



## ILLUSTRATION SUPPORT PACK #5

This is *Illustration Support Pack #5* for Patrons of Morvold Press.

This month, we have [3] different artists bringing illustrations to your table – Steven Bell, Clark Ocleasa and Manon Krapf.

The first piece is a full character illustration by *Clark Ocleasa* that actually pairs with a Map Pack released this month – the Griffon Riders of Thale | Dwarven Outpost.

The illustration depicts one of the Thalian Knights and his griffon mount standing proud behind him. Clark was able to integrate the symbol found on the map onto the tunic of the rider and add his own special flare to the style of dress that I feel suits the riders.

All of the item illustrations this month are connected to the central theme of the Griffon Riders and their various equipment that I thought might be fun and unique to throw into your game. It was actually quite fun to consider the kinds of items they might use while moving at high speeds and being precariously perched atop the back of a creature capable of flight when you, as a deep dwelling mountain dwarf, are certainly not.

## ILLUSTRATED ITEMS

The illustrated items are all done by *Steven Bell* and carry the central theme of being equipment for the Thalian Griffon Riders.

### **Skyhammer**, *Uncommon Melee Weapon*

The *Skyhammer* is a staple of the *Thalian Knights* and is generally affixed to two circular metal disks on the right side of their saddles. Its head is crafted from a special alloy that shares a connection to that of the circular disks, fusing a deep earth form of magnetism to form a near unbreakable bond.

When the rider closes their hand about the haft of the hammer, the connective tether is temporarily severed, allowing them to throw the hammer a distance of 45 ft, before the tether is restored and immediately returns to the circular disk on the saddle.

The *Skyhammer* functions statistically as a Warhammer with the “thrown” property. On a Critical Hit, the hammer casts *Thunderwave* originated on its target.



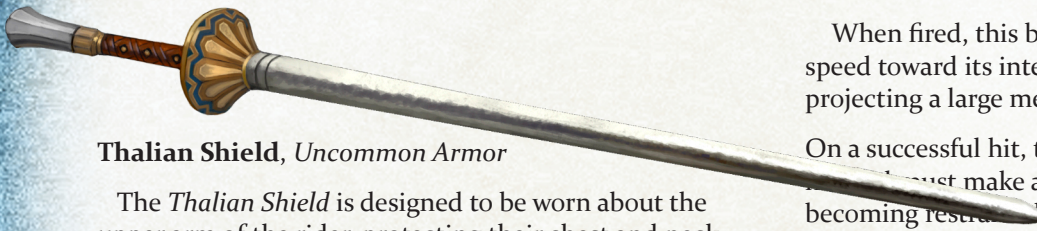


## ILLUSTRATED ITEMS

### Skylance, Uncommon Melee Weapon

The *Skylance* is the signature weapon of the *Thalian Knights*, extending nearly twelve feet in length and being expertly crafted from mithril. Bands of the special magnetic allow found in the *Skyhammers* can be found about the handguard, affixing it to the saddle's mount and ensuring it doesn't fall away from its rider.

The *Skylance* functions statistically as a Lance, but it ignores non-magical resistance to piercing damage and does an additional 1d6 damage against a creature for each size level above Large when struck on a charge.



### Thalian Shield, Uncommon Armor

The *Thalian Shield* is designed to be worn about the upper arm of the rider, protecting their chest and neck while allowing them to still hold the reins and manage smaller tasks with a free hand.

The shield provides a +1 AC bonus to its wearer during regular use, however, it offers +3 AC bonus while mounted.



### Griffon Saddle, Uncommon Armor

The griffon saddles are designed with flight in mind, being crafted of lightweight materials and affixed with stirrups, cross body belts, as well as two hooks to which the rider attaches leather hooks on their belt.

The saddle comes with two saddlebags and gives the rider *Advantage* on any ability checks to stay mounted or perform aerial maneuvers with their griffon mount.



### Dwarven Bowcaster, Uncommon Ranged Weapon

This heavy weapon has the smooth wooden handle of a crossbow, but a heavy metallic shaft that can hold a specialized, octagonal cartridge designed to hold a tightly-packed net.

When fired, this bowcaster flings a cartridge at high speed toward its intended target before exploding and projecting a large mesh net over a 15 x 15 ft cube.

On a successful hit, the target becomes enmeshed in the net. The target must make a **DC 15 Strength Check** to avoid becoming restrained. It can make a new check at the end of each turn. Anyone not caught in the net can cut away or remove the net as an Action.

The bowcaster range is 40/80 and it takes an Action to reload.

### Thalian Back Glider, Uncommon Clothing

Designed by one of the local craftsmen at the outpost, this mechanical glider is a wonder of engineering and expert construction. The sturdy leather casing is waterproof, with reinforced straps and mithril buckles.

Packed tightly inside the leather pack are folded wings made from a slender mithril frame and weather-treated canvas. Once activated, the mechanical frame spans open to create a pair of wings that can support the weight of a Medium creature and allow it to glide through the air.



The glider can be activated in two ways – by activating a button on one of the mithril buckles, or by a tether being removed from a buckle on the rear. This tether is usually attached to the rider's saddle such that if the rider is ever bucked from the griffon's back, the tether is severed and the glider deploys.

The glider moves at a range of 45 ft across and 15 feet down, descending swiftly more to avoid death than as any reliable form of air travel. It can be repacked as an Action and the owner rolls a 1d20. On a 1, the frame bends and must be repaired to function properly again.