |
| Nearly Impossible | 30 |

To make an ability check or save, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the **DC**. If the total equals or exceeds the **DC**, the ability check is a success, otherwise, it's a failure.

DISADVANTAGE

Having **Disadvantage** means that you roll a second d20 when you make the roll. You then use the lower of the two rolls. For example, if you have **Disadvantage** and roll a 17 and a 5, you use the 5.

EXHAUSTED

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called *Exhaustion*.

Exhaustion is measured in six levels. An effect can give a creature one or more levels of *Exhaustion*, as specified in the effect's description.

| Level | Effect |
|-------|---|
| 1 | <i>Disadvantage on ability checks</i> |
| 2 | <i>Speed halved</i> |
| 3 | <i>Disadvantage on attack rolls and Saving Throws</i> |
| 4 | <i>Hit point maximum halved</i> |
| 5 | <i>Speed reduced to 0</i> |
| 6 | <i>Death</i> |

If an already exhausted creature suffers another effect that causes *Exhaustion*, its current level of *Exhaustion* increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of *Exhaustion* as well as all lower levels. For example, a creature suffering level 2 *Exhaustion* has its speed halved and has **Disadvantage** on ability checks.

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

Finishing a long rest reduces a creature's *Exhaustion* level by 1, provided that the creature has also ingested some food and drink.

HYPOTHERMIA

This is a state of deep cold where the body begins to shut down, and the creature's core body temperature begins to drop.

A creature with hypothermia has **Disadvantage** on all Dexterity and Intelligence checks, and they suffer 1 level of **Exhaustion** for minor hypothermia and 2 levels of **Exhaustion** for severe hypothermia.

Additionally, the creature's movement rate is reduced by half.

INCAPACITATED

An **Incapacitated** creature can't take actions or reactions.

PARALYZED

A paralyzed creature is **Incapacitated** (see above) and can't move or speak. The creature automatically fails Strength and Dexterity **Saving Throws**. Attack rolls against the creature have **Advantage**. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PRONE

A **Prone** creature's only movement option is to crawl, unless it stands up and thereby ends the condition.

The creature has **Disadvantage** on attack rolls. An attack roll against the creature has **Advantage** if the attacker is within 5 feet of the creature. Otherwise, the attack roll has **Disadvantage**.

PASSIVE PERCEPTION

A passive perception check is a special kind of ability check that doesn't involve any die rolls. Such a check can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden threat. The character's total for a passive check is equal to 10 + all modifiers that normally apply to the check. If the character has **Advantage** on the check, add 5. For **Disadvantage**, subtract 5.

RESISTANCE

If a creature or an object has **Resistance** to a damage type, damage of that type is halved against it.

RESTRAINED

A **Restrained** creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have **Advantage**, and the creature's attack rolls have **Disadvantage**. The creature has **Disadvantage** on Dexterity **Saving Throws**.

SAVING THROW

A **Saving Throw** — also called a **Save** — represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat.

SHAKEN

You are momentarily gripped by fear and doubt. You cannot use your ability score bonuses and have a **Disadvantage** to do anything related to that which has shaken you. This condition remains until you take a full round to gather yourself.

Those who are immune or resistant to fear cannot be **Shaken**.

STUNNED

A **Stunned** creature is **Incapacitated** (see above), can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity **Saving Throws**. Attack rolls against the creature have **Advantage**.

UNCONSCIOUS

An unconscious creature is **Incapacitated** (see above), can't move or speak, and is unaware of its surroundings. The creature drops whatever it's holding and falls **Prone**. The creature automatically fails Strength and Dexterity **Saving Throws**.

Attack rolls against the creature have **Advantage**. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

GAME BALANCE

Let's consider the winged elephant in the room. The simple answer to maintaining game balance is "no one or everyone". In other words, if everyone has access to a mount or flying vehicle, a norm has been established. Having the ability to fly in a world where everyone and everything must fly to support a vibrant economy and culture should have no balance issues.

If the players think of some unique method to "power game," chances are someone else has already done so in this setting. Also consider that NPCs and adversaries will have equal access to mounts. This aerial world is comfortable with powerful winged beasts resting beside your scheming wizards or enraged warlords.

There is also the question of mounts as effectiveness multipliers. Each PC with a mount will double the number of party members. Mounts allow characters to carry more, travel further and increase damage potential if the mount is combat effective. Some consider mounts to be hit point sponges. Again, if everyone has a mount, this should not be an issue. Having nearly double the number of combatants on the field however can lead to out of game complications and confusion as well as slowing down the action. Here are a few suggestions to alleviate this difficulty.

FADE TO THE BACK

This technique requires removing the combat ability of all mounts. Effectively a flying mount is a travel prop only and fades into the background.

UPGRADE

Introduce non-combat mounts. As the characters gain experience they have the ability to buy, trade or train another mount with combat abilities. Over time, larger and more effective mounts are available to the players to enhance their characters.

GRAND GIFTS

Have the characters begin at the lowest tier in this society. As the characters advance, gift a mount just as one would receive a magic item. In game narrative could have a knight complete legendary tasks, only to return and be granted a powerful mount.

LEVEL AND GROWTH

This requires a little more work. At low levels and/or the beginning your story, the mounts in your world do not have any combat effectiveness or damage. As the players and adversaries increase in power and level, one component of the mount is revealed. For example, a giant eagle will use its talons

after level X, then begins using its beak attack after level Y. By level Z the eagle is a fully realized mount and companion. An in-game reason could be a need to bond with the creature, or require training over a long period of time.

Lastly, reinforce how mounts are utilized in the setting. Roleplay the use, treatment and even mistreatment of a mount. Animals will remember. The scars of damage will be noticeable. Given the chance a mount may run free. Pirates, nobles, locals and mercenaries may want to liberate a mistreated animal. Mounts must be fed and groomed. They even want to play and breed on occasion. Use these as story-building opportunities.

A mount poisoned by snakes may be scared of reptiles and snakes at a later encounter. A wizard in blue robes who cast a frost spell may cause the mount to lash out any blue-robed wizard. Give the mounts personality. Allow the players to create behaviors for a mount. Making them special will create lasting bonds and motivate the PC's.

CONSIDERATIONS IN AN AERIAL ENVIRONMENT

MOUNTS AND MONSTERS

Unlike anywhere else, this world is filled with the exotic and impossible. It is very likely a monster or beast feared throughout the landwalkers world is a trained domesticated riding animal with wings. Be consistent, but push the bounds of what the players expect. Don't be afraid to "re-skin" a monster. Add wings. Let them fly in packs. Have a dangerous monster curled at the feet of an aerial traveler. Let your imagination reach new heights.

AS ABOVE, SO BELOW

This is a world where height is a constant factor. Remind yourself and the players that events and encounters can happen from above or below them. Attacks can launch from skydivers. Stealthy raiders can approach from below. Walls mean nothing. They are useful but the inhabitants in the clouds are familiar with this phenomenon and will expect interactions to come from a flying source.

ESCAPE RESPONSIBILITY

A potential problem is the ability for players to create havoc, while characters fly away from the destruction they caused. When flying away from problems is as simple as jumping on a saddle, the temptation to ignore the results is great. Let your players know that this aerial community is as tight knit as any on the ground. Reputation is nearly as important as commerce. Causing random acts of destruction will not go on long before the authorities and the criminal element both

want that activity shut down. Even criminals know when to keep things quiet and avoid the eyes of the law.

BURY THE DEAD

Some may wonder what do people do with the dead? There are few cemeteries, if any. The reason is simple: the undead thrive here! No one understands why, but if the dead are not cremated and death rites are not enacted for those who cannot be found, the spirit of the lost will return. More than a few legends tell of lost ships and unspoken accidents that had those who died returning from the dead to feast on the living.

Rumors abound of islands filled with the undead from victims tossed overboard or dropped from a land above.

Even enemies will return the dead or enact death rites to allow the soul to ascend before the fallen rise again.

Those lost to the clouds are often honored and given solace due to the realization they one day may return, even in an intangible form. Spirits wander the clouds in search of new souls to take. No one wants it to be their loved one.

STRENGTH OF FLIGHT

This strange phrase references the ability to fly and how much lift that flight ability grants. Most winged creatures and races default to the Strength attribute. Otherwise use the attribute that powers the flight ability. For example, a mage with the flight spell can use her Intelligence score of 17 instead of her Strength score of 9 when flight is needed to resist lift or winds. As always the GM is the final arbiter of any skill test or save.

AERIAL COMBAT, CONTESTS AND CHASES

CONTESTS

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding. If the contest results in a tie, the situation remains the same as it was before the contest.

Contests in an Aerial Environ include increasing distance from a pursuer, gaining on an escapee or maneuvering into an advantageous position, such as banking around a peak, looping above an opponent or attacking from the direction of the bright sun.

For a more descriptive outcome in a Contest, a gradient allowing for a more cinematic flare, as opposed to a pass/fail result, can be used.

Any Contest in which the Opposed rolls are separated by 10 or more points allows a Grand Success. This is purely cinematic and offers a chance for the GM and players to insert some memorable moments. In some instances, applying *Advantage* or *Disadvantage* to the next Contest between the contestants is reasonable. Other conditions can apply as well, such as dropping an item, getting confused, tripping or falling or suffering a Condition.

Extended Contests can utilize a variation on the Rule of Three. *Extended Contests* are chases, performances or other situations that take time as both contestants try to out maneuver the other. An *Extended Contest* can be against the environment as well, needing to achieve a result to escape or move before harm befalls the resistor.

An *Extended Contest* can be used as a simplified method to adjudicate the outcome of an encounter; be it combat, social interaction, or overcoming obstacles. This method is extremely simplified but allows for the use of multiple skills, increases tension, and offers the spotlight to those characters that are not built for pure combat effectiveness. As always, discuss the *Extended Contest* use with your players. Examples of using an *Extended Contest* can include things like:

- Having your best warriors hold off a gang of raiders while another cuts the ropes of their sails.
- The party leading harpies into the castle gate while two others loose the chains, trapping the winged monstrosities between the now-lowered portcullis barriers.
- A smooth talking mercenary who holds the attention of a dock inspector while three others sneak valuable cargo off of a well-guarded vessel.

THE CHASE

This is an *Extended Contest*. Each subject in the chase must achieve 3 Contest Points to "win". The GM will establish what the win conditions will be. Examples include: flying over a mountain crest, dodging past a gauntlet of rock throwers or being the first to glide through a narrow pass.

Each round, the participants will use a skill. The GM can suggest the skills to be used, but the player should be allowed to suggest others so long as he can justify them within the action. In the case of flying combatants, the skills may be Athletics, Acrobatics and Animal Handling, but the player might suggest being able to use History if has a background that would make him familiar with the animal he is riding. GM's should feel free to use their discretion, but try to allow for some flexibility and inventiveness on the part of the players.

In a chase down back alleys, the skills could include Insight,

Perception or Stealth. GM's should not allow a player to use the same skill repeatedly in a Contest, nor even twice in a row. Have them role play the skill they choose, and as GM, set an appropriate DC.

| Chase Roll | Contest Points |
|--------------------------------|----------------|
| Natural 1 / Critical Failure! | -2 |
| Fail by 10 or more | -1 |
| Fail by 1-9 | 0 |
| Tie | 0 |
| Success by 1-9 | +1 |
| Success by 10 or more | +2 |
| Natural 20 / Critical Success! | +3 |

Description of the chase will make this a memorable encounter. We encourage you to use your imagination. Draw from familiar sources, such as books, video games and movies to spark something incredible. Make the skill use relevant to the roll and narrate the success or failure of each Contest to increase the tension of the Chase.

Here are a list of popular *Extended Contests* and its skill component. Feel free to change or ignore anything that detracts from a fast paced enjoyable encounter.

| Extended Contest | Relevant Skill Suggestions |
|---------------------------------|---|
| Parkour/Freerun | Athletics, Acrobatics, Perception |
| Negotiate Passage | Deception, Insight, Persuasion |
| Avoid the Authorities | Stealth, Acrobatics, Deception |
| Hunt and Trap a Mount | Investigation, Animal Handling, Sleight of Hand |
| Convince Other of a Plan | History, Performance, Persuasion |
| Move Unnoticed in a Crowd | Stealth, Deception, Performance |
| Find Rare Document in a Library | Arcana, Sleight of Hand, Investigation |
| Find shelter before a Storm | Athletics, Nature, Survival |
| Determine Source of an Illness | Investigation, Nature, Medicine |
| Disguise Self to Steal an Item | Sleight of Hand, Deception, Performance |

Because of the infinite variations in location as flying combatants vie for tactical position in a 360 degree battlefield, movement is vitally important. To simulate this, all aerial participants may perform one the following two Actions during their turn; Maneuver into Zone or Vie for Superior Position. This Action takes the place of a Combat or Movement Action.

MANEUVER INTO ZONE

Measuring distances using the *Theater of the Mind* can be difficult and problematic without a visual prop. Using Zones is an option. As the scene is described, place the characters, adversaries and environment in specific Zones.

A Zone is a generalized area normally defined by natural boundaries, not specific measurements. For example, a dining room, stable for gryphons or a jail cell are all Zones. In an aerial situation, a Zone can be placed above and below a group of characters as well. For example, the courtyard is a Zone, as is the catwalk above on the north side, and the guard tower on the right to the east. Naming or labeling each Zone can ease the complication of keeping track of each character, NPC, mount, monster and location during the game.

Most ground movement is 1 Zone. Ranged attacks such as arrows and thrown items can reach 1 Zone. Long range and flying can move 2 Zones. Spells that target an area, such as a fireball, will effect 1-Zone.

Using the above optional rules, a character boards an airship and lands on the center deck. The center deck is a Zone. The fore and aft sections are raised above by short ladders or steps. Each is a Zone away. The open cargo hold is a Zone below. The crow's nest is above the character on the top masts and sails. That area is a Zone. The character can move one Zone at a time, can melee any target in her Zone, or range attack any visible target in an adjacent Zone.. Long range would be 2 Zones away. If a fireball was cast on the center deck, it would target her as well as anyone on the center deck Zone.

FLYING COMBATANTS, ZONES AND CHASES

As pilots in contraptions maneuver around mounted sky pirates, and guardsmen on flying steeds chase skydiving thieves, moving, gaining and losing distance is important. Although measuring the exact lateral space is possible, it can be problematic to factor in height as well as complex twists and turns. Maneuver into Zone simplifies this process.

In an Aerial Environ, to move from one Zone to another, the subject must make a challenge roll. Normally this will be Dexterity plus Animal Handling (on a mount) or Acrobatics (using a contraption) against the opponent's Dexterity plus appropriate skill. Consult the following table.

Maneuver Roll

Zone Change

| | |
|-----------------------|---|
| Failed by 10 or more | No change in Zone. Provoke an <i>Attack of Opportunity</i> |
| Failed by 1-9 | No change in Zone |
| Success from 0-9 | Move one Zone closer or further away. Provoke an <i>Attack of Opportunity</i> |
| Success by 10 or more | Move one Zone closer or further away |

Note: *Whoever has the higher movement rate will never Provoke an Attack of Opportunity. Whoever has twice the movement rate or faster of any opponent has Advantage during a skill challenge when moving from Zone to Zone.*

VIE FOR POSITION

This is the second movement action combatants can make during a round. Gaining Superior Position is the goal. Otherwise all other subjects have Inferior Position. The skill challenge uses Intelligence plus Animal Handling (on a mount) or Acrobatics (piloting a contraption) skill against the same or a creature's Intelligence or Wisdom. Having Superior Position gives the subject *Advantage* on navigating Stunts and Obstacles. Use the following table.

Vie Roll

Position Change

| | |
|-----------------------|--|
| Failed by 10 or more | Inferior Position remains until challenged |
| Failed by 1-9 | Inferior Position for 1 round |
| Success from 0-9 | Superior Position for 1 round |
| Success by 10 or more | Superior Position until challenged |

Why gain Superior Position? Not only does it afford the individual *Advantage*, but may allow the recipient to choose which Stunt or Obstacle to navigate. The GM is the final arbiter of whether any player can choose to perform a Stunt or find an Obstacle and force others into it. We recommend allowing player agency in this regard. The GM may also have two Stunts and Obstacles, with Superior Position having the first or only choice.

See Stunts & Obstacles for a list of common cinematic actions Superior Position affords the competent aerialist.

RIDING AND MOUNTED COMBAT

A knight charging into battle on a warhorse, a wizard casting spells from the back of a gryphon, or a cleric soaring through

the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide. A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

Mounting and Dismounting. Once during your move, you can dismount or mount a creature that is within 5 feet of you. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing *Prone* in a space within 5 feet of it. If you're knocked *Prone* while mounted, you must make the same saving throw.

If your mount is knocked *Prone*, you can use your reaction to land on your feet as you dismount it. Otherwise, you are dismounted and fall *Prone* in a space within 5 feet of it.

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

While mounted or within an audible distance of your companion during combat, you may order it to do one of the following standard actions, in addition to its movement:

Attack. The mount attacks with its beak, bite and/or talons,

Dash. The mount moves up to its movement speed again (in addition to its normal move).

Disengage. The mount retreats, allowing it to move without provoking opportunity attacks.

Dodge. The mount takes evasive maneuvers. Until the start of its next turn, attacks against it have *Disadvantage*.

Trick. The mount performs or begins performing a trick it is properly trained in.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Opportunity Attacks. In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Many winged mounts are fierce predators, and are greatly feared for their speed, agility, and tenacity in combat. Your mount companion acts on your initiative in combat, either before or after your turn.

FUMBLECRIT

- 1 Your weapon damages your mount!
- 2 Knocked off mount or knocked out of harness. You are falling!
- 3 Your mount is Blinded by something such as a cloak, dust or reflected sunlight. Lasts 1d4 rounds
- 4 You fall off of the saddle and are hanging by a foot stuck in a stirrup. It's a DC 12 attempt to pull yourself back up using Strength and Athletics. Even the Odds each round you fail this roll to find out if your foot comes loose and you fall!
- 5 The saddle straps come loose! You must use both hands to tighten the belt loops. The saddle will fall dropping the rider after 1d4 rounds if it's ignored
- 6 You are knocked off the saddle and hanging on the wing of the mount. The mount can only fly at half speed and is at *Disadvantage* to maneuver due to your grasp. Holding on is a DC 12 challenge using Strength (Athletics).
- 7 The mount accidentally causes you to drop a handheld item.
- 8 Negative gees cause you to lift from the saddle and float above your mount barely within arm's reach. You are in free fall (see free fall rules). Make a DC 15 skill check using Acrobatics to slip back on the saddle. Note that you may be under the effects of the *Shaken* condition at this time

AERIAL STUNTS & OBSTACLES

USING STUNTS AND OBSTACLES

The backbone of cinematic actions are stunts. Often a stunt is used to overcome obstacles. Stunts are a proactive decision by a player who wants to earn some form of *Advantage* or bonus. In this aerial environ, other forms of combat are necessary, forcing pursuers to cause damage to themselves.

A GM can place an Obstacle in front of the characters. As combat continues, this can add additional problems that ramps up the tension and pressure. GM's should allow players to choose stunts based on actions and role play.

Offering a multiple choice is another method that gives the players a sense of agency and avoids the railroad some players will feel if situations are forced upon them.

VERTICAL CLIMB

This is a stunt involving ascending as high and fast as possible, gaining altitude in a near vertical climb towards the clouds and above. Normally, any flying creature, device or spell caster may ascend at half the given movement rate without complication.

Vertical movement is exhausting and causes not only a loss of endurance, but strains steamer contraptions, billow craft and mystical energies due to resisting gravity, air pressure and lift. A subject can make a vertical climb for a number of rounds equal to its Constitution bonus before needing to make DC 10 check to resist stalling or suffering *Exhaustion*.

Each round in a climb increases the DC by +1. Substitute another Attribute, such as Intelligence for a Wizard, if that is what is powering the flight capability. Remember that reductions in movement can modify who has Superior Position and/or who can move into or out of Range or Zone.

Stalling in flight is equivalent of the *Prone* condition. Although the subject is not crawling, they are twisted, upside down, or confused until they spend an action shaking off the Stall. Movement is halved during a Stall.

| Climb Roll | Result |
|--------------------------------|--|
| Natural 1 / Critical Failure! | Gain 1 level of <i>Exhaustion</i> and/or Stall. |
| Failed by 5 or more | Stall |
| Failed by 1-4 | Speed halves while ascending |
| Success from 0-4 | Continue ascending. The DC continues to increase by +1 |
| Success by 5 or more | Ignore DC increases equal to your Constitution bonus for 1 round |
| Natural 20 / Critical Success! | Second wind! Reset DC to 10 |

Why vertical climb? Under the ideal circumstances any pursuing enemies will suffer from exhaustion and stall. This will cause them to reverse and fall, with the vertical climber now able to reverse motion, diving after the enemy.

CHANGES

Thin Air. As the combatants ascend towards the edge of the sky, the atmosphere begins to thin. Oxygen becomes scarce and the danger of passing out due to lack of breathable air is a real threat. Every 1d4 rounds the flying subjects will pass through each of the thinning atmospheres (see Atmospheric Conditions).

Loss of Gravity. As the combatants ascend, gravity changes, turning low and eventually becoming a zero gravity environment. Every 1d4 rounds the gravity changes from a low gravity environment to a zero or neutral gravity area (see Gravity Anomalies).

FUMBLECRIT

- 1 Change in air pressure pops the ears! Deafened for 1d4 rounds.
- 2 Looking directly in the Sun! Blinded for 1d4 rounds.
- 3 Unseated! DC 12 save using Strength and Athletics and both hands to keep hold of the saddle or harness as the rider is somehow lifted from the seat or straps.
- 4 Something falls from a pack, hip or saddle. Even the Odds on random important objects until an Odd result is achieved. The object tumbles into the void unless the rider or pilot turns around and chases the object dropped. This is an opportunity to Dive after the lost item.

AEROBATIC TWISTS AND TURNS

This is a Contest involving loops, twists, flips and generally maneuvering in the air to confuse, blindside and out-pace an opponent. A rule of aerial acrobatics: no stunt can be performed more than once. The stunt-person must describe what actions they are taking. For example: a gryphon-guard is chased by a pterodactyl-rider. The gryphon-guard decides to do a full vertical loop to get behind the threat chasing her. On the next round the gryphon-guard performs a spiral to confuse the pursuer. On the third round the gryphon-guard makes a flat plane banking maneuver to come at the pterodactyl-rider from the flank.

Acrobatic Roll

Result

| | |
|--------------------------------|---|
| Natural 1 / Critical Failure! | Make a skill save vs DC 12 or Stall |
| Failed by 10 or more | Provoke an Attack of Opportunity |
| Failed by 1-9 | The aerobatics fails |
| Success from 0-9 | Move into a Flanking position |
| Success by 10 or more | Move into a place directly behind the opponent |
| Natural 20 / Critical Success! | Move behind opponent and make a Stealth roll to remain hidden in a blind spot |

Why perform acrobatic twists and turns? An expert aerobat can use the open skies to maneuver around and flank an opponent or even hide in the blind spot to gain a tactical position.

DIVE BOMB

Any flier can descend at half its movement rate without fear or skill use. Diving from the sky at full movement rate or faster requires a skill check to maintain control. An angled dive, around 45 degrees, allows the flying subject to move both forward and down at its maximum rate of speed. A steeper angle may impart a faster descent from gravity and momentum. The DC to resist losing control is 10. Each additional 10 feet of speed desired adds 1. For example, adding 70 feet of gravitational movement adds 7 to the DC. Failure means increasing the DC and movement but tumbling out of the sky! The maximum speed increase is +200 feet and +20 to the DC. Pulling out of a dive requires a skill check against the current DC to pull out and level off. Note that any impact with a solid object, such as a wall, cliff or the ground will be at the combined speed of the flying subjects movement rate plus additional dive momentum. Attacks that increase due to speed are modified by this dive speed increase. A dive can modify moving from Zone to Zone and gaining Superior Position.

Pulling out of a dive imparts Heavy Gravity effects on the dive bomber and any actions he or she takes while pulling positive gee forces. There is a possibility of passing out from the blood pooling towards one side of the body while moving at such high speed and angles.

Pulling out of a dive is an *Extended Contest*. In this case each dive bomber must earn 3 Successes in 3 rounds or hit a solid object if applicable. The DC is the current diving speed as measured above.

Calculate damage from a dive using the rule under falling, based on your setting and rules arbitration.

FUMBLECRIT

- 1 **Blackout!** The blood rushes from your head due to the incredible speed. Unconscious for 1d4 rounds.
- 2 The fear of striking a solid object and flying out of control has you Shaken until you pull out of the dive.
- 3 **Blinded!** Dust and tears make it impossible to see. Lasts 1 round while you wipe your eyes.
- 4 Something hits you with an incredible impact. Suffer 1d8 damage. You're not sure what it was. A bird? A small rock? Something dropped from another combatant?
- 5 A wing is injured or damaged. If it's a mount, the wing is only dislocated. If it's a contraption, the strut must be fixed. In any case, you have Disadvantage on maneuverability checks until you deal with this.
- 6 You ears pop! Deafened for 1d4 rounds
- 7 You tumble out of the sky. You are in a stall (*Prone*). You are falling and building speed.
- 8 Your breath is taken away... literally. Begin suffocating and pass out in 1 round + 1 round per Constitution modifier. Regain consciousness in 1d4 rounds. That, of course, may be the least of your worries...

TRENCH RUN

This is an aerobic maneuver that requires flying extremely close to stationary objects, structures and natural outcrops. This is most commonly used to avoid and dissuade pursuers by flying down deep trenches, narrow streets and among trees and mountain passes.

Each round in the Trench, the DC to avoid hitting any nearby wall or cliff face is 10 plus 1d10. Anyone in Superior Position can re-roll the DC, as if having *Advantage*, taking the lower DC result. Striking a surface has a great chance of tumbling riders off of mounts or contraptions. Damage to wings and flotation devices is also a hazard. A failure causes 1d4 damage plus Even the Odds. On an Odd result, make a Strength saving throw to resist being dismounted or unseated from your flying contraption or mount.

CHANGES

Dead End! Suddenly the path is completely blocked and requires air-braking or pulling a 90 degree turn at the last minute. Due to flying at such a great speed, a DC 15 Perception check is required. Failing this check means making the next save to stop at *Disadvantage*. Make a save against the current DC of the "trench". Use Wisdom (Animal Handling) if mounted or Dexterity (Acrobatics) if in a contraption. Failing this save means hitting the dead end!

Suffer the effects of falling using the current movement rate as the distance. Note that after hitting a dead end, additional damage from a real fall may also occur!

Falling Rocks. Dodging tumbling debris: this can be caused by a natural occurrence or scouts setting a trap. A crumbling tower or collapsing bridge can send chunks of stone in a lethal rain. In any case, make a save against the current DC of the "trench". Failure causes 2d12 damage.

| Rock Size | Total Damage | Results |
|-----------|--------------|--|
| 6 inches | 2-4 hp | Stunned for 1 round |
| 1-2 feet | 5-8 hp | Stunned for 1 round and knocked Prone |
| 2-3 feet | 9-14 hp | Sustain a lingering injury (see DMG, pg 272) |
| 4-8 feet | 15-20 hp | Pinned by rock. Make a Strength check (DC 20) to escape |
| 8+ feet | 21-24 hp | Critical injury, in addition to damage. 1 limb is broken |

Lethal Gauntlet. Attackers have set up an ambush and launch attacks with ranged weapons such as arrows, bolts, javelins or rocks. The ambush has an Initiative of 10. Any character that has an Initiative above 10 can choose to attack the ambush. Damage caused will subtract from the current DC. For example, a wizard casts Magic Missile. The damage is 3. This will lower the DC by 3 points. Next, make one of three choices: dash across the pass moving at maximum speed, roll 1 save at Disadvantage to pass the gauntlet; move at combat speed and make 2 saves; fly cautiously, rolling with Advantage but having to make 3 saves, damage is 1d6 for each failed save.

Narrow Pass. The current DC increases by 5.

Tangle Brush. Ropes, thick foliage, royal banners or webs cover the area you are attempting to fly between. Save against the current DC or become Restrained.

Thread the Needle. Only one small opening is available and only one aerialist can make it through. Each flying combatant can make a skill check based on Initiative order. Make a Perception check to figure how to duck and fold to get through the narrow opening without damage.

Failure by any one individual will block the hole and force each participant behind to stop short. In that case use the Dead End rules listed above.

If a flier cannot stop and impacts a creature blocking the hole, both suffer the effects of falling using the current speed of the incoming flier.





SKY PIRATES

In hindsight those radiant birds we watched in mesmerized glee were the distraction the sky pirates needed. The black sails and sleek hull punched through the thick clouds. We wrongly assumed that no enemy would want to approach from a tactical disadvantage; from below our craft.

The crew of the black sails ship launched grappling hooks to hold tight to our hull. Our weaponry, designed to fire at threats from above, became useless. We tried our best to cut the ropes but the skilled and desperate pirates scrambled up and over the rails to surround us on the deck.

Piracy in the open skies requires skill and bravery. It's also a dangerous and foolhardy occupation. Just as it is for the ocean-bound brethren, the sky pirate is a desperate type.

In this environment there is a need to use stealth, overtake the victims, and escape into the clouds.

Pirates aren't the only members of the aerial community that have a need to learn these tactics and maneuvers. Aeronaut-navigators, mercenaries, isolates and assassins have use of aerial hit-and-run skills. Air marshals and guardsmen and women often train as counter-piracy experts to thwart such activity.

STEALTH

Pirates aren't the only people who want to remain obscured when tracking and approaching another airship, but they are often the best at it due to continued practice.

The captain, or those in control of the hidden craft must make a skill challenge against the watchful airship target.

Use Dexterity (Acrobatics) to navigate close. The opposition uses Wisdom (Perception) from those on the current watch. After the die rolls, check the table below to find how close the stealth craft can exit from cover.

| Navigation Roll | Result |
|--------------------------------|---|
| Natural 1 / Critical Failure! | 5 Zones away. No chance of catching the target. |
| Failed by 10 or more | 4 Zones away. One chance to catch target. |
| Failed by 1-9 | 3 Zones away. |
| Success from 0-9 | 2 Zones away. |
| Success by 10 or more | 1 Zone away. |
| Natural 20 / Critical Success! | Same Zone! |

The situation can have modifiers and narrative elements that can increase or decrease the chances of tracking and boarding a ship. Extremely cloudy skies, an alert crew, superior ship design and distractions can alter the above chart. Use discretion.

As an assault takes place, the pirates must close the gap by performing an *Extended Contest*. The victim of the assault may have *Advantage* in escaping. Any number of Zones away from the pirates will add to the *Extended Contest*. Earning 4 or more successes will grant an escape path and the ability to run from the pirates.

Whoever has twice the movement rate or faster of any opponent has *Advantage* during a skill challenge when moving closer or further away, Zone to Zone.

Both the pursuing craft and the escapee must be in the same Zone to engage boarding maneuvers. Ranged attacks, such as arrows, bolts and javelin can be launched from one Zone away. Larger siege weaponry such as ballistae and catapults can fire two Zones away. Magical or alchemical weapons can fire as far away as three Zones.

BOARDING

After gaining on a target, the crew will throw grappling hooks, nets and ropes in order to board the airship. Using *Fallhalter Cloaks* and *Cloudweave* wings is also possible. Dexterity (Acrobatics) or Strength (Athletics) against a DC of 15 will establish how successful the boarding attacker will be.

| Boarding Roll | Result |
|--------------------------------|---|
| Natural 1 / Critical Failure! | See Fumblecrit table below. |
| Failed by 5 or more | Hanging on rope or cable. DC 12 attempt to climb up on deck using Strength (Athletics). |
| Failed by 1-4 | Land Prone. |
| Success from 0-4 | Land with <i>Disadvantage</i> . |
| Success by 5 or more | Land ready to fight. |
| Natural 20 / Critical Success! | Land with a surprise action! |

ESCAPE THE AUTHORITIES

This is another *Extended Contest*, four or more successes are needed above the now-violated pursuers to escape untouched.

FUMBLECRIT:

- 1 Victim falls off the deck!
- 2 Weapon flies out of hand and into the great beyond.
- 3 Somehow the victim is hanging on by their fingertips on the outside of the airship. Make a Strength (Athletics) check (DC 15) to climb up to the deck.
- 4 Victim stumbles backwards, heels on the very edge of the deck. The close call leaves the victim *Shaken*.
- 5 A dangling rope or chain tangles around the victim's neck! The choking victim can survive for a number of rounds equal to their Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is *Unconscious*. Removing the rope or chain takes a full, uninterrupted round.
- 6 Victim is gripping a rope or cable dangling off the side of the airship. Make a skill check (DC 15) using Strength (Athletics) or Dexterity (Acrobatics) to ascend the rope.

- 7 A drape, sail, cloak or scarf blows in the wind and wraps around the victim's eyes, *Blinding* them until the offending material is removed.
- 8 Victim hits their head on a mast, door frame or other hard surface, becoming *Stunned* for 1 round.
- 9 Victim tangles in nets or ropes and is *Restrained*. Make a Strength check (DC 10) to escape, or deal 5 points of slashing damage to the ropes. Hope they weren't too important.
- 10 Victim's leg gets tangled in the rails and snaps, inflicting 1d4 points of Constitution damage and a broken leg. It's useless until set and healed. Movement is reduced to half and they are at *Disadvantage* on all checks related to balance and speed.
- 11 Victim hits a railing or bar and has the wind knocked out of them, suffer 1 level of *Exhaustion*.
- 12 Victim stumbles backwards off the deck. Luckily they are tangled in a mass of ropes or netting. *Even the Odds* to see if escaping the ropes will cause them to fall away, taking the victim along for the ride.
- 13 The victim's weapon gets stuck in the wood, caught between the railings, or tangled in rope (depending on the type of weapon). It takes a full round to extricate the weapon.
- 14 Fall *Prone* on the deck.
- 15 A punch or strike injures the victim's hand. It's sprained and useless until receiving care and a short rest.
- 16 A passing rope ensnares the victim's hand and yanks them into the air! They are restrained until cut loose.
- 17 Victim tumbles down stairs or ladder to a lower deck, suffering 1d4 hit point of bludgeoning damage. They are left *Prone* and very embarrassed.
- 18 Victim is knocked down and is sliding towards edge of the deck where only the open sky awaits. Then can make a Dexterity saving throw (DC 12) to stop the slide or go overboard at the beginning of the next round.
- 19 Victim's weapon is knocked loose and slides across the deck.
- 20 Roll twice and combine them. Good luck.



AERIAL CONDITIONS

The icy wind seemed to come at us from every direction at once as we ascended through the cloud layers. We were all gripped by a deep chill that seemed to reach into the very core of our bones.

We suddenly reached a patch of air that seemed almost perfectly still. I noted this to the first officer, and she simply smiled at me as she said "You're going to want to grab a hold of something, Master Hale. We're about to enter the Great Current."

I wasn't sure what she meant, but I wrapped an arm around a guide rope just in time to avoid being thrown to the deck. The mainsail of the Zephyr violently jerked forward as a mighty wind filled the sail, sweeping us away faster than I could have imagined possible. "Surely even the gods couldn't fly this fast," I muttered to myself. I would later regret the arrogance of that thought.

No matter where one travels within a particular environ, there will be aspects that are common throughout the entire region. The following section outlines conditions that are likely to effect the characters no matter where they go.

REGIONAL PRESSURES

It is said that gravity is a cruel mistress, and nowhere is this more apparent than when flying. Whether one is aloft under their own power, carried by an aerial mount, or riding in a machine of steam and magic, the hapless aeronaut is always but a moment away from plunging to their death. For that reason, most will only take to the air in times of great need.

REGIONAL CONDITIONS

Remember to be consistent and adjudicate your gaming table when situations arrive that hinder the party. Listed below are some possible hazards and minor setbacks that an aerial region can offer.

Aerial Climate. At higher altitudes, the temperature begins to drop sharply. They are going to encounter conditions similar to those found in arctic lands, but even more extreme due to the reduced air pressure, low oxygen and rapidity with which the weather can change.

Freezing Liquids – Most common liquids will freeze solid in higher altitudes, even in the summer. These can include healing potions, drinking water and other liquids that might be of value. The GM must decide if the liquid can still be used once melted or if it has any reduced effects. Note that most glass containers will break if the liquid inside freezes.

Frostbite – Prolonged exposure to the extreme cold found at high altitudes without sufficient protection can lead to frostbite in the extremities. Each hour spent exposed to the elements requires the character to make a successful Constitution save (DC 12) or lose 1 point of Dexterity due to numbness and pain.

If the setting is particularly brutal, the GM could have the frostbitten character lose 1d4 fingers or toes to frostbite after failing their Constitution save 5 times in a row, and 1 more for each failure thereafter.

Recovering from frostbite takes a long time, with the character recovering 1 Dexterity point per long rest.

Severe Weather – The weather can change quickly when flying. It could be possible to go from a clear sky to violent lightning and thunder in less than an hour. When this happens, the characters will likely want to either move above the clouds or go to ground and seek shelter.

Depending on the severity of the weather, the GM may have the characters make Perception checks to avoid becoming lost or running into something or someone. In a worst case scenario, where there is deadly lightning, high winds, blinding rain and so on, the characters might be required to make a Constitution save (DC 20) every 30 minutes or gain 1 level of *Exhaustion* until they find shelter or die.

Altitude. As creatures climb to higher and higher altitudes, the air becomes increasingly thin, and this makes it difficult for creatures that are not acclimated to it. These altitude regions are broken down into four zones:

High Altitude (5000 to 11,500 feet) – As the characters move into high altitudes, they begin to feel the early stages of altitude sickness, which includes fatigue, shortness of breath and a mild headache. They immediately gain 1 level of *Exhaustion*, and cannot have less than 1 level as long as they remain at high altitude.

Very High Altitude (11,500 to 18,000 feet) – At very high altitudes, the characters will begin to feel ill, as if they have a really bad hangover. The character gains 1 additional level of *Exhaustion*, and cannot have less than 2 levels as long as they remain at very high altitude.

Extreme Altitude (18,000 to 26,000 feet) – At extreme altitudes, the characters begin suffering acute altitude sickness as their brains and lungs begin to collect fluid. The symptoms include lung congestion, weakness, tremors, rapid heartbeat and disorientation. This means the characters gain 1 more level of *Exhaustion* and cannot have less than 3 levels as long as they remain at extreme altitude.

Vacuum or Death Zone (Above 26,000 feet) – Above this altitude, the air is too thin to support most living creatures, including all humanoid species. If the characters find themselves in this unfortunate position, they will begin to suffocate from a lack of oxygen. These conditions can be reduced if the characters have some means to supply themselves with the proper amount of air pressure and oxygen. As an option, the GM can allow the characters to resist the effects of altitude by making Constitution checks (DC 16) until they fail, after which they are affected normally.

As an option, the GM can allow the characters to resist the effects of altitude by making Constitution checks (DC 16) until they fail, after which they are affected normally.

Crashing. Because of the unique nature of flying creatures and vehicles, it's possible for victims to survive a fall from a great height due to its ability to glide and take advantage of its shape to increase drag to slow descent. Any time a creature or contraption loses its ability to remain in the air and begins to fall, make a skill check (Animal Handling or Acrobatics) against a DC of 20. Success will halve all results of falling. Any living creature will attempt to save itself, so a rider and the mount itself can make this save working together, offering the other *Advantage* on the roll.

Disorientation. The sky is ever-changing and almost completely devoid of landmarks. For that reason, it is very easy to become disoriented, even when traveling under the best conditions. The GM should consider the situation and determine whether any sort of Perception check is necessary. See the *Clouds* and *Night Flying* hazards for more information about the characters becoming disoriented and/or lost.

Falling (Standard Rules). A fall from a great height is one of the most common hazards facing an aerial adventurer. At the end of a fall, a creature takes 1d6 hit points of bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands *Prone*, unless it avoids taking damage from the fall.

Falling (Tough Rules). Although many fantasy role playing games have rules in place to deal with falling, most of them tend to use the same hit points as those used in combat. This doesn't really make sense though, since hit points are intended to represent a kind of combat stress. Otherwise, it would make no sense to increase hit points with an increase in level.

The fact is that no amount of martial art training is going to prepare a character to better survive an 800 foot fall onto solid stone.

For this reason, we are offering an alternative to the standard falling damage. Some may feel that this is unnecessary or too brutal, and so the GM should feel free to disregard these falling rules if they wish. It will not affect any other features of this environ either way.

Please note that these rules are not meant to provide a precise simulation, but to better approximate the lethality of falling.

Free Fall. When a creature falls through the air without anything to get in their way or slow them down, this is free fall. Assuming the setting has normal Earth gravity, a falling creature or object will reach terminal velocity (the fastest rate at which they can fall) in about 3 rounds (18 seconds).

The following chart should be used to determine injuries to the creature. As always, the GM should take any extenuating circumstances into account.

| Seconds | Distance | Damage |
|---------|-------------|--|
| 1 | 0-30 feet | 1 Constitution point and Stunned for 10 minutes. |
| 3 | 30-60 feet | 1d4 Constitution points and a Broken Bone. |
| 6 | 60-90 feet | 2d4 Constitution points and 1d4 Broken Bones. |
| 12 | 90-120 feet | 3d4 Constitution points and 2d4 Broken Bones |
| 18+ | 120+ feet | Death is Almost Certain (see below) |

The GM should roll randomly to determine which bones are broken, and determine if they want to limit breaks to limbs and ribs, or if there is a chance of head or spinal injury. These latter breaks can result in conditions like paralysis or brain damage, and so should be considered carefully before going that route.

Any creature that falls over 120 feet has a very slight chance of survival. They can roll percentile dice plus their current Constitution modifier, and if they get a modified 100, they miraculously survive, although they are critically injured. Inspiration can be used to get *Advantage* on this roll.

If they manage to survive, they are left with countless broken bones and will be in a coma for 3d4 days. Additionally, there may be long term lingering effects, such as a permanent limp, reduced dexterity, memory loss and so on.

The GM can discuss any lasting damage with the player, and any lingering effects should be reflected in their ability scores. For example, it might be that they have a permanent loss of Dexterity points or their movement rate might be reduced by 5 feet.

The GM must also decide what effect any magical healing would have on the injuries. It is recommended that, at a bare minimum, the bones would have to be set with multiple Medicine checks. It could also take many consecutive healing sessions over several days to get the creature's body in order.

Unfortunately, no amount of magic will bring them out of their coma. When they finally do wake, they will be at *Disadvantage* on all actions for 8 hours afterwards.

If a character has any means of mitigating the damage from a fall, the GM can decide to apply other modifiers as they see fit. For example, a monk of 4th level or higher might be able to reduce their damage level by 1 distance category or perhaps add their level to their roll to survive a fall over 120 feet.

If a caster wishes to cast a spell (other than Feather Fall) while falling, they will have to make a concentration check (DC 20).

Free Fall Expertise. Those who are skilled and comfortable in an aerial environment, such as the *Windborne Sky rider*, have a unique ability to fall and control their movement by adjusting the body and using hand motions. This allows them to maneuver while falling at terminal velocity. This can be a life saving skill when a *Fallhalter Cloak*

is within grasp tumbling in space next to you.

Those who have no experience with free fall or terminal velocity must make a Wisdom save against a DC of 20. Failure means the victim is *Shaken* for the length of the fall! Reduce the DC to 15 after 5 drops, plus or minus any Wisdom modifiers. After that time reduce the DC to 10 after 5 drops, plus or minus any Wisdom modifiers. After that time the character is considered to be capable in a free fall scenario and has full capability to use his or her attributes and engage in maneuvers while in free fall.

Any time a critical failure is rolled (natural 1), the character will be locked in at the current DC level to overcome the *Shaken* condition each time in free fall. Any time a critical success (natural 20) is rolled, the character is considered comfortable and will no longer be required to make a Wisdom check or suffer from being *Shaken* while in free fall.

SUPERNATURAL OR ALIEN CONDITIONS

Whether your world is steeped in arcane magic or just happens to have planetary conditions that differ from our own, it's important to consider how these things will affect your environs. The following are a few examples that one could add to a mountain setting.

Gravitational Anomalies. These strange gravitational distortions can occur in any mountainous region, and can range from mild to severe. In these areas, gravity does not behave normally, and can be stronger, weaker, or even reversed. The cause of these anomalies can include anything from areas of unusually high mass, exotic anti-gravitational elements, or magic, depending on the setting. Regardless of the cause, they can have the following properties:

High Gravity – These areas of increased gravity cause anyone who enters them to feel up to 5 times heavier. This means that their carrying capacity is significantly reduced and they are prone to greater exhaustion when crossing this area. If they are unprepared for it, they can easily fall *Prone* under the unexpected load of their own bodies. Characters crossing an area of high gravity should make a Strength check (DC 15) or fall *Prone*. *Prone* characters will require another Strength check to stand and continue walking. If anyone decides to crawl, they get *Advantage* on their check, but their movement is half.

Flying under high gravity is problematic. The increased pull will reduce any horizontal or vertical movement by half. The victim will fall unless they make a Strength check (DC15) to resist. A success reduces the fall by half, a success by 5 or more reduces the fall to zero. This check must be made each round while flying under heavy gravity.

Solid objects and spells cast under heavy gravity may have an affect on those objects as well. A thrown or launched object will be 5 times heavier. Adjudicate as necessary.

Low Gravity – A low gravity area might not seem like a problem until the characters step into it unexpectedly. Suddenly finding themselves much lighter, the characters are liable to launch themselves forward much farther than intended. This can cause them to land *Prone*, throw themselves against a hard surface, or even hurl themselves from a cliff where the gravity might suddenly return to normal. When a character first steps into a low gravity area, they should make a Dexterity save (DC 10) or leap forward 10 feet and land *Prone*. If they are aware of the anomaly, they have *Advantage* on this save. If there is a hard surface in their path the GM may choose to have them take falling damage, and of course if they are within 10 feet of a cliff, things could get much worse.

Zero or Neutral Gravity – Areas of neutral or zero gravity mean that anything in that area is perfectly buoyant, and will continue to move in the same direction unless some other force acts upon it.

When an unwitting character steps into the area, they will begin floating and continue in the same direction at the same speed until they reach a solid surface or leave the area of the effect. Since they likely stepped into it, they will also likely be traveling slightly upward, which can be rather unfortunate when they reach an area of normal gravity.

The GM should use common sense here to determine specific effects on the characters, though whatever happens, they will have very little control without something to hold onto.

Clever spell casters or those familiar with the ethereal plane could use physics to their advantage by either throwing an object in the opposite direction from the one they wish to travel, or using a spell to propel them. Areas that have a gravitational anomaly may or may not have clues to indicate their presence.

For example, an area of neutral gravity might have bits of stone floating above the ground, while an area of high gravity might be littered with the remains of dead birds who inadvertently flew over them.

The GM will need to decide the size and shape of any gravitational anomaly, as well as anything in its vicinity that might have an effect on the characters.

Keep in mind that local creatures would know about these anomalies and could use them as traps to put unfortunate adventurers at *Disadvantage*.

Areas that have a gravitational anomaly may or may not have clues to indicate their presence. For example, an area of neutral gravity might have bits of stone floating above the ground, while an area of high gravity might be littered with the remains of dead birds who inadvertently flew over them.

Lightning Stone. Typically found in mountainous areas, these rather unusual crystal deposits are also found in Aetherite Belts (see page 21). These crystals build up and

store electrical charges over time, discharging random bolts of electricity that arc between them. When entering the vicinity of these crystals, creatures will begin to feel the electricity as it causes their hair to stand up and their skin to tingle. Birds are particularly sensitive and will avoid areas of *Lightning Stone*.

When the characters enter an area with *Lightning Stone*, they will immediately be aware of the static in the air, though will not be able to pinpoint any particular source. The GM can have anyone familiar with geology make a successful Intelligence check (DC 15) to see if they are aware of the strange crystal deposits in the area.

Passing through an area of *Lightning Stone* is rarely lethal to medium-sized creatures, though it can be extremely painful. Every 10 minutes, there will be a static discharge near the characters. Each character must make a successful Dexterity save (DC 15) to avoid the bolt. Any that fail are *Stunned* for 3 rounds, knocked *Prone*, and gain 1 level of temporary *Exhaustion* that goes away after an hour or so.

Although these *Exhaustion* levels are not permanent, they are added to any levels the character may already have, and so can still kill a creature that suffers a total of 6 levels of *Exhaustion*.

Fortunately, areas with deposits of *Lightning Stone* tend to be rather small and can be crossed in less than an hour by a motivated, swift-moving party of seasoned adventurers.

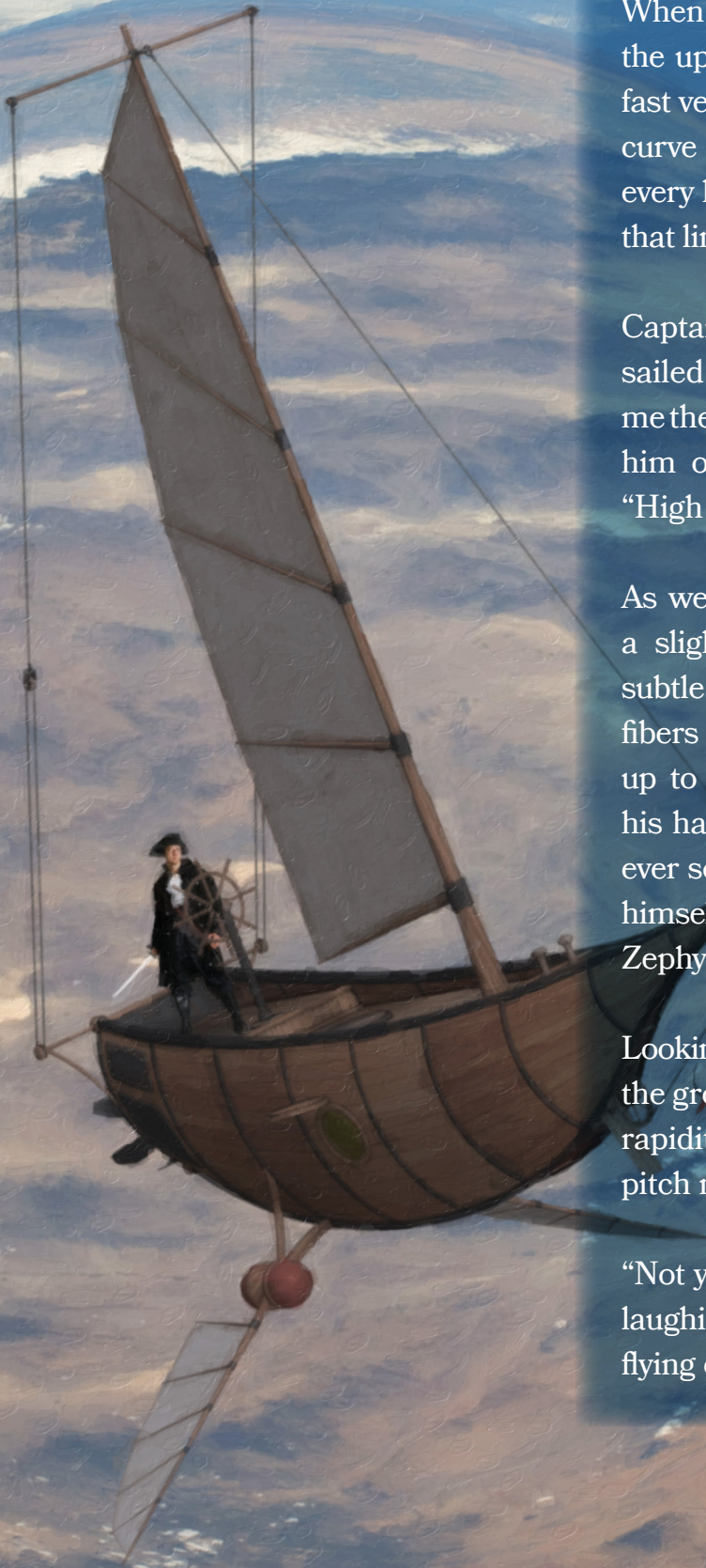
ABILITY SCORE LOSS

Unless otherwise stated, any ability score points that are lost as a result of environmental conditions are restored at a rate of 1 point per hour once those conditions have been rectified.

For example, if one is suffering from the cold, then time spent in a warm, dry place will allow the creature to recover.



AERIAL HAZARDS

A wooden sailing ship with a large, light-colored sail is flying through the sky. The ship is viewed from a low angle, showing its hull and the deck. A person in a dark coat and hat is standing on the deck, looking towards the viewer. The background is a vast, hazy landscape with rolling hills and a blue sky with light clouds. The ship's hull is made of dark wood, and the sail is a light, textured material. The ship is suspended in the air, with a red buoy hanging from the bottom. The overall scene is one of aerial flight and adventure.

When I first saw the Zephyr moored at the upper docks, I knew that she was a fast vessel. Her speed was written in the curve of her keel, the cut of her sail, and every hand-shaped plank of Aetherwood that lined her sleek hull.

Captain Herkain – a man whom I had sailed with many times before – offered me the unique opportunity to accompany him on a shakedown flight up to the “High Sky,” as the aerial mariners call it.

As we boarded the Zephyr, I could feel a slight tremor in the deck from the subtle magics contained within the very fibers of the wood. The Captain stepped up to the great wheel, and the instant his hands rested upon it, the boat lifted ever so slightly. He then seemed to steel himself for a mighty task as he willed the Zephyr forward in a wide, climbing arc.

Looking back over my shoulder, I watched the ground recede beneath us with such rapidity that the vertigo threatened to pitch me over the railing.

“Not yet Master Hale,” the Captain said, laughing as he grabbed my arm. “The flying comes later.”



AERIAL HAZARDS

AETHERITE BELT

Our airship emerged from the clouds near Iflagorn, a sizable skyland (sky island), covered in rich foliage. That wasn't the most remarkable sight. The thing that caused us all to clench up was an irregular cloud of thousands upon thousands of tumbling rocks in orbit around Iflagorn: some as small as a few feet wide and others twice the size of our vessel.

The stones did not move in anything like an organized manner, and yet the entirety of the debris field remained as a loose ring around the skyland. Occasionally one rock would strike another, sending both careening off in new directions, like a lethal game of yard ball.

As the captain changed our heading towards the field of tumbling stones, I broke out in a cold sweat. This was going to be a rough one.

The bubble of Aether that protected the boat – invisible most of the time – began to darken with a purple haze. I watched with relief as a stone the size of a small cart deflected off the Aether field, causing a brief flash of violet sparks to spray across the deck.

Crewman Noris absentmindedly stepped on one of the smoldering embers, while his eyes remained fixed on an aetheroid of much greater size that seemed to be getting closer to the Zephyr.

The captain's knuckles whitened as he gripped the arms of the sky helm, willing the Zephyr's bow to rise, and for a moment it seemed as if we might clear the aetheroid. Then the silence was broken by a deep boom and a bone-chilling crunch that I could feel through the deck.

PRESSURE

Navigating an aetheroid belt takes a swift hand and dexterous pilot. The dangers of being smashed by tons of rock, losing direction and being caught in a swarm of tiny projectiles may be mitigated by a need to escape a greater threat or make haste towards a new goal.

IF / THEN

There are a number of hazards. Moving carefully is the wisest choice, but may not be possible if chased or followed by enemies.

Moving in a Dash will double the current rate of speed but all skill checks and saves will be made at *Disadvantage*.

Moving at combat speed or tactical speed will offer no greater or lesser ability to maneuver or make skill checks.

Moving cautiously, at half speed or slower, will grant the benefit of *Advantage* on saves and skill checks within the aetheroid belt.

EVEN THE ODDS

Every round the aero-scape will change direction and location. Pebbles, rocks and boulders will fly past at incredible speed as huge monstrosities of stone tumble towards deadly impact. Each individual flier must *Even the Odds* twice: once for maneuvering around the large objects, and again for dodging the small projectiles. On an odd result the rider or pilot must avoid either or both.

Navigation. This is maneuvering around the enormous stone monoliths. The DC is 10 plus 1d10. This will change every round after every *Even the Odds* check.

| Navigation Roll | Result |
|----------------------|--|
| Failed by 5 or more | Strike a surface or become crushed between massive boulders. Suffer damage equal to the current movement rate as if falling. Save for half damage against DC 20. |
| Failed by 1-4 | Glance off of a satellite. <i>Disadvantage</i> next round (or increase DC by +5 if already at <i>Disadvantage</i>) and suffer 1d6 hit points of damage. |
| Success from 0-4 | Avoid hitting surface. <i>Disadvantage</i> next round. |
| Success by 5 or more | Avoid hitting anything! |

Note that if the *Even the Odds* results in no obstacles then any *Disadvantage* from the previous round is lost! Good luck for those who Even those Odds.

Evasive Action. The aeronaut is pelted with rocks, stone and debris. Make a save using Dexterity plus skill (Animal Handling or Acrobatics as a standard). The DC is 15. The target will suffer 15 points of damage minus the skill result. For example, if the result is a total of 6, the aerialist will suffer 9 points of damage. If the result is 15 or greater, no damage is taken. The swarm of rocks acts on initiative 10. Any character that acts before the rain of stone can attack the rocks directly with an appropriate spell or item. Damage caused will subtract from the DC 15 onslaught.

CHANGES
 If the Aetherite Belt is sufficiently disturbed, the moving stones will begin colliding, setting still others in motion. The resulting cascade of smashing rocks increase the danger significantly. These cascades will typically last for 2d6 hours before the belt stabilizes. During that time, all navigation checks are at *Disadvantage*.



AETHERITE STORM

The viscount ordered an evacuation of his homeland. All of the royal aero-naval ships were overloaded with refugees. The unwashed crammed together with royal blood. The sky filled with ascending airships as the clouds grew angry and red. The first tendril of flaming debris punched through the cloud. It was followed by a cavalry of molten Aetherite. The blaze was set at an angle across the sky.

The Aetherite shower was beautiful to behold. The rock was engulfed in fire. Hundreds of burning stones tumbled through the clouds, striking the city-state and countryside. Nothing survived the onslaught. Craters and mushroom clouds dotted the burning landscape. Nothing was left untouched. The green rolling hills became a wasteland; a hellscape of blackened trees.

My band of explorers had the same look in their eyes as I did. How can we ignore the needs of a nation without a home?

PRESSURE

Astronomers look to the skies to tell of omens and predictions of the future. Some have found comets, stars and planets. The Aetherite shower is something no one wants to summon from the great beyond.

This rain of molten stone comes from cracked aether-stone. Unattached from any major landmass, the fractured crystal accelerates into the outer atmosphere. It begins to heat and gain momentum. It soon orbits the world, intercepting the lower atmosphere, and floating island community on rare occasions. Astronomers try to keep detailed accounts of these phenomenon to save lives in the future.

An Aetherite shower can be an extinction level event and can be the culmination of an omen of death and destruction.

IF/THEN

Without the knowledge of astronomical notes, an Arcana or History check can predict the coming doom. At this point, only seeing the glow from the sky will be a hint of what is to befall

the world, the DC is 15. Failure only offers 1d6 minutes of foreshadowing. Otherwise, the amount of success on the Arcana or History result above 15 are the number of hours to prepare to leave the area.

If the characters remain in the path of the deadly shower, roll each round for the size of the Aetherite rock that falls in any one Zone. Unless the characters are miles away, the shower will impact an area the size of a major city or community.

EVEN THE ODDS

Every round have each character Even the Odds. On an Odds result, consult the table below as to what is targeting the Zone.

| D6 | Type | Damage | DC |
|-----|------------------------|------------------------------|-------|
| 1-3 | Rain of Fire and Stone | 2d6 (1d6 crushing, 1d6 fire) | DC 20 |
| 4-5 | Crush of Blazing Earth | 4d6 (2d6 crushing, 2d6 fire) | DC 15 |
| 6 | Vaporizing Impact | 6d6 (3d6 force, 3d6 fire) | DC 10 |

Using a shield as cover will reduce the damage by 2 points.

CHANGES

Wildfire. The shower sparks a raging fire in a building or forest. Even the Odds of being burned for 1d4 damage. DC 15 to navigate using Wisdom (Perception) due to smoke and haze.

Falling Structure. A tower or wall crumbles from the impact of the Aetherite. Dodge the cascading stone using Dexterity (Acrobatics). The DC is 15. See falling rock under *Trench Run*.

Impact Crater. A sizable crevasse or pit is in the path of a character and must be jumped. Use Strength (Athletics) to leap or climb down and cross. DC 15.

Limited Cover. Hiding from the burning rain does not last forever. Another hiding place must be found before the current haven crumbles and burns. This is an *Extended Contest*. Earn 3 Successes to find another safe location using *Perception* or *Insight*.

CLOUDS

Entering the cloud was not like entering a fog bank on the ground. There was a turbulent quality to it, for although our eyes could not perceive the movement of the mists, we could feel it.

The Zephyr's sail indicated that we were still moving, but I could only take the captain's word at his estimation of our speed.

About an hour into the cloud bank, a crewman reported a dark shadow overhead. It seems that the dragon that we hoped to avoid may have found us after all.

PRESSURE

Being inside a cloud is like being mostly to completely blind. The characters may have no choice but to fly through the clouds or they may take advantage of them to avoid being seen. Either way, the phrase “what you don't see can't hurt you” does not apply. In fact if one is being pursued by a dragon or some other flying creature, the exact opposite is often true.

IF / THEN

Clouds are very-dispersed amounts of water vapor, seen as tufts of cotton, puffy-white or gray. This is far from what it appears to be when within one. Clouds come in near infinite sizes and shapes, and can manifest as a few hundred-foot patches, or swaths that blanket entire nations. Clouds can also be found at various altitudes.

For gaming purposes, a cloud is a visual hazard. A given area might be lightly or heavily obscured. In a lightly obscured area, such as dim light, patchy fog, or

moderate foliage, creatures have *Disadvantage* on Wisdom (Perception) checks that rely on sight.

A heavily obscured area — such as darkness or dense clouds — blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area. A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have *Advantage*, and the creature's attack rolls have *Disadvantage*. Note that opponents that target the offender in opaque fog must also be able to see, otherwise they too are in a *Blinded* condition.

Those within a cloud bank are considered to have half cover, gaining +2 on their AC and saving throws from ranged attacks. Ignore this effect if the attacker has some form of ability to see through the dense moisture.

Flying above a fog or cloud is reasonable and necessary as the clouds can confound navigation by sight alone. Any attacks launched into the cloud must overcome the naturally obscuring barrier. The GM may place a High Altitude environment above a cloud, making the choice to fly around, through or above the cloud a complicated one.

CHANGES

Within a cloud, it can be nearly impossible to detect a change in the weather, and so conditions can go from bad to worse very quickly.

On the other hand, if the characters are using the clouds as cover, then suddenly breaking through into a patch of clear sky can mean trouble.

A lot will depend on the climate and time of year, so the GM should check randomly each hour for changes in the weather.



CHROMATIC CLOUDS

The clouds we saw were stunning. Beautiful. Pure artistry. They were all shades of pastels, from pale blues and violets to yellows and greens. They moved in a living, boiling motion, unrelated to the smooth light wind in our sails. Hints of cinnamon, honey, tobacco and hyacinth drifted in pleasant combinations across the deck of the airship. I wanted to reach out and touch them.

Our captain snapped quick orders to turn away from the picturesque rainbow of colors. We made haste as if from pirates or storms. I was silenced before I could form the questions I had.

"Nothing good can come from clouds as those. No one knows what sets them off or what effects it will have. The only thing guaranteed is a death unlike any other seen beyond a wizard's hand."

I gazed back wondering what could be so threatening from such an innocuous source.

Some speculate about the origins of the chromatic cloud formations. Some think they are the leftovers of dragon's breath. Others think it's the elemental planes releasing pressure into our world. Scholarly sages point to a more ominous origin: landwalkers and those below. The alchemists and magi who create powerful magics use various compounds. Some open portals to other worlds. Even the faithful call forth magics that open themselves to energies from the deep beyond. Those unique powders, liquids, gases and energized reactions release arcane particles into the air. And it all drifts upwards. It is this pollution of prana that creates these wonders of destruction. Many knowledgeable sources point towards the blending of the aerial creatures as proof of this miasma. This is truly a dark blessing.

PRESSURE

Passing through an area of chromatic clouds will test the fortitude of the most brave and foolhardy alike. No one is sure of exactly what sets off a cloud or what effect it will have. The only thing sure is to prepare to run or fly as fast as one can!

Explorers that pass through the region will be awestruck by 1d4 of these majestic cloud formations.

Those who are skilled in Arcane Lore can attempt to uncover the nature of these phenomena. Make a DC 20 check using Intelligence (Arcana). Success by 1 to 4 above the DC reveals either the stimuli or the reaction. Success by 5 or more reveals both stimuli and reaction.

IF / THEN

Chromatic Clouds are random and unpredictable. The color does not relate to the trigger or arcane effect. Exposing the cloud to any one of the stimuli below will trigger a cloud reaction. If any stimuli sets off a cloud, anyone and anything in the Zone will come under the effects of that cloud's reaction. Running or flying away is best way to survive. Doing so requires an *Extended Contest*. Using any appropriate attribute and skill (Dexterity plus Animal Handling or Acrobatics is standard), the escapees must earn 1 to 3 successes or become victims of the chromatic cloud.

D6 Successes Required to Escape the Zone

| | |
|-----|-------------|
| 1-3 | 3 successes |
| 4-5 | 2 successes |
| 6 | 1 success |

D8 Cloud Color

| | |
|---|---|
| 1 | Rose (Rich red color with streaks of pink and purple.) |
| 2 | Sunset (Oranges and yellows with a touch of violet.) |
| 3 | Dandelion (Bright yellow with areas of paler yellow.) |
| 4 | Pale Green (Lighter greens with streaks of yellow.) |
| 5 | Aquamarine (Greenish blue patches with bits of light blue.) |
| 6 | Sky Blue (The edges blend almost seamlessly with the sky.) |
| 7 | Mauve (Pale purple with streaks of pink.) |
| 8 | Roll Twice (Apply both results or re-roll.) |

D8 Trigger Stimuli

- 1 Fire (Any source of heat greater than 200° Fahrenheit.)
- 2 Cold (Anything source of cold below 0° Fahrenheit.)
- 3 Lightning (Any electrical discharge including static.)
- 4 Necrosis (Any blood, death or necrotic energy.)
- 5 Thunder (Any sound louder than a normal talking voice.)
- 6 Alchemical (Any exposed alchemical compound or acid.)
- 7 Radiance (Any light brighter than a candle flame.)
- 8 Roll Twice (Apply both results or re-roll.)

D8 Cloud Reaction

- 1 **Engulfed in Flame!** The Zone erupts in a conflagration of fire and smoke. All those remaining suffer 1d6 points of fire damage the first round. The cloud becomes dark with smoke. All those inside are *Blinded* until they leave, and are obscured from those on the outside. Breathing is difficult and requires a Constitution save (DC 15) by riders and mounts. Failure earns a level of *Exhaustion*, and this save must be made every round.
- 2 **Instant Freeze!** The Zone drops in temperature, causing 1d4 cold damage to all that remain inside it. Those inside the Zone on the first round will be covered in ice and become *Restrained*. This may force those flying to go into a free fall. Any that re-enter the Zone must make a Constitution save (DC 15) or suffer 1d4 points of cold damage. This save must be made each round.
- 3 **Ball Lightning!** The Zone fills with arcing tendrils of static discharge. All those who remain in the Zone will suffer 1d6 points of electrical damage the first round. Any who remain in or enter the Zone at any time must make a Constitution save (DC 15) or become *Paralyzed* for 1d6 rounds.
- 4 **Tendrils of Necromancy!** The Zone fills with webs of dark necrotic energy and smoke. Every living thing left in the Zone will suffer 1d8 points of necrotic damage. Any who remain in or re-enter the Zone will lose 1 point of Constitution per round on any failed save (DC 15).
- 5 **Shockwave!** The Zone explodes from a singularity after the cloud collapses. All those left in the Zone will suffer 1d12 points of force damage and must make a Constitution save (DC 15) or become deafened for 1d4 rounds. The cloud consumes itself in the shockwave.
- 6 **Acres of Ooze!** The Zone fills with ooze and sludge, covering everyone and everything. The ooze will drop from the sky, blanketing any land below. The acidic

ooze will consume either living or nonliving material (choose or roll). Flesh will suffer 1 point of acid damage per round until washed off. Cloth, leather and wood will be eaten away in 1d4 rounds per item. Magical items take 2d4 rounds to become consumed. If the acidic ooze affects nonliving material, it will eat away at metal and stone in 1d4 rounds per item. Magical items will become useless after 2d4 rounds unless washed off. Water, alcohol, fire or cold will destroy the acid's effects (choose or roll randomly).

- 7 **Blinding Light!** The Zone glows so brightly that one can see the shadows of bones beneath the flesh! All those in the Zone are blinded for 1d10 rounds. Looking at the Zone is near impossible. Anyone attempting to do so must make a Constitution save (DC 10) to succeed. If they fail on their save, they become blinded for 1d4 rounds. Entering the Zone causes automatic blindness for 1d10 rounds!
- 8 **Roll Twice!** Ignore or combine conflicting results. Combining conflicting results could save lives...

CHANGES

Although the above listing seems complete and fully descriptive, testimony would contradict many known facts. The one true piece of information about chromatic clouds is that nothing is what it seems.

Population Explosion. Fill the sky with chromatic clouds. Tens even hundreds of them. Allow a neighboring cloud to stimulate another in a cascade effect. Roll 1d10 for the number of chromatic clouds. Or roll 1d100. You choose how dangerous or lethal you want the setting or environment.

Multiple Choice. Every round roll for a different color, stimuli and reaction for each Zone the characters travel through. Have the clouds they are in change each round.

Predictable Theories. Create your own chromatic clouds, from its color, stimuli and reaction. Each time your players discover this type of cloud, they will recognize how it will react and by what element or energy is introduced.



HAILSTORM

At first the nodules of ice were a wonder as the pea-sized hailstones bounced and danced across the deck of the Zephyr. Like a child, I reached out my hand to catch one, but instead of a small bit of ice, my hand was struck numb by a hailstone the size of my fist.

All of a sudden, the deck was being pounded by hundreds of deadly frozen spheres. I ducked back into the doorway in time to avoid a nasty blow to the head, but poor Ensign Walsh was not so fortunate.

As Walsh ran towards the bow, a huge hailstone struck the poor lad on the side of his head, sending a spray of blood against the mast. He staggered and only just managed to grab hold of a rope to stop himself careening over the boat's railing.

In just a few minutes the battering had ceased, leaving a torn sail and a few relatively minor injuries in its wake. It could certainly have been much worse.

Chunks of ice and frozen rain pelt the landscape and damage physical objects with tons of ice-cold debris. The entire region is so loud everyone is considered *Deafened*.

Hailstorms occur mainly at the beginning of severe thunderstorms, and in some cases, can be quite dangerous.

In most cases, a hailstorm will damage fragile objects, such as paper and glass, while individuals who do not take cover will suffer 1 hit point of bludgeoning damage per round. This includes mounts and contraptions.

In some cases however, the hailstorm can become quite severe, causing serious damage to creatures and objects. When a hailstorm begins, there is a 1 in 20 chance that it will intensify, inflicting 1d4 hit points of bludgeoning damage to all creatures and equipment exposed to the storm. Creatures must also make a Dexterity save each round to avoid being struck in the head. Failure means taking 1d6 point of bludgeoning damage and becoming *Stunned* for 1 round.

Living mounts will be hesitant to fly under these conditions. Have the mount make a Wisdom save (DC 12). Failure means the mount is *Shaken* until the hail stops, even if safe from the worst of the icy impacts. If the hailstorm is severe, the save is at *Disadvantage*.

Any short or long rest is spoiled during a hailstorm, even if the characters are under cover. Reset the resting time. A hailstorm will last from 10 to 60 minutes.

All flying movement is reduced to half and the DC of all aerobatic maneuvers increases by 5.

Walking on the deck of an airship or treading across the ground requires careful consideration. For 10 to 60 minutes after the hail has fallen, all ground movement on two legs has the potential to slip and fall *Prone* from icy marbles. Make a Dexterity (Acrobatics) check (DC 10) to avoid falling *Prone*. If the person moves at half of their current movement rate or less, they ignore the danger of falling *Prone*.



NIGHT FLYING

As the sun sets and dusk turns to night, aerial maneuvers become extremely dangerous. Although magic can supply some forms of light, it cannot illuminate the distance and area needed for safe flying. The inherent dangers in flying are numerous, many of which are collected in this travel log. Just think what awaits the aeronaut that attempts to take the skies in the dark.

Unless the pilot or rider has the ability to see clearly under the night sky, all skills used to maneuver and saves to maintain control roll are made with *Disadvantage*. This includes navigating, making Perception checks, and avoiding obstacles.

SLIPSTREAM

A slipstream is a regularly occurring path of wind. Slipstreams in this environ are used as aerial roadways, allowing travel to faraway locations using minimal resources and energy. Slipstreams run in one direction, are 1 to 6 miles across and cover distances in the hundreds of miles.

Finding a slipstream is a DC 15 check using Nature, or Survival if you are *Windborne*. Sages have maps that detail local slipstreams. Pirates and merchants keep these maps close by.

Remaining in a slipstream requires a navigation skill check each hour. Use Nature, Survival and/or Proficiency if *Windborne*.

A slipstream will multiply the current movement rate by 2 to 5 times (1d4+1)! This additional movement is only for non-combat situations and is only effective for long distance travel.

STORM CLOUDS

As the clouds gather and discharge torrential rains, bolts of lightning or chunks of hail, flying through the fury of a charged mist has compounded dangers. Not only will the aerialist be subject the effects of the clouds current state, but the DC of all challenges increases by 5 while inside the boiling mass of energy and moisture. An *Extended Contest* is needed to fly above the clouds and away from harm.

THUNDERSTORMS

Few things are as spectacular as a flying near or through a thunderstorm. But along with their awesome beauty comes great power and danger. During a thunderstorm, the characters will not only experience heavy rain and wind (see above), but also deadly lightning, hail or even tornadoes.

Even flying through a relatively small storm cloud can mean facing blinding light, shifting clouds and deafening thunder. All of this can leave the unwary traveler disoriented and lost.

Even the Odds for each aerial subject within the storm cloud. An Odd result means making a Constitution save versus a DC of 15 or become *Blinded* or *Deafened* from the sudden lightning strike. The effects last 1d4 rounds. Choose randomly which of the two befall the aerialist.

There is only a 1% chance of a direct lightning strike, but even a nearby strike can cause injury or death. Every minute that the characters remain exposed during a thunderstorm, the GM should roll a percentile. If they roll a 95-99, then there is a nearby strike.

When this happens, each character within 60 feet must make a Constitution saving throw (DC 15) or suffer 1 point of Constitution damage and be knocked *Prone* or stall in flight. If the roll is 100, then the lightning strikes a character. Roll randomly to determine which one, or pick the one with the most metal armor. They must make a Constitution save (DC 20) or suffer 3d6 points of Constitution damage, and if they are still alive, they fall unconscious for 1d4 hours. If the save is successful they take only half damage and are unconscious for 10 minutes. Everyone within 30 feet of the character is affected by the nearby strike. Constitution points lost as a result of a lightning strike return at a rate of 1d4 points during a short rest and 2d4 points during a long rest. Any magical healing will restore 1d4 Constitution points in addition to any other healing imparted by the spell.

Please remember that the above condition are usually compounded by flying directly into the thunderstorm. See Storm Clouds for more details.



TORNADOES

Our crew and I had seen funnel clouds before. But none like this. From the height of our airship, the sheer size and power of the oncoming spiral dwarfed our vessel and the island harbor we were lashed to. The base of the spinning wind cut a swath through the distant farmland, leaving a dirty brown trail we knew to be tossed trees and broken homes. The cone grew wider as it ascended into the clouds above. We could do nothing but stare at the turbulent gray behemoth as it engulfed our station. My shaking hands and sweaty palms told me an island floating in the sky did not a safe place make.

The native Skyriders seemed nonplussed: efficient but calm. It was unjust but I hated them for it. I would later make amends for my unwarranted attitude, but for now it was fuel that I used to keep me from being paralyzed with fear.

PRESSURE

As the twisting form tracks towards the players, remind them of how prudent it would be to find shelter. Fast. This dangerous weather pattern can be compounded by having an enemy run for cover away from the party. Adversaries must huddle together to wait out the threat, needing each other yet wanting blood.

IF/THEN

Flying in fast-moving winds is dangerous. Remind the players that the danger is extreme and death can come from many directions if they are not careful.

Making a Dash action or moving at double speed will punish the aeronaut with *Disadvantage* on maneuver saves or skill checks. Moving at normal speed imparts no additional penalties. Moving at half speed or less grants Advantage on maneuver saves and skill checks.

As the winds twist and turn, any characters foolhardy enough to brave the storm will most likely get caught in the spiral of death. To maintain some semblance of control, a skill check is necessary. Each victim must make a Dexterity plus Animal Handling or Acrobatics save against the DC of the wind (from 12 to 20). Use the table below to discover the effects of the wind. This save is at *Disadvantage* if the speed of the wind is greater than the maximum flight speed of the victims, including any mounts or contraptions.

Each round inside a twister adds 1 to the DC to maneuver inside.

Attackers may want to intercept and confront each other inside a tornado. A skill check against the current DC of the

twister is required. Any success by 5 or more will not cause any additional complications. If the success is by 1 to 4, the combatants have intersected, but intense wind speed has them impacting each other, with both sustaining injuries from the encounter. Use the current wind speed of the twister and the falling chart to determine the damage inflicted.

| Roll | Result |
|--------------------------------|---|
| Natural 1 / Critical Failure! | Sucked in, battered and hurled out of the twister. Victim is stunned for 1d4 rounds and has the twister's movement added to the falling velocity. |
| Failed by 5 or more | Stunned for 1 round and Stalled (Prone) for 1d4 rounds. |
| Failed by 1-4 | Stalled (Prone) for 1 round. |
| Success from 0-4 | Movement reduced or accelerated by the twisting cell. |
| Success by 5 or more | Able to move at normal flight speed. |
| Natural 20 / Critical Success! | Able to escape the twister! |

If the characters or any opponents deposit debris into any twisters, that will add another die to the possible damage while inside the spiral. Beware chests full of gold, an armory of deadly blades or tumbling rocks in a building vortex.

EVEN THE ODDS

While in a Cyclone, Vortex or Tornado, each victim must Even the Odds of being hit by debris. A Dexterity saving throw (DC 18) is used to dodge flying objects.

CHANGES

Each of the twisters listed below can increase to the next level if given enough momentum or atmospheric fuel.

Cyclones. The base DC is 12. A cyclone is the smallest of the circular moving wind effects and takes up one Zone. A save versus the current DC of the cyclone is required to maintain a hold in a saddle, a harness on wings, or the rail of an airship. A failure will cause the victims to be sucked into the air and thrown into chaos.

The results of a cold or fire spell will become part of the cyclone and will affect everyone captured inside. Apply the spell's damage to all within the cyclone. The spell will be removed from the caster's control and last a number of rounds equal to the caster's level. Additional debris introduced will increase the damage by another die. See *Even the Odds*.

The base damage is 1d6 increasing to 2d6 or greater if someone or something introduces loose objects or broken structures. The additional die in damage will increase every 3d4 rounds as debris is introduced to the spinning storm.

Due to intense wind, all subjects are under the Deafened condition until they leave the cyclone. All ranged and sound-based spells are at *Disadvantage*. All victims of said attacks are considered to have Resistance, suffering only half damage and effects.

The base movement value of the cyclone is 10 to 120 (1d12x10) feet per round. This movement will override any aerial movement, pushing in the direction of the circular motion.

A cyclone will pick up all small objects, dead tree limbs, roof shingles and trash. A noticeable swath will be cut through the landscape.

A cyclone is a few hundred feet across.

Vortex. The base DC is 16. The vortex is made up of 4 Zones, each a slice of a pie. Characters and others captured by the vortex can attempt to move around each Zone on a successful skill check.

Any fire or cold spells (or others as applicable) cast in a vortex will affect the next Zone in the direction of the spinning air. The spell will be removed from the caster's control and last a number of rounds equal to the caster's level. If the caster is level 1-5, the spell effects will impact the neighboring Zone. At levels 6-10 spells will affect the next 2 Zones. Levels 11-15 have the power to affect the next 3 Zones. At levels 16-20 or more will engulf the entire vortex. Any other appropriate spells or effects from magic items should be considered as well.

All sound-based spell effects, as well as ranged attacks are halved, in range as well as damage, apply *Disadvantage*. A vortex is 1d6 hit points of bludgeoning damage. As the vortex draws in more debris, this will increase by 1d6 every 2d4 rounds.

The base movement value of the vortex is 20' to 240' (2d12x10) per round. Be careful of trying to intercept moving objects, companions or enemies. The added momentum of the vortex will add to the impact of clashing adversaries.

A vortex will kill small animals, rip up small trees and shatter windows.

The vortex has a size of hundreds of feet to as much as a half-mile width.

Tornadoes. The base DC is 20. The tornado is a weather system made up of 5 Zones, a central eye and 4 Zones around the center.

The Eye of the Storm is a strange phenomenon. As the tornado rages around the Eye, swallowing sound and ripping buildings from the ground, the unnatural quiet will exist within the center. Anyone able to resist the DC 20 of the

tornado can attempt to fly into the Eye. Only in the eye can sound and all other effects of the tornado be removed. It is here that some legendary conflicts have happened. Songs exist about grand heroes combating ancient foes in the skies surrounded by lethal wind shear.

Attempting to fly up and out of a tornado requires a vertical climb stunt. A thin atmosphere and the possibility of low gravity are hazards that may impact an aeronaut that seeks to ascend out of a tornado. Escaping is an *Extended Contest*.

Spell effects from fire or cold (as well as others by adjudication such as acid), will begin to spread throughout the tornado. The spell will be removed from the caster's control and last a number of rounds equal to the caster's level. If the caster is level 1-5, the spell will travel to the next Zone. If the caster is level 6-10 the effects travel through 2 Zones. Levels 11-15 will consume 3 Zones. Levels 16-20

or more will engulf the entire tornado, leaving the central eye untouched. Please consider other spell effects or use of magic items impacting the tornado and the Zones within.

All sound-based and ranged weapon attacks are considered touch range only.

The tornado imparts a movement value of 30' to 360' (3d12x10) per round.

Although the base damage of a tornado is 1d10, as the twister gathers more debris, this will increase by 1d10 every 1d4 rounds. Victims inside will see homes and wood structures become lethal weapons.

Tornadoes are mile-wide spiral winds of death. Solid structures will rip from the ground. Anything less than stone or metal used as a foundation will lift and spin in the wind. Farm animals, rooftops and mature trees rip from the ground. A tornado will leave nothing unscathed.



TORRENTIAL RAIN

I am beginning to regret my decision to drive through the inclement weather just to save a few hours. Just minutes after passing beneath the cloud layer, the skies opened up and it felt like the ocean being poured over me, through a sieve.

The handler assured me that the hippogriff could handle any conditions, and indeed that turned out to be the case. In fact, I think he enjoys the rain a bit too much. Since it began, he seems to be gently steering us towards the heavier rain when I am not paying attention.

The region is engulfed in a heavy rainstorm. All ranged and visual Perception Checks are at *Disadvantage*.

Flying through a rain cloud reduces speed by half (also see storm cloud). Although the rain itself may not be much of a hindrance, most living creatures that can fly will be hesitant to take to the air during these conditions. Every 10 minutes have the mount make a Wisdom save against DC 15 or become *Shaken* until dry and safe for at least an hour. Increase the DC by 1 for each level of *Exhaustion*.

UPDRAFTS

We had been warned about the violent updrafts, but unless you have experienced one personally, nothing can prepare you for the sudden lift as the deck heaves upward. I had been fortunate enough to be in my bunk when we hit the first one, and I nearly lost my lunch.

Fortunately, our captain is an experienced airman, and was able to notice the change in the clouds just before entering the updraft, and so the crew all managed to secure themselves before the upheaval.

When wind moves against extremely large vertical surfaces, such as cliff faces, mountains, castle walls and floating islands, an updraft can occur. Gliding animals and pilots on contraptions can use updrafts to ascend and not expend energy to do so.

Finding an updraft requires a Wisdom (Nature) or Wisdom (Survival) check (DC 15). Proficiency as a *Windborne* also helps. Success allows the gliding mount or pilot to ascend 10 to 100 feet of movement (1d10x10). This additional movement can offset the descending movement caused from falling or gliding towards land.



WIND

I turned back in time to see the black line of clouds pass over Greyen Castle. The tallest spire was ripped from the foundation. That massive marvel of construction had become nothing more than a deadly missile that we narrowly avoided.

My companions and I could easily make out the roiling dark line of clouds. Like slate-gray smoke, the derecho stretched across the sky, seemingly from horizon to horizon. The light rain and simple breeze came to an end. Deathly still air sent shivers through our bodies. The same could be said about the panicked eyes of our rented flying steeds. We each held on for dear life as the winged mounts ducked heads and aimed for, we hoped, safety.

PRESSURE

A soft breeze will carry the scent of fresh-baked bread, but the breeze itself is forgotten. In the kingdoms of the sky, the wind is an ever present and ominous environment that no one takes for granted.

Small changes in the direction and intensity of the air will always be noticed and mentioned by passersby. Talking about the weather is as natural as breathing. And rightly so, floating islands and airships do not make for great places in violent storms. Finding shelter is a must.

IF/THEN

Flying in fast-moving wind is dangerous. Remind the players that the danger is extreme and death can come from many directions if they are not careful. Making a Dash action, moving at double movement rate will punish the aeronaut with *Disadvantage* on any maneuver skill or saves. Moving at normal or combat speed imparts no additional penalties. Moving at half speed or less grants *Advantage* on maneuver skill and save rolls.

The wind will impart additional acceleration, direction and lift to anything in the air. To resist this, an aeronaut can reduce the force of the wind to maintain stability. Reduce the additional movement per round by the flying subject's movement rate. For example, if the wind adds an additional 80 feet per round, an aeronaut can reduce this by 60 feet if that is her maximum movement rate. A skill check against the current DC of the wind is necessary to perform this aero-braking maneuver.

CHANGES

Within a Zone. In rare instances, wind can be limited to a small area or localized to a specific locale. Sometimes winds will increase between a narrow pass, under a skyland or around a mountain peak. Turbulence is often within a single *Zone* or along a path of travel. The opposite may prove true as well. Some locations have *Zones* of little or no air currents, a void amidst the violent air currents around it.

Blanket the Area. This is a baseline of how wind affects the environment. In the case of a blanketed area, whole nations can undergo the ravages of the wind's effects. This can last from a few hours to days. Flying will nearly shut down if the winds remain at extreme levels. This can lead to severe food and supply shortages in remote communities.

Crescent Line (also called a Derecho). This is a violent air system noted for being a curved line across miles of sky. A dark line of clouds marks the derecho and moves at incredible speed. Outracing a derecho may be the only course of action as the turbulent winds slam into the nations floating before it. The crescent line of clouds will only last 10 to 40 minutes as it moves across the horizon. This can be an *Extended Contest* with an aerialist needing to find shelter. Three (3) successes are needed or the winds will catch the slow-winged travelers.

Circular or Spiral Motion. See information under Vortex, Cyclones and Tornadoes.

EVEN THE ODDS

The chances of being hit by flying debris increases as the winds increase in strength. On an *Odd* result the victim must make a Dexterity check (plus any appropriate riding or piloting skill) to dodge debris against the current DC of the *Severe Winds, Gale or Hurricane*.

Turbulence. *Even the Odds* of all who are passing through the chaotic air currents. An odd result means needing to make an appropriate save versus a DC of 11 to 20 (10+1d10)!

| Roll | Result |
|----------------------|--|
| Failed by 5 or more | Flight speed drops to zero! Stunned for 1 round. |
| Failed by 1-4 | Loss of 20 to 120 (2d12x10) feet of flight movement and <i>Stalled</i> . |
| Success from 0-4 | Loss of 10 to 40 feet of flight movement. |
| Success by 5 or more | Avoid the worst of the turbulence for now. |

Severe Winds. The entire area is impacted by winds of 30 to 80 miles and hour. The DC is 10 to resist the worst of the severe winds. The wind will move any and all flying crafts and creatures by 30 to 80 (1d6+2x10) feet in the direction the wind is blowing. Each round in a severe wind trying to fly against the force will increase the DC by 1 (see *Turbulence* for the results of failure to resist severe winds). These results are in addition to those suffering from the severe wind effects.

All sound, fire, cold and physical ranged attacks are made with *Disadvantage*. The listed effects will move in the direction of the *Severe Winds* instead of the appropriate cone or area effect. Consider other limitations of *Severe Winds* as well.

Wind-blown debris inflicts 1d4 points of bludgeoning damage. *Even the Odds* each round to discover if anyone is a possible target.

Gale Force. The winds are moving at 40 to 110 miles an hour! All movement is pushed in the direction of the wind by 40 to 110 (1d8+3x10) feet per round unless resisted. The DC is 15 (see *Severe Winds* for details). In addition to the above effects, everyone is considered to have the *Deafened* condition as the wind screams by, forcing all to yell to be heard.

All range and damage from sound, cold or fire spells and ranged object attacks is halved. This includes range potential and damage output. Again, these effects will move in the direction of the wind.

The *Gale* inflicts 1d6 points of bludgeoning damage. *Even the Odds* as noted above.

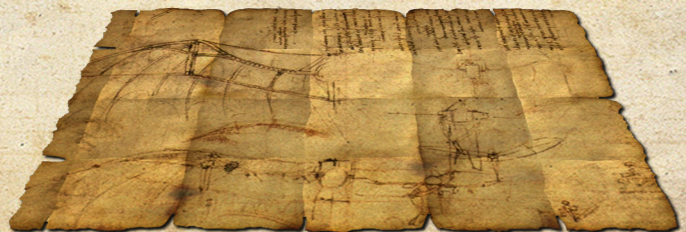
Hurricanes. The winds are moving at 50 to 140 miles an hour! All movement is pushed in the direction of the

winds by 50 to 140 (1d10+4x10) feet per round unless it is resisted. The DC is 20 (see *Severe Winds* for details). In addition to having the *Deafened* Condition, the risk of exhaustion is compounded. Any failure of 5 or more on a physical skill challenge or save will earn the victim 1 level of *Exhaustion*. This begins after a number of failures equal to the victim's Constitution bonus (minimum 1). For example, a character with a Constitution bonus of +3 will begin to suffer *Exhaustion* in a *Hurricane* after 4 failed physical skill checks.

The range of sound, fire, cold or ranged object attacks is zero, operating at a range of touch. A *Hurricane* inflicts a base of 1d10 points of bludgeoning damage. *Even the Odds* as above.

FUMBLECRIT

- 1 Impaled! The wind has launched a sharp object with such force that it has impaled the victim. A loss of 1 Constitution point per round will continue until the object is removed. Removing the offending object will cause an additional 1d4 points of damage. Medical attention is needed immediately after removing the sharp object, or the victim suffers 1d4 hit points per round until the bleeding is stopped. The victim is impaled in the arm, leg or torso. Pick randomly. If the arm or leg is injured, it cannot be used while impaled. If the torso is hit, the victim has 3 levels of *Exhaustion* that cannot be reduced until the object is removed.
- 2 Knocked unconscious. A huge chunk of debris hits the victim, knocking them out for 1d6 minutes. After waking up, suffer *Disadvantage* on Perception checks due to headaches for the next 1d4 days.
- 3 Pinned by debris. The wind has dumped a huge tree, boulder or rooftop or some other heavy structure on top of the target. To move the weight requires a Strength check versus a DC of 20. If the target is flying, they will immediately fall with the structure on top of them. They will be in a free fall situation, adding another +5 DC due to the additional weight.
- 4 Flipped head over heels. The subject is *Stunned* for 1d6 rounds and must make a Perception check versus a DC of 15 to regain any sense of direction after the *Stun* wears off.



APPENDIX

NEW BACKGROUND

WINDBORNE SKYRIDER

You have never known of a life without the open sky with nothing but your skills and a mount or contraption to separate you from the open air. Flying above the clouds and out-racing storms is far more normal to you than living life on land.

Maybe you were elsewhere but dreamed of a life above. You could've joined a merchant company to explore the skies. A press gang may have snatched you up to force you into piracy. The authorities had you under arrest, and left you on the doorsteps of an unknown cloud city. In any event, you are now trying to survive in this bizarre world of floating islands and airships.

You are a balance of both ultimate freedom and extreme organization. Taking to wing can lead you to amazing locations, but having a deep set of order and skills is a must in order to survive.

A *Windborne* individual is noted for having a hand built device or contraption that allows you to glide or fly among the clouds. The *Windborne* have no problems simply jumping off a cliff or gliding away from a tower balcony. These individuals are respected for both their piloting skills and their self sufficiency. Using cutting-edge technology to resist gravity and fly like a bird is a rare ability. The *Windborne* also build and maintain huge airships, *Billowcraft* and steamers that facilitate trade and commerce.

Not all *Windborne* are part of a vast modern community. Some live as nomads or in tribes, sailing among the treetops in handmade contraptions made from *Aertherwood* and *Cloudweave* cultivated by their own hands.

As a *Skyrider*, you and your mount are one. Whether you live on the fringe, work as a scout or are a devout knight protecting the skies, you care for and ride your mount as no other can. You and your mount have a connection that requires no words. You are known for the stunts and tricks that only the *Skyrider* has mastered. You will protect small packs of newborn mounts as children grow with wide eyes, knowing one day they too will fly unrestrained among the clouds.

Skyriders are not only an organized militia in a vast city-state, they can be mercenary cadres or even survivalists or isolationists who bond with mounts more readily than people.

Skill Proficiencies: Animal Handling, Survival

Weapon Proficiencies: Kpinga and Lance

Languages: Primordial and one more of your choice.

Equipment: A pouch of tangleroot (5 doses), goggles and scarf to protect face and eyes, an aeronautical flag of your homeland, 3 bolts of cloth (5 gp value each), a dagger, wool cloak, a belt pouch containing 10 platinum pieces, and a flying mount commonly found in the setting (DM approved only)

FEATURE: AERIALIST

You are knowledgeable about the cultures and politics of the city-states in the clouds. The economy and trade between the numerous isolated islands requires a robust airship network. You are familiar with this part of society.

Black market trade and sky piracy as well as espionage form the unspoken backbone of the floating people. You have a passing familiarity with this part of society as well.

You are trained in free fall. When falling at terminal velocity, you are never *Shaken*. You can operate as if this is a natural environment and act to save yourself and others. You can even maneuver while falling, using micro-movements to drift towards or away from danger.

If you are *Windborne*, you are familiar with the workings of contraptions. You can repair and modify aero-devices and vehicles. You also can spot them from afar and understand how airships are used in smuggling, trade and war. You have Proficiency when using contraptions.

If you are a *Skyrider*, you have hands-on experience caring for flying mounts. You can ride a flying mount and have Proficiency with any aerial skill checks involving Animal Handling of aerial mounts and animals.

SUGGESTED CHARACTERISTICS

Living in a land like no other has dramatic effects on the psyche. The landscape itself is without land. The threat of falling and being surrounded by lethal storms and winds has shaped your personality and outlook like no other locale.

d8 Personality Trait

- 1 The sky is my temple. When I am in the air, I am in the presence of the gods.
- 2 I prefer solitude or the company of a few to large groups of people.
- 3 I am airy and free as the clouds. I will not be caged.
- 4 I am swift to act. Hesitation kills at 10,000 feet.

- 5 I pity those bound to the earth. Those who live amongst the clouds are superior.
- 6 Survival in the sky depends on teamwork, and I feel that all solid relationships must be founded on trust.
- 7 Gravity has taught me that our fate is fixed. One day, we must each fall.
- 8 I am not easily rattled. I was born to the sky and the sky lives within me.

d6 Ideal

- 1 **Structure.** I follow orders and expect my orders to be followed. Everyone must do their job and do it well. Chaos and anarchy will get you killed. (Lawful)
- 2 **Freedom.** I go where the wind takes me. I am beholden to no one and hold no sway over anyone else. (Chaos)
- 3 **Greed.** I take what I want. I go where I want. I do what I want. Try to catch me. (Evil)
- 4 **Guide.** It's my mission to train those who know nothing of our culture. (Good)
- 5 **Diplomacy.** Fair trade. I can get it or get you to it. Let's work out a deal that makes us both happy. (Neutral)
- 6 **Exploration.** I'll never stop exploring the vastness of the skies. Come with me and see the world as no other. (Any)

d6 Bond

- 1 You never fail to meet a forbidden relationship with one or more individuals on a secluded isle. Each of you know one day this location and your trysts will become public. The nature and maturity of this relationship and the fallout is up to you.
- 2 You owe a life debt to a ruthless sky pirate.
- 3 You are part of an exiled bloodline hoping to regain the throne. You are a messenger and spy who is tasked with maintaining the stability of the scattered remnants of the family.
- 4 A trade route is a second home to you. You have nothing in common with any on the route but all are familiar and welcoming faces.
- 5 A sacred temple is hidden among the clouds. You are tasked with finding/destroying/protecting/keeping secret this location by any means.
- 6 An aero-naval force is gathering in secret. You support the claims this officer and her cohorts have against a current regime, just not her methods.

d6 Flaw

- 1 The open sky mesmerizes you in inopportune times.
- 2 You have no problems leaving broken hearts and empty promises at every harbor.
- 3 You are wanted by a dedicated group of sky marshals. Only you know of your guilt or innocence.
- 4 You have no desire to settle on the earth. You will bribe,

cheat, cajole and beg to get your feet off the ground just one more time.

- 5 You are terrible at finance. You never learned to count and spend money like pouring water.
- 6 There is no greater dedication than to your flock. You will punish those whom you perceive to be enemies of the gathered wings and are a harsh taskmaster when individuals are less than loyal.

NEW LANGUAGE

Aeronautic Flags. This is a codified method of communication by aero-naval units across nations and factions living in the clouds. Each large aero-naval vessel has a mast, rope or cable. Attached to the rope are various flags of specific colors and shapes. Each flag represents a word or phrase. Spotters using spytubes can translate these flags. As airships pass each other on trade routes and merchant vessels approach land, these flags are an identifier.

The flags are identifiers. They communicate the type of vessel; be it for war, civil defense, trade, or passengers. Flags will also denote if the cargo is hazardous, the ship is in need of help, is under tremendous weight, or is lost. A royal coat-of-arms is common and even large merchant or guild houses have recognizable seals on flags.

Displaying a false flag or not having flags in civilized communities is considered a crime and will elicit inspections, investigations and possible incarceration.

NEW EQUIPMENT & WEAPONS

Altimeter. This small brass device is about four inches in diameter and has a glass face, much like a compass. Inside is a series of gears and cylinders of fluid that cause the needle on the face to point to the current altitude above sea level.

It is accurate to within 100 feet unless there is a storm approaching, at which point the air pressure drops, giving a false reading. The obvious benefit to this "flaw" is that the perceptive user could possibly predict an approaching storm.

When such a storm is approaching, the character using the altimeter can make a Perception check (DC 10) to notice the drop. If they are familiar with the device, they will know what it means, but anyone else might have to make an Intelligence check (DC 15) to understand the implications. There is a dial on the side to adjust for the inaccuracy if the user wishes. [**Cost** 120 gp; **Weight** 6 oz.]

Chakrum. The chakrum is a disc with a razor-sharp outer edge. The disc is a perfect circle, two to five feet wide, and large enough to fit over the head and rest around the neck. It is normally a thrown weapon. Using a chakrum in melee

combat requires proficiency with martial weapons or having the *Windborne* background. Critical failures with a chakrum will cut the palm of unskilled wielders.

The chakrum is normally thrown vertically to avoid hitting allies in battle. The *tajani* technique casts the chakrum in a horizontal manner, spinning the disc on the forearm, wrist or finger before it's launched. The chakrum is a light weapon with wielders carrying as many as 6 at a time.

The chakrum has a throwing distance of 30 feet plus 10 feet per positive Strength bonus. For example, a character with a Strength bonus of +3 can throw a chakrum 60 feet. Proficiency with the chakrum adds to the total distance thrown.

The chakrum is a preferred weapon over arrows, javelins or bolts due to its ability to sever wings, *Cloudweave* cloth, ropes and thin *Aetherwood*. [**Cost** 10gp; **Damage** 1d6 slashing, **Weight** 1 lb; **Range** (30/60); **Properties** finesse, light, thrown (1d6)]

Kpinga. This is a tribal throwing ax. It has a strange shape like a tree branch of knives. Formed from the scavenged blades of fallen enemies, it is reforged over and over as a sign of bravery and combat superiority. Kpingas have long names based on each blade point.

The kpinga begins as a small throwing knife and after a significant victory, another blade is added to it ritually. The damage potential grows with each additional blade attached. It begins as a 1d4 slashing weapon and increases to 1d6, then 1d8 (maximum damage). At this point another kpinga is forged and the process begins again.

Using a kpinga you have not forged through conquests and victories is considered offensive. Be prepared for harsh words, threats, and a dishonorable reputation. The kpinga is thrown overhand just as the chakrum.

An expert with the kpinga can curve the ax through the air, striking targets from the side or back. *Skyriders* are proficient with the kpinga. If the character has the ability to strike an enemy from behind, from the flank, or from surprise, in melee combat, the kpinga expert can use those same maneuvers in ranged combat.

The kpinga is relatively heavy, with a wielder carrying no more than 2 at a time. [**Cost** 5gp; **Damage** 1d6 slashing; **Weight** 3 lbs; **Range** 30/60, **Special** Curves around corners when thrown.]

NEW MATERIALS

Aetherite. Also known as “float stone”, Aetherite is a purple-colored stone that is found naturally occurring in floating islands called “skylands.” The skylands are believed to have formed during the creation of the world, and range in size from a few hundred feet to more than a mile across.

Aetherite ore will remain at the altitude at which it formed unless some force acts against it. The larger the

skyland, the greater the force that must be applied to move it. In the case of some of the larger skylands, only collision with another skyland of comparable mass or hurricane force winds can cause them to move laterally, so trying to get one of these greater skylands to move up or down is close to impossible.

Although called a stone, Aetherite is actually a soft metal (similar to the hardness of lead) that can be refined and shaped. The most common use is in the forging of the great helms that drive the massive skyships of the Achorian Republic.

Mining Aetherite is as lucrative as it is dangerous, requiring the miners to attach bubble-like structures of wood and leather to the underside of a skyland. Unlike traditional mining, the first phase of the refinement process must be done at the mine to make the transportation of the Aetherite ore easier.

Aetherwood only grows on Aetherite islands, absorbing many of the float stone's properties. Once refined, the aetherite can be used to manipulate the aetherwood, making these two materials ideal for making large airships.

Aetherwood. This is a wood that has a anti-gravity aspect to its growth. These trees have fibers that are perfect for the construction of airships of all types. The wood and fibers must be collected when the trees are mature. A strange occurrence of these trees happens beyond the maturing phase. The tree becomes so anti-gravitational that the tree rips from the ground and floats into the sky, never to be seen again. Many cultures gather on isles to watch the trees lift slowly into the air. This has caused a great divide amongst the great kingdoms that want to cut down these trees for airships in grand navies.

Cloudweave. This material is harvested from a strange phenomenon in the aerial environment. Deep inside clouds, this material collects in patches of cotton-like consistency. Forming naturally, harvesters will follow these clouds to procure *Cloudweave* for extremely light clothing materials, sails and cloaks. The *Cloudweave* is delicate and requires a skilled hand to turn into a viable trade good. Clouds that produce *Cloudweave* are valuable natural resources. The locations of these clouds and protecting them is problematic. The clouds are easy to pierce and damage. The harvest process must constantly move with the material or travel far away from the protection of the community.

Loadstone. This crystalline material is what keeps the floating islands afloat. Deep inside the islands are collections of enormous crystals. Chunks of this material have been used as the engines in aeronautical ships. Mining loadstone is problematic, in that it can cause an island to fall. This has been used as a military tactic in the past, but the risk to

property, the expense of mining the crystal and moving it, and the political backlash of dropping an island on an enemy nation has seen this activity all but disappear as a real threat. At least, that's what the populace claims.

Tangleroot. Harvested from the undersides of the great isles, tangleroot has an ability to absorb oxygen from a thin atmosphere. This is of great need for the aerial community. Using tangleroot allows oxygen breathers to operate at higher altitudes, where the breathable air is scarce.

Related to *Red Root* this plant stores some of this oxygen that it produces in its roots. Chewing the root releases a mixture of nitrogen and oxygen that eases the effects of altitude sickness, as well as providing some carbohydrates and vitamins.

The root must be used within 12 hours after being harvested, and each plant can provide 6 oz. (6 doses) of usable root. Chewing 1 oz. of red root will last 1 hour, and will reduce the effects of altitude by 1 category. For example, if the user is at *Very High Altitude*, chewing the root will mean that they only suffer the effects of being at *High Altitude*.

Searching for Tangleroot will require a Wisdom (Survival) check (DC 20). Success means finding 1d4 plants. This check will require an hour of searching in a rocky area above 10,000 feet. This could be done during a short rest, though the person searching will obviously not receive the benefits of the rest.

A tincture can be made from the root that will produce the same effect, though it is extremely expensive due to the fact that the benefits fade so quickly after harvest.

A liquid dose (1 vial) will cost around 50 gold pieces, but will last for twice as long as chewing the root (2 hours).

NEW SKILL RULES

ANIMAL HANDLING SKILL

This skill covers a wide array of functions when dealing with pets, mounts and familiars. This skill can be divided as follows: Care, Breeding, Training and Riding (covered in its own section).

Care. Healing magic can be used to restore a mount companion's hit points as normal. Aerial mounts may also fully regain hit points and vitality through rest and recuperation. A character trained in Animal Handling can use this skill in place of Medicine to heal the wounds of a mount, pet or herd animal. A wounded animal can be difficult to handle due to pain and fear. If the animal has lost more than half its hit points, make a DC 10 challenge to keep it calm during treatment. If it has suffered a condition such as *Blindness*, *Poisoned*, or *Shaken*, or it has lost more than half its hit points, the DC is 15. If the wounded animal has suffered a *Critical Hit* or has less hit points than its Constitution score, the DC is 20. The PC can use Charisma in place of Wisdom when making this skill challenge. Familiars or mounts gained from level advancement do not require a roll and succeed automatically. In any result, the handler must remain with the wounded animal during the healing and care process.

Roll

Result

Failed by 5 or more

The animal panics and lashes out. Even the Odds on who is the target of its rage and fear. The animal is uncontrollable and resists care and instructions for 1d4 rounds before another Animal Handling skill check can be made. The DC increases by 5.

Failed by 1-4

The animal is in distress and refuses to calm down. Another roll to calm the animal can be made only after 1d4 rounds have passed.

Success from 0-4

The animal will calm down in 1d4 rounds at which time care can be given.

Success by 5 or more

The injured animal calms down immediately and responds to care and instructions. The caregiver may walk away as the animal trusts the guiding hand and voice.

Food and Water. Winged mounts are usually large creatures, and as such require much more food per day than an average humanoid. Fledgling mounts require a minimum of 6 pounds of food and 6 gallons of water per day, while a mature mount requires a minimum of 12 pounds of food and 12 gallons of water per day. Most winged mounts are natural grazers and hunters, and can find or kill their own food if left loose in a suitable environment for at least an hour per day.

Breeding. When a mount is picked or raised from fledging or birth, the skilled handler can feed and groom the animal for maximum strength, intelligence and obedience. If random hit point dice are rolled for the mount, add the Animal Handling skill for each Hit Die. This cannot push the hit points above maximum. When picking a suitable mount from a public location or among a herd, the same conditions apply. Otherwise, have the character roll their Intelligence plus Animal Handling skill verses a DC of 12 to find the best (or worst) in the crowd.

Training. Tricks are simple tasks, maneuvers, or stunts your winged mount can perform if properly trained to do so. Note that basic actions such as flying and attacking are things all winged mounts naturally understand, regardless of their training. You can teach your mount a specific trick with one week of consistent work and a successful Animal Handling check, the DC of which is indicated by the trick. You may train a mount to perform tricks equal to your current Animal Handling skill plus your Proficiency score.

| Trick | Description |
|---------------------------|--|
| Come (DC 15 to train) | The mount comes when called if it can hear you. They can also be trained to come at the call of a distinct sound (like a whistle or horn) from a distance. |
| Guard (DC 15 to train) | The mount stays in one spot, defending its position. It can also be ordered to guard a specific creature or object. |
| Help (DC 20 to train) | The mount helps in combat by distracting the enemy, granting advantage to a single roll in combat as one would with the help action. |
| Fetch (DC 20 to train) | The mount finds a specific object it is familiar with, or a random one within a mile of its current location. The object cannot exceed 200 pounds. |
| Deliver (DC 20 to train) | The mount travels to a specific destination or finds a particular person it is familiar with. |
| Patrol (DC 15 to train) | The mount patrols a specified area, and will alert its rider to perceived threats or any unusual activity. |
| Scavenge (DC 20 to train) | The mount moves around a specified immediate area, keeping an eye out for items that might be useful or informative to its master. |
| Perform (DC 15 to train) | The mount performs simple tricks, such as rolling over, standing on its hind legs, beating its wings, or screeching or roaring on command. |

Note that a mount can operate with the Animal Handler's skill level after a successful skill check with a DC of 12. For example, a mounted rider wants the pegasus to remain as quiet as possible as it flies around a castle tower. The rider has the Stealth skill. Using Animal Handling will offer the pegasus the same Stealth skill on a successful DC 12 check. This is a general rule and should be modified if the skill and animal have drastically different motives, it is distracted, or it has a body type unable to duplicate the current skills of the handler.

Barding. Military mounts are trained to wear specially-fitted battle armor, called barding. This barding primarily protects their head, neck, and chest, and is designed to deflect blows from the front. Barding armor of any kind can be fitted, from malleable hide to rigid plate, but the cost to have such a set of armor crafted is 4 times the price for an average humanoid, and the armor weighs twice as much. Fledgling mounts are usually fitted with lighter, more flexible barding, while mature winged mounts often don heavier protection like half-plate armor.

Mounted Combat. See the section on Mounted Combat.

PILOTING SKILL

The Acrobatics skill is needed to pilot a contraption. These are personal devices and vehicles that a character can maneuver in flight and glide to safety. At any point in this document that a reference to a flying mount and Animal Handling skill is noted, please substitute Acrobatics if the subject is using a contraption.

NEW VEHICLES

Aetherwood Airship. This large ship seems identical to its ocean-going counterpart. This craft is built from Aetherwood wood and is neutrally buoyant in the air. It gains motion through the use of sails and wind. Some even use sets of rowers, with the oars wide enough to catch the air, similar to a giant fan.

These are the most common vehicles that are true airships. Just as common as *Billowcraft*, the airship can carry hundreds if large enough and a rare few are true luxury liners of the rich and powerful.

Aetherwood Steamer. Yet another expensive and solidly build contraption, the steamer uses new technology to apply heat to loadstone coals. This expels the needed energy to lift the airship and give it thrust. These craft are powered by loadstones, and the expense of acquiring these crystals is problematic. It can often lead to military aggression just for being near a viable location of resources.

Steamers are often well-armed and armored. Some use fire or stone-powered tubes to eject the crystal waste as a destructive force. Some nations have resorted to using adepts or sorcerers as powerplants to launch attacks against other airships.

Billowcraft. These are airships given buoyancy by huge bladders filled with gases. The bladders are filled using heat, steam or lighter-than-air gases. The gases are sometimes harvested or generated by spellcasters. The bladders are tied to the ship, usually with the ship hanging below. The size and shape of these craft is unmeasurable. They exist in all corners of the aerial community and are the backbone of commerce and aeronaval defense.

Operations on a *Billowcraft* require navigators, pilots, engineers to maintain lift, and riggers to watch or re-lash cords on the balloons.

Some *Billowcraft* can transport 100 passengers or more, including weapons and cargo.

Cloudweave Wings. This is a contraption that mounts on a backpack. It has the look of wings using Aetherwood for struts and *Cloudweave* cloth to form the body of the structure, and is collapsible. The harness allows the wearer to glide. The pilot uses the Acrobatics skill against DC 12 each round. During combat this skill check is made with *Disadvantage*, unless the pilot expends a bonus action to maintain stability.

Gliding speed is 60 feet and the wearer is effectively under the effects of a Feather Fall spell, falling at 60 feet per round as well.

A success on a skill by less than 5 allows the pilot to reduce falling speed by half, or 30 feet this round. Success on the skill check by 5 or more allows the pilot to ascend 10 feet times the Acrobatics skill. For example, if the Acrobatics skill is +7 (including Dexterity modifier and Proficiency), the harness-wearer can ascend 70 feet. This would be a net ascent of 10 feet per round.

Of course, nothing can be worn that would impede the wings from full extension. If the wearer falls while the wings are collapsed, use the *Fallhalter Cloak* rules for deployment.

Dirigible. Similar to a *Billowcraft*, a dirigible is a solid oblong structure filled with gases to generate lift. The solid structure prevents the balloon shape from collapsing under harsh winds, lack of gases or attacks.

Dirigibles are expensive to build and maintain. They are usually reserved for royalty and rich merchants. They are not the fastest vehicles, so aeronaval use is limited to local defense and occupation services during aggression.

Fallhalter Cloak. This is a specialized cloak woven from mundane thread and *Cloudweave* yarn. The cloak, in its folded position, rests on the top center of the back. It is folded tightly and appears as a small backpack. Cords run from the folded cloak to each wrist and both ankles. In a situation where the subject is falling, a neck cord is pulled. This causes air to fill the *Fallhalter*. The cloak expands to its full size, capturing air inside. The subject looks like a flying squirrel; a huge cloak is attached at the neck, wrists and ankles as contact points.

The cloak allows the user to glide at 60 feet per round laterally. The speed at which the user falls is based solely on the skill of the wearer as set below. Any reduction in distance by the cloak will reduce damage, possibly to zero.

Objects can be held in hand, including two-handed weapons, but attacks during free fall will cause the cloak to collapse and require the user to make skill rolls to re-engage it.

Before a *Fallhalter Cloak* can be activated, a subject must overcome a fear of falling (see free fall). This only requires pulling a tab, so reduce the DC by 5.

Using a *Fallhalter Cloak* requires an Acrobatics skill check, with a DC of 12. A skill roll is necessary each round until the user lands or collapses the cloak. The wearer of the cloak will land in a *Prone* position unless the pilot activates the Feather Fall function. In that case make a skill check vs DC 12 to resist landing *Prone*.

| Roll | Result |
|--------------------------------|--|
| Natural 1 / Critical Failure! | Cloak is damaged and useless. |
| Failed by 5 or more | The cloak is tangled and does not fill with air. Roll next round. |
| Failed by 1-4 | The cloak partially fills reducing the fall by 30 feet. Roll again next round. |
| Success from 0-4 | The cloak works well reducing the fall by 60 feet. Roll next round. |
| Success by 5 or more | The cloak works perfectly. Operates as the Feather Fall spell. Roll next round. |
| Natural 20 / Critical Success! | Operates as the Feather Fall spell. No need to re-roll anytime during this drop. |

Nothing can be worn on the back, over or under a *Fallhalter Cloak*, including weapons, other cloaks or backpacks.

Ornithopter. An *Ornithopter* is an arm and leg-powered flying wing. The contraption is the height and width of a human being. Attachments to the legs and pulleys or levers for the arms flap the wings, allowing the pilot to fly like a winged animal. It is constructed of Aetherwood and *Cloudweave* materials.

An *Ornithopter* has a flying speed of 60 feet per round. The wings must be pumped once per round or less, depending on the Strength modifier of the pilot. For example, a pilot with a Strength modifier of +2 would only need to beat the wings every 3 rounds. Pumping the wings takes a Full Action, using both hands and feet. The pilot must use a Combat Action to maintain speed and level during this time. Not pumping the wings puts the pilot into a glide as the Feather Fall spell.

The strength and endurance to power an *Ornithopter* takes a toll. A pilot may only power one 10 minutes for each positive modifier in Constitution (minimum 5 minutes). A pilot with a Constitution modifier of +3 can fly an *Ornithopter* for 30 minutes before exhaustion sets in. At the end of the noted time period, the pilot gains 1 level of Exhaustion every 10 minutes thereafter.

A skill check is needed to avoid landing in a *Prone* position, with a DC of 12.

Pedalcopter: This is a multi-passenger contraption, built for 2 to 6 pilots. The operators each have a seat and pedals to achieve lift and give it power to maneuver. Each of the passengers can control its path and each has the ability to power the 'copter individually and together. The *Pedalcopter* must be powered by pedaling at all times to maintain lift.

A *Pedalcopter* has greater stability and lift than speed. The movement rate is 30 feet per round. As long as the pilots are healthy and fit, the *Pedalcopter* grants *Advantage* on saves and skill checks to remain stable.

The *Pedalcopter* can remain in the air as long as a combined Strength and Constitution bonus of +3 is maintained.

Peddlers can power one for 10 minutes for each positive modifier in Constitution (minimum 5 minutes). A pilot with a Constitution modifier of +3 can fly an *Ornithopter* for 30 minutes before exhaustion sets in. At the end of the noted time period, the pilot gains 1 level of *Exhaustion* every 10 minutes thereafter. Each level of *Exhaustion* from any pedal pilot reduces the needed bonus by 1. The need to stay in the air can be spread amongst each passenger as they take turns resting and pedaling.

At anytime the 'copter is not under power, it falls under the effects of a Feather Fall spell. The current pilot must make a skill check to land the craft in a vertical position or all passengers are considered *Prone* upon landing, with a DC of 12.



NEW MAGIC ITEMS

GRAPPLING ARROW

Weapon (arrow), common

This is a masterwork arrow with a head designed to open up and grapple onto a surface. Often used in conjunction with the *Spider Silk Rope*, this arrow can be shot at about half the distance of a normal arrow with light twine attached. When the arrow lands, the grappling claws open and hook on whatever it can.

The head of the arrow has minor spells placed upon it. One of them reduces the weight of the grappling mechanism, allowing for longer and more accurate shots. The other allows the claws to open and close at a command word. Be warned that anyone can say the word, so the user should be careful to share the word only with those they trust.

RING OF FLOATING

Wondrous item, uncommon

This functions very much like a *Ring of Feather Falling* except that instead of falling slowly, the wearer is just stopped. The ring can be activated as a reaction, causing the falling character to stop and float in the air for up to 30 minutes. This should give the wearer time to rescue themselves or to have someone else rescue them.

This ring makes the wearer neutrally buoyant, and so if pushed or pulled, they will simply float in that direction.

The wearer can choose to stop floating at any time. The ring only effects the wearer, and so anyone holding them will pull them down. This power can be used once after each dawn.

SPIDER SILK ROPE

Wondrous item, common

This is an alchemical rope that utilizes great lengths of thin, web-like strands harvested from an exotic blend of spider glands. Due to the extremely rare nature of the required components, spider silk rope is quite expensive.

The rope itself is soft, only about a quarter-inch thick and weighs next to nothing, yet it is twice as strong as any other rope. It has a test strength of over 2000 pounds, and stretches about 10% under a heavy load.

The most extraordinary property of the spider silk rope is its ability to become sticky or frictionless at the user's will. If more than one person is using it, the property applies in that area of the rope. This feature provides an *Advantage* to any skill check utilizing the rope.

Spider silk rope is extremely difficult to damage with 14 hit points, resistance to normal weapons, and a DC 22 Strength check to break it. Unfortunately, it is vulnerable to fire.

WEATHER STONE

Wondrous item, uncommon

These stones are often set into a sturdy bit of jewelry or embedded at the top of a traveler's walking stick.

When the weather is pleasant, the stone is a deep, sky blue color, but when the weather is about to change in the region (25 mile radius), the stone changes color as follows:

Deep Sky Blue – Pleasant Weather, Seasonal

Dusty Gray – Overcast and Rainy

Dark Gray – Heavy Rain

Black – Severe Weather (Thunderstorms, Hurricanes, Blizzards, and so on.)

Orange – Extreme Heat, Unseasonal

Silvery Blue – Extreme Cold, Unseasonal

Pale Gray – Snow, Light

White – Snow, Heavy

Clear – Ice (Freezing Rain or Fog)

The color of the stone changes between 2 and 12 hours prior to the weather changing. This can be determined randomly or the time can be chosen for the greatest cinematic effect.



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THE STORY OF DAVAE BREON JAXON

DAVAE BREON JAXON, A MASTER WIZARD AND COLLECTOR OF EXOTIC LORE, WAS APPRENTICED TO THE INFAMOUS MORDENKANE IN THE GREAT CITY OF TAL'NAVASHAR IN THE EAST.

AS SOON AS HE WAS ABLE, JAXON SET OUT INTO THE WORLD IN SEARCH OF ADVENTURE, SPENDING MORE THAN THREE DECADES TRAVELING THE ROADS AND WILD LANDS OF AÑDÜN AND GREATER ARDA. DURING HIS WANDERINGS, HE MANAGED TO AMASS A VAST AMOUNT OF MAGICAL KNOWLEDGE AND AN EXTRAORDINARY NUMBER OF BOOKS. IN HIS LATTER YEARS, JAXON ESTABLISHED THE LARGEST AND MOST RESPECTED LIBRARY DEDICATED TO THE ARCANE ARTS THE WORLD HAD EVER SEEN.

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