

SORDANE STORIES

THE TOYMAKER'S TERROR



ARCANE
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THE TOYMAKER'S TERROR

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THE TOYMAKER'S TERROR

"The Toymaker's Terror" is designed for four characters with an average party level (APL) of 4th-5th level.

This adventure takes place in Sordane; however, it can be used in any world setting. A more in-depth guide for running your campaign using airships, including items and creatures specific to an airship setting, can be found in our *Airship Campaigns 5e* supplement, which is available in both digital and hard copy format.

BACKGROUND

An inventor by the name of Mister Corfiz moved to a mountain beside the quietly prospering mining town of Halcyon. The townspeople would normally have been suspicious, since many have tried to plunder their resources, but the bearded gnome quickly allayed their fears with many gifts of wondrous inventions and finely crafted toys, and he became a close trading partner of his nearest neighbor.

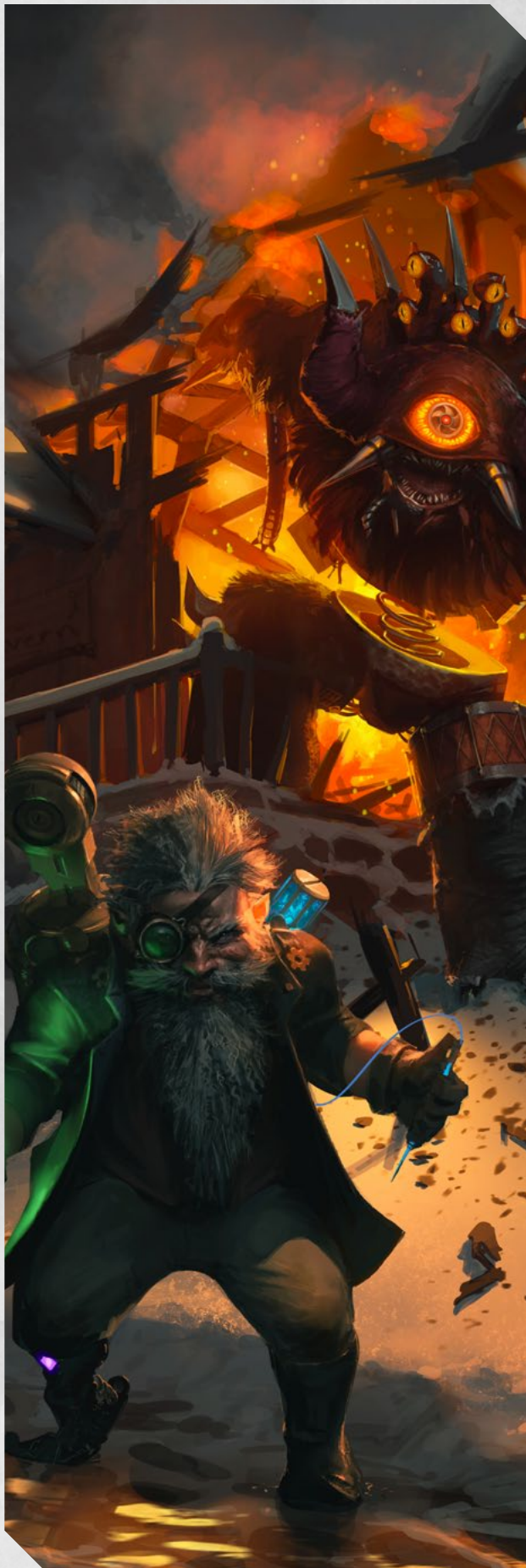
The inventor promised to build an airship—a massive undertaking for one person!—for the people of Halcyon, and the ship was nearly finished when a group of drekons raided his workshop while he was out visiting the town. The stolen airship ripped through the town and crashed in the mountains.

Mister Corfiz had been planning to attack the town's inhabitants in order to steal their gem mine, using combat constructs he'd disguised as toy plushies and planted throughout the town. When his airship was stolen, he decided to wait impatiently for the townsfolk to find and retrieve it.

Suggestions for how the characters might become involved:

- A perceptive character spots the inventor's stolen airship flying dangerously through the skies and begins a hot pursuit, believing it will soon crash. The chase leads the characters to Halcyon.
- The characters respond to posters in a nearby town calling for hired muscle to come help to reclaim an airship.
- The characters are escorting a trade caravan to Halcyon.

The adventure begins as the characters enter Halcyon.



HIT AND RUN

CHAPTER I

HALCYON TOWN

Passing through the opened gates of the walled community of Halcyon, you are greeted with an unsettled atmosphere: People look a little too tense, movements a bit too quick, glances at the sky too frequent. Your ears are bombarded by the sound of a chorus of axes and pickaxes; they're chopping apart the spire fallen onto the road from a beheaded tower. A tall human catches your attention, gesturing you over with a wave.



BALWYN TANNAR

Roleplaying Trade Officer Balwyn Tannar.

Trade Officer Balwyn is a human with brown eyes and slicked-back silver hair complemented by a tidy mustache and goatee on his pale face; a baggy white shirt and loose leathers do little to hide his strength and sturdy build. He prides himself on being well presented.

Although Balwyn is pushing his late 50s, time hasn't put a damper on his idealistic nature and his desire to see the best in any person who happens upon his home. The town of Halcyon doesn't have elected officials or a ruler per se, but Trade Officer Balwyn acts as one by virtue of his education and stature. Balwyn is a forward-thinking leader; it was his idea to build the recently opened lodgings for adventuring groups and caravans. It was also his influence that led to the people of Halcyon trusting the inventor.

Balwyn had initially worked in the mine, but he left Halcyon to study under learned people in neighboring cities, wanting to gain knowledge he could use to improve conditions for workers and bolster Halcyon's prosperity in trade. When he returned, he set right to work implementing the new ideas, and the people respect him for this dedication.

Ideal. The people of Halcyon have put a great deal of trust in Balwyn's leadership. Balwyn believes he must repay this with decisive decision making and flawless leadership.

Bond. Balwyn believes the importance of good relations to neighbors and visitors trumps all other aspects of leadership.

Flaw. While Balwyn's optimism has allowed the town to gain allies and prosperous trade routes, it has also led to them being tricked a few times by quick-witted backstabbers looking to steal from them.



KHARFAN STONEBRAID

Roleplaying Advisor Kharfan Stonebraid.

Kharfan is an old dwarf whose gray hair and beard are braided expertly with gold bangles; his cheeks are regularly flushed by the cool breeze. He is tall for a dwarf, and his strength is remarkable even for a mountain dwarf.

Kharfan has been living in and around the area of Halcyon his entire life, mining for most of it, and is universally admired for his straightforward way of speaking and love for hard work. Kharfan is the voice of the people for Balwyn, and a much needed right hand. He believes in Balwyn's smarts and capability, but has concerns about his too-trusting nature.

Ideal. Although Kharfan has taken on a role at the side of the man in charge, he strives to remain humble, continuing to work in the mine with the people he represents.

Bond. Advisor Stonebraid feels just as much responsibility to the people of Halcyon as Balwyn, knowing how the townspeople look to him as a beacon of strength and a pillar of the everyman.

Flaw. Kharfan doesn't realize how much influence he has, or could have, in Halcyon. He makes recommendations, but rarely pushes, even when he feels something is important.

EASALITH GEMCUTTER

Roleplaying Guard Captain Easalith Gemcutter.

Easalith's skin is tanned and leathery from years of traveling; she has pale red hair with dark brown eyes. The dwarf wears heavy armor almost constantly, but it doesn't seem to slow her down or hinder her abilities as a scout.

Long ago, Easalith was part of a nomadic clan of dwarves, but she fled to Halcyon to escape their persecution. Her home is now the town that accepted her, not where she came from, and she changed her surname to a local one, "Gemcutter," to symbolize this.

For as long as she's been a member of the community, the guard captain has been responsible for training any capable bodies to fight. Guard Captain Gemcutter has specialized training regimens for everyone from miners to mothers, fueled by the belief they should all be able to protect each other and the resources they work so hard to mine. Easalith keeps a close eye on all strangers who enter Halcyon and any who wish to transport Halcyon's goods.

Ideal. Easalith believes the people of Halcyon are what make the area home, and she must use her strength and skills to protect them.

Bond. Easalith was welcomed into Halcyon many years ago by Balwyn's father and Kharfan, and she's eternally grateful. She would give her life in an instant if it meant saving Balwyn or Kharfan, as she believes she would have died had no one taken her in.

Flaw. Easalith is extremely mistrustful; she believes she can spot the dark natures of the people she speaks to. This means she distrusts not only the inventor, but any number of other people who seem to have good intentions.

PEOPLE OF HALCYON

Roleplaying the People of Halcyon.

The people in Halcyon are enjoying a period of prosperity, and they're optimistic for the future. Most of the townsfolk are humans, but there are a few families of dwarves. The economic prosperity has led to many families having young children that play in the streets of the town.

The townsfolk are aware of the nature of people when treasures are involved, so they have their guards up around new, unproven people.

Ideal. Halcyon's people believe in hard work and commitment to the people who got you where you are now. The prosperous times have only made them work harder, determined that their children will prosper as well.

Bond. Balwyn, Kharfan, and Easalith serve as three very different individuals who all want the best for Halcyon; every adult in town is fiercely loyal to at least one of these leaders.

Flaw. The belief of the townsfolk in the importance of hard work has led to some of them becoming workaholics, paying little attention to their children and relationships.



If the characters talk to the human beckoning them over, he introduces himself as Balwyn Tannar and welcomes the characters to Halcyon. If the characters ask about the town, Balwyn provides the following information:

- Snow Peak House is the recently opened lodging house for travelers, the building part of Balwyn's initiative to bring in new and useful people to help push forward Halcyon's progress. The inside of the house is comfortable and warm, with stuffed toys (gifts from the inventor) to play with and cozy blankets littering the furnishings.
- The Lava Taps Tavern is where all of the locals go for drinks after working in the mine. With all of the trade, Halcyon has access to all manner of new drinks, but most of the townspeople prefer their locally brewed ale. The owner finds the inventor's toys gaudy and refuses to allow any of those "things" inside. The furnishings are finely crafted wooden pieces made by the owner and his wife.
- Halcyon Trading Center is a hub for anyone to find food, supplies, and gear. Foreign goods can also be found there, as the town's mine produces gems of such high quality that many merchants and trader nomads make regular stops at Halcyon.

Recognizing the group as adventurers, Balwyn offers the characters a job to find and retrieve the stolen airship that hit the tower, saying it belonged to a friend of the town. He offers to pay them, upon completion, either 300 gp, or one pound of unrefined sordalite (worth 500 gp) from their newly discovered sordalite deposit. If the characters agree, Balwyn points them in the direction of his scout Captain Gemcutter.

If the characters ask about the friend of the town, Balwyn can provide the following information:

- Balwyn calls the man Mister Corfiz; he doesn't know his first name.
- Mister Corfiz gave the workers some tools that were used to refine and polish gems in return for sheets of copper, a deal which started an amicable trade relationship.
- Balwyn has been working with him for some time, offering copper and imported sordalite in exchange for inventions.
- They were working together to build an airship, which, if Mister Corfiz succeeded, would be sold to Halcyon for a generously small payment. This airship was what hit their tower.

If the party chooses to ignore Balwyn, a character with a **passive Perception score of 10 or higher** notices that a few of the townspeople are watching the party with searching eyes; one heavily armored dwarf is watching them constantly.

If the characters approach the dwarf, she introduces herself as the Captain of the Guard, and explains that it's part of her job to keep an eye on visitors and newcomers. If they ask about the airship, she tells them:

- She thinks it's drekons. They've been trying to pull some tricks to get into the town recently.
- She points to a mark on her map, roughly half a day's travel from Halcyon, where she believes their camp is.
- If the characters ask for a map, she says they can pick up a copy for free from the trading post if they mention her.
- She tells the characters if they find the ship they should report back to her with its location.

If they ask about her opinions on the inventor, a character must make a **DC 15 Charisma (Persuasion) check** or a **DC 20 Charisma (Intimidation) check**.

On a success, Captain Easalith provides the following information:

- She has a strong gut feeling that the inventor has some kind of ulterior motive—she finds the way he constantly reminds people of his generosity to be tasteless and suspicious.
- She doesn't trust the promises made surrounding the inventor's airship. His asking price is too low.
- Balwyn trusts the inventor implicitly, a decision she can't seem to understand. She's advised many times against trusting Corfiz, but Balwyn won't budge.
- A few times after the inventor's visits she's attempted to track him back to his workshop, to no avail.

If the characters explore Halcyon further, read the following out loud:

The town of Halcyon is constructed mostly out of fine stonework, the presence of dwarves easily detectable in the houses and businesses in the open air—and unmistakable in the buildings within the mine itself. The cobbled roads and stone walls give the town a sturdy, strong look, and the many workshops along the street make the town appear to be a highly efficient hub for mining and processing ore and gemstones. The children playing in the streets are running after each other joyfully with intricate-looking toys modeled after monsters like witnesses, grimhulks, and shatterhorns.





If the characters investigate the recently destroyed tower, they are greeted by Advisor Kharfan Stonebraid, the dwarf who's leading the clean up effort. Kharfan introduces himself with a firm handshake to whomever is the first to approach him and asks if there's anything he can do to help them.

If the characters ask about the airship, Kharfan mentions what direction he saw it fly off in after it hit their tower. If the characters have spoken to Easalith Gemcutter about the airship, they know that the direction it flew is consistent with the direction of the drekon camp she mentioned.

If the characters ask about the inventor, Kharfan has no strong opinion either way, mentioning he barely knows the man and that most of the communication with the inventor is done through Balwyn.

DODGY DREKONS

Leaving Halcyon and beginning your trek to where the drekon campsite is suspected to be, you find that the fastest route looks dangerous. The harsh mountain environment and lack of any discernible roads or landmarks makes traversing the terrain complicated. At first you can find various pieces of debris and discarded equipment to help you track the airship, but a heavy snow begins, making it hard to see and burying the debris.

If the character acting as the party's navigator succeeds on a **DC 15 Wisdom (Survival)** check, it takes the group half a day to reach the drekon camp. A character with the map of the surroundings makes this check with advantage.

After each failed check, the characters spend half a day lost in the mountains. Roll a d8 to decide the outcome; once the outcome is resolved, the navigator

can repeat the check to try to find the drekon camp.

Once the party reaches the drekon camp, read the following aloud:

As the last of the snow clears, the drekon camp is revealed to you. Or at least where the camp used to be. In its place is a crashed airship, part of which hangs off the edge of a cliff. The sordalite crystal that would have fueled the airship's flight thus far must either be buried in the snow or gone. As you move closer to the airship, you notice a few drekons on the tattered airship speaking and gesturing grandly, and a small crowd of drekons gathered on the ground below listening in heedful attendance.

If the characters choose to hide while the drekons are telling their story, the characters can make a group **DC 14 Dexterity (Stealth)** check with advantage. If they succeed, the characters can use this as an opportunity to listen to the drekons' story or stage a surprise attack.

If the characters listen to the drekons' story, read the following aloud:

A pair of tall, cloaked figures stand addressing the crowd. You join their tale part way through as one of the drekons declares: "So we're all stood there, right at the door we was stood there! We knocks and a metal man opens the doors!" The drekons start to chuckle and laugh as the story continues. "Metal mans! Not even a jokes, really! Made of metal! So we zaps all the men and we walks in!" The main drekon is laughing so hard he's struggling to speak. "Then this one gets his peepers on our new ship! How's it you know how to fly a ship anyways? Or at least crash a ship!" The drekon points at the tallest of the three of them on top of the

Lost in the Mountains Table

| | |
|-----|--|
| 1-2 | The characters suddenly stumble across the drekon camp, hearing the drekons raucously laughing during the retelling of a story. |
| 3-4 | The characters see a campfire with a single cloaked individual standing next to it. A character with a passive Perception score of 14 or higher notices this would be a good place for an ambush. If the characters approach, they are attacked by 5 drekon whelps and the cloaked figure, a drekon infiltrator . A character unaware this might be an ambush is surprised when the drekons attack. |
| 5-6 | The characters find themselves somehow back at Halcyon. |
| 7 | The characters are being stalked through the snow by a yeti , which characters with passive Perception scores of 16 or higher notice. If the characters have fire, the yeti stalks until their fire goes out; if the characters don't have fire, the yeti attacks. If the yeti attacks before a character is aware of its presence, that character is surprised when it attacks. |
| 8 | The characters get lost in a blizzard. They lose a day of travel, and at the end of every hour, each creature must succeed on a DC 10 Constitution saving throw (with the DC increasing by 1 every hour) or gain a level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates. |



ship, undoubtedly their leader, who was sitting back enjoying the theatrics for much of the retelling. The leader replies, "I've told you, young one, I'm a spell-driver! Not that you have any idea what that means," he says with a condescending tone, patting one of the cloaked drekons on the head before playfully pushing him over, causing a trio of drekons to spill out of the coat. "You should all start preparing to move. We'll need a lot more of us if we're going to get that crystal back up here."

Following the conclusion of the story, the characters no longer have advantage on **Dexterity (Stealth) checks** to hide from the drekons as the gathering breaks up and the group of drekons begin preparing to move.

If the characters are spotted, read the following aloud:

The leader of the drekons whips his head toward you and shouts to his allies, "We've got company! Over there! Don't let them take our ship!" All of the drekons scramble to arm themselves, obviously intent on killing anyone wanting to steal their new toy.

The characters are attacked by **2 drekon infiltrators**, **1 drekon seer**, and **6 drekon whelps**.

Roleplaying the Drekons

Due to their belief that strength is more important than ingenuity, drekons are fond of collecting the powerful weapons of others rather than crafting their own. They also believe that the only reason to part with a weapon is if someone stronger than you takes it. The whelps are foolish and savage; they relish every moment of a fight and have no empathy for fallen comrades. Seers, on the other hand, have the capability to plan and to cast spells; they're much more intelligent than whelps, whom they see as pitiful creatures.

With the last of the drekons fallen, you get a clear view of the battlefield and a good idea of the state of the ship. It's surprisingly stable here on the edge—the majority of the weight must be on the back end safely on the ground. It appears the sordalite crystal was torn loose in the crash; if the crystal didn't get buried in the snow, it will have floated away by now. The ship isn't going anywhere, so you have a place to rest at least.

If the characters search the ship, they don't find anything useful. The ship was an unfinished build barely capable of flying, and storing anything other than building materials on board would have been pointless to the maker of the ship. With a successful check, a few weapons can be found in the destroyed camp.

Loot

DC 13 Intelligence (Investigation) check

3 x zap gun, common

2 x zap rifle, common

Retracing their steps simplifies the characters' journey back. If the character acting as the party's navigator succeeds on a **DC 10 Wisdom (Survival) check**, it takes the group half a day to return to Halcyon. A character with the map of the surroundings makes this check with advantage.

After each failed check, the characters spend half a day lost in the mountains. Roll a d8 to decide the outcome, using the Lost In the Mountains Table above and rerolling results of 1 or 2; once the outcome is resolved, the navigator can repeat the check.

Map 1 – Drekon Campsite



METAL UPRISING

CHAPTER 2

THE SACKING OF HALCYON

As you approach the town, you hear screaming. Cresting a rise, you can see that Halcyon's gates lie open, people racing desperately through them to flee the town. Through the screams and shouts you can hear the clamor of combat, painting a clear picture: The town is in danger.

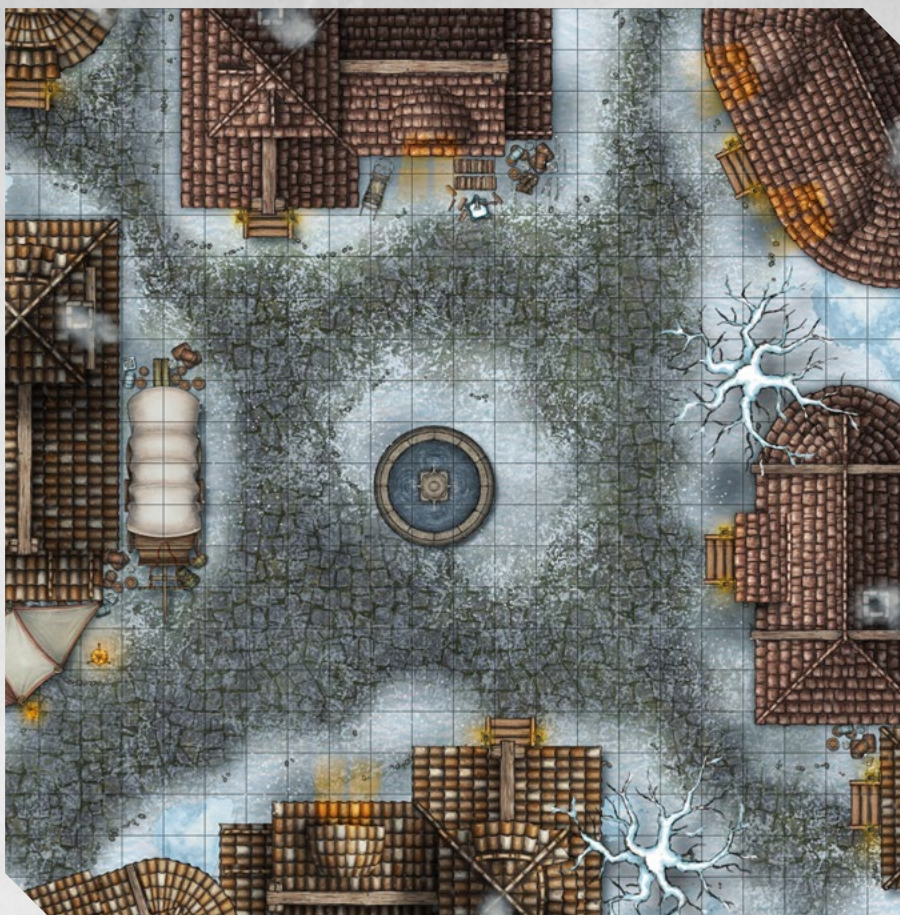
As the characters enter the town, read the following aloud:

The streets of Halcyon are littered with shards of metal and scraps of fabric intermingled with blood and bodies. The cobbled roads loudly echo the sounds of swords and hammers colliding with steel. You see some guards fighting what look to be twisted metallic versions of the children's toys, vicious claws showing through the toys' shredded skins. The guards are fighting valiantly in an attempt to escort some children and elderly individuals out of the gates and toward safety.

Easalith Gemcutter, who uses the statistics of a lawful good veteran, is fighting alongside **3 town guards**, who each use the statistics of a lawful good thug. They are fighting against **2 nightmare plushie grimhulks**, **2 nightmare plushie shatterhorns**, and **2 nightmare plushie witnesses**.



Map 2 — Halcyon Townsquare





During the combat, Easalith Gemcutter tells the characters various pieces of information on her turns to catch them up:

- An inexplicable explosion caused a cave-in, trapping the majority of the miners (who make up most of the town's fighting force) in the mine.
- The inventor's toys are killing people; they're weapons or servants, or something.
- Balwyn is defending a group of people in the tavern.

Roleplaying the Nightmare Plushies

Nightmare plushies are deadly creations that hide beneath a veneer of innocence until it is time for them to attack. Being shard constructs, these plushies are compelled to be loyal to their controllers without fault, and will fight to the death in service to their controllers' goals. Fortunately for the children of Sordane and their parents, few inventors are both technically skilled and twisted enough to design nightmare plushies.

During combat, at a time of your choosing, read the following aloud:

The ground shakes violently beneath your feet as though a giant monstrosity were beating the earth, and thundering crashes ring through the streets. Something dangerous is happening further in.

If she is still alive, Easalith Gemcutter informs the characters that the noise came from the direction of the tavern and urges them to head that way to help the people there.

As the characters arrive at the tavern, read the following aloud:

The tavern is all but obliterated. Clambering over the ruins is an enormous metallic golem, the last of its synthetic fur blowing away in the wind. A gnome stands amid the havoc, shouting and laughing raucously.

As you get closer, you can make out what he's screaming: "-lly! My reward for putting up with you lesser life forms for so long! The mine, with all its riches, will belong to me! I know I had to move up my timeline when I heard

you had sordalite, but I'm sure none of you mind! I'll have so much sordalite, I'll be able to fly to the stars!" The inventor's gaze flicks unerringly in your direction as you approach. "More weaklings are here, my son! Kill them!" The amalgamation turns all of its eyes to you.

The characters are attacked by **Mister Corfiz** and **1 nightmare amalgamation**.

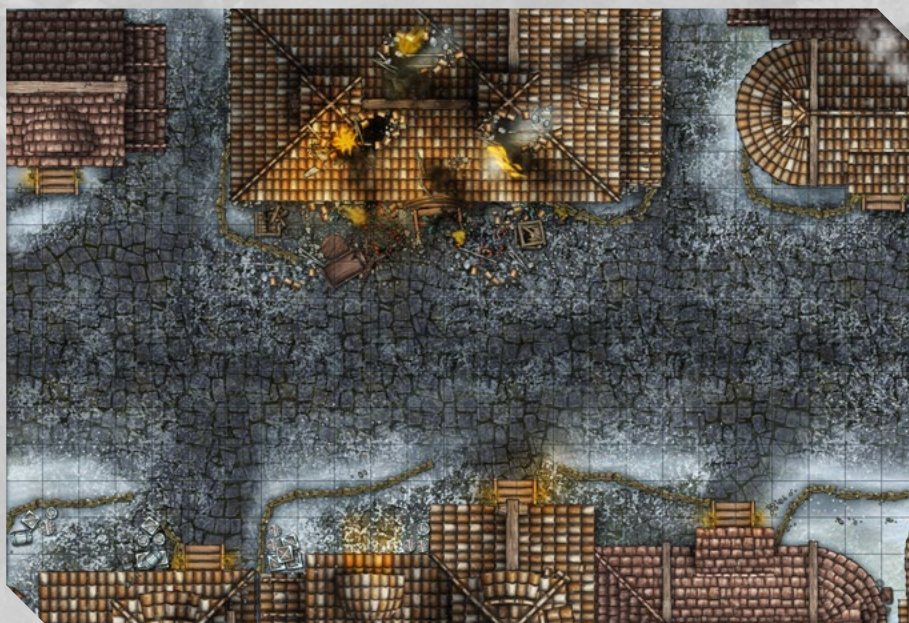
Roleplaying Mister Corfiz

Corfiz is intent on shattering the peace in Halcyon so that he can claim the mine for himself. The resources he could obtain from the mine would easily allow him to build an army to further his nefarious goals. He looks down on all other people as lesser creatures, believing the materials extracted from the mine to be wasted on them. Corfiz will fight mercilessly, but if he believes his life is in danger he will attempt to escape, leaving his creations to distract his would-be pursuers.

Roleplaying the Nightmare Amalgamation

Nightmare amalgamations are relentless creations. Their sole purpose is destruction, and they will stop at nothing to ensure this goal is achieved. They are compelled to serve their controllers without fault; however, some people believe their haphazard construction has led them to develop quirks like older shard constructs do, and that the amalgamations truly enjoy the chaos destruction brings. Capturing an amalgamation alive is always a futile effort; if the construct is unable to break free and follow orders, it will tear itself apart trying to do so.

Map 3 – Lava Taps Tavern



With the rampage of the inventor finally ended and his monstrosity stopped, Halcyon is eerily quiet. The number of survivors must be low for the streets to be this desolate. For what feels like an eternity, you hear nothing but the sound of the breeze... but then comes a banging noise from the tavern's ruins, accompanied by pleading cries for help.

The severely broken body of Balwyn is found, breathing shallowly, within the wreckage of the tavern. The characters can heal Balwyn with a spell or potion, or a character can attempt to save his life by making a **DC 10 Wisdom (Medicine) check**. On a failed check, or if no effort is made to save him, Balwyn peacefully passes. On a successful check, Balwyn is stabilized and takes 1 hour to regain consciousness.

The characters can clear the debris covering the cellar with the help of those who survived the battle; opening the cellar reveals a huge group of children and unarmed adults that were hiding away. The people in the cellar can provide the following information:

- The inventor attacked as soon as Balwyn mentioned the new sordalite deposit.
- The toys were attacking everyone, destroying buildings and hurting people.
- Balwyn sacrificed himself, distracting the inventor and his monster, to help buy time for people to get into the cellar.

If Balwyn dies, read the following aloud:

The leader of Halcyon ultimately died trying to save the people to whom he'd dedicated his life. The miners recently freed from the mine rush to your aid, accompanied by Kharfan Stonebraid. The dwarf looks at you; he's trying to appear stoic but is obviously shaken. "What in the name of Sordane's skies happened here?"

Once the characters have told Kharfan everything about what happened, if they mention the reward to him, he makes sure they get it.

If Balwyn lives, read the following aloud:

While waiting for the town leader to regain consciousness, you help the people of Halcyon, reuniting people that were separated during the attack and collecting the (now unmoving) tattered former toys throughout the town until you hear the news: Balwyn is speaking again. As you approach, you can see that he is obviously weakened, but he smiles at you playfully, commenting, "Hah, I knew you lot would be useful," before attempting to stand. "You saved us from the results of my bad

judgment call in trusting the inventor. I'll learn from this. You've definitely earned more of a reward than I'd offered!"

Given the help the characters provided in recovering the airship and saving the town, Balwyn offers more than initially agreed upon.

Reward

The characters receive one of the following options based on what they agreed on earlier:

400 gp

or

1.3 lbs. unrefined sordalite (worth 650 gp)

CONTINUING THE ADVENTURE

- The small group of drekons the characters encountered belonged to a larger clan. The characters have drawn the ire of the leader, who wants to see them punished for having the temerity to attack members of the High Mountains clan.
- The inventor's lab was never found. An expedition to explore the mountains for his hidden laboratory could prove a dangerous trip but a worthwhile one.
- The explosion in the mine woke up dangerous creatures living deeper within the caverns. The characters are hired to protect the miners from these creatures.



ITEMS

APPENDIX A

ZAP GUN

Weapon (arcane firearm), common

Range: 30/120 feet

Maximum Charges: 10

While wielding this weapon, you can use an action to expend 1 charge and make a ranged weapon attack against a target that you can see within range. On a hit, the target can't take reactions until the start of your next turn. The target also takes 1d6 lightning damage, or 1d8 lightning damage if it is wearing armor made of metal.

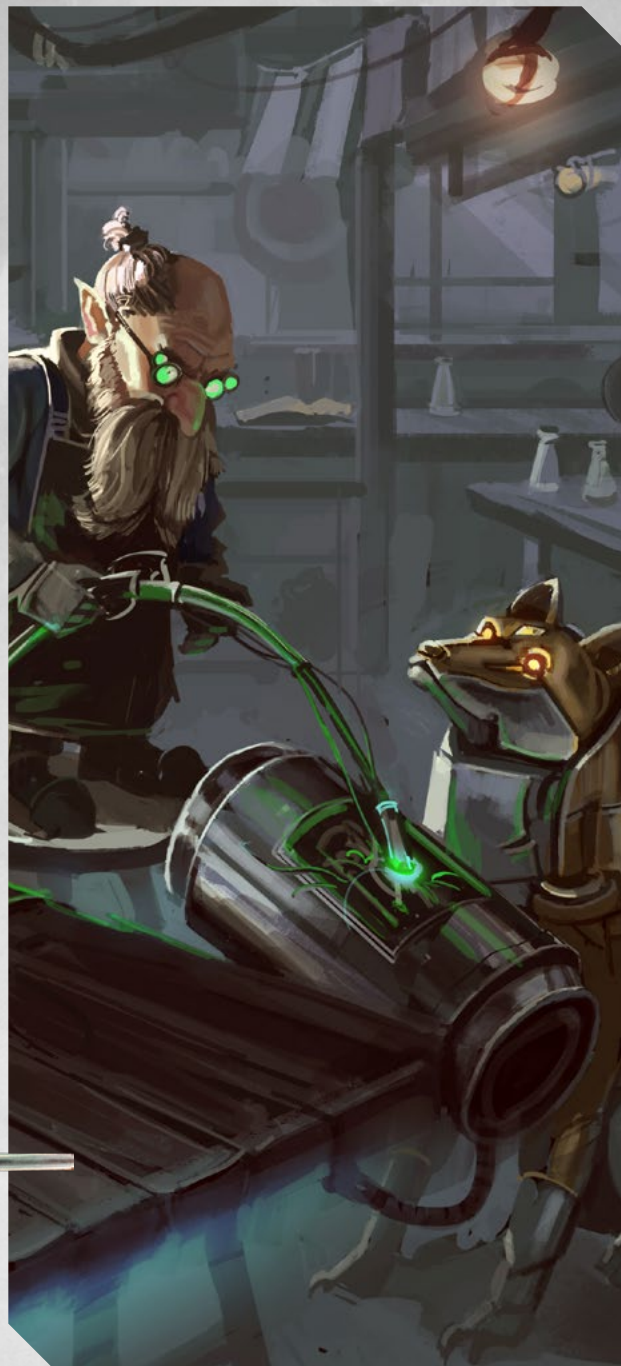
ZAP RIFLE

Weapon (arcane firearm), common

Range: 80/360 feet

Maximum Charges: 10

While wielding this weapon, you can use an action to expend 1 charge and make a ranged weapon attack against a target that you can see within range. On a hit, the target can't take reactions until the start of your next turn. The target also takes 2d6 lightning damage, or 2d8 lightning damage if it is wearing armor made of metal.



PLAYABLE RACE

APPENDIX B

DREKONS

Often mistaken for their kobold cousins, drekons are fur-and-scale-covered creatures that typically inhabit the frozen regions of Sordane, such as Issenzar. During their whelp, or childhood, stage of life, the only discernible difference at a glance between a drekon and a kobold is their stark white fur and scales. Once a drekon matures, however, they undergo a drastic change, growing from barely taller than 3 feet to up to 7 feet tall. As their physique changes, each grows a set of magnificent wings and gains abilities unique to their own subspecies of drekon. This transformation causes many to fear drekons even more, as they believe even whelps are dangerous monsters in their own right, leaving most especially wary of those who mature into a blood-seeker.

Though those who choose a life within civilized society have forsaken the ideal of survival of the fittest, many find living within a town or city too peaceful and stifling. The cacophony of urban life, the structured routines, and the seeming lack of challenges in the everyday grind are a stark contrast

to the rugged existence they once knew in the harsh frozen landscapes they called home. Drekons, with their keen senses honed by a life of constant vigilance, find themselves restless within the confines of city walls.

Occasionally, one of these drekons will settle down, seeking solace in bustling markets or finding a niche in shipyards or craft shops. However, they are the exception to the rule. The majority feel an undeniable call to the untamed expanses, a yearning for the wild and the uncharted. The call of the open wilderness, with its biting winds and treacherous terrains, sings to their primal instincts, a melody that resonates far more deeply than the harmonious rhythms of city life. It is not uncommon for such drekons to become adventurers or wanderers, living their lives navigating the ever-dangerous wilds of Sordane, finding solace in the untamed beauty of the world.

ABSENCE OF VIOLENCE

Due to the way drekons are raised, their beliefs center on the principles of survival of the fittest and the relentless pursuit of power. Although it is a rare occurrence, those perceived as the 'runts' of the pack will sometimes abandon their clans in a bid for self-preservation over certain death. The fate of these individuals commonly involves succumbing to exposure, starvation, or falling prey to the humans they were taught to despise. However, in some instances, these rogue whelps manage to survive, seeking refuge among whoever is willing to accept them. Over time, they learn to integrate into Sordanian societies, becoming valued citizens akin to avensari or kizaru.

It remains a mystery why, but scholars believe that being separated from their clan and adopting a healthier lifestyle, achieved through abandoning the ideal of survival of the fittest, leads these drekons to grow smaller compared to their wild brethren. Even those that eventually evolve into bloodseekers are



barely larger than a titaran, in stark contrast to their savage counterparts in the frozen wilds who tower over regular humans. In addition to this, although there are documented cases of drekons living beyond two hundred years outside their clans, it is theorized that the absence of violence limits their evolutionary capacity. This limitation removes the possibility of a domesticated drekon transforming into the dreaded tyrant that many fear. Despite this, some still harbor fear for these 'tamed' monsters, believing it's only a matter of time before one of these creatures begins its evolution into a tyrant, destroying the society they claim to cherish.

REJECTED FAITH

When a drekon chooses to sever ties with their clan, they simultaneously reject the worship of their god, Vul'Tak. The teachings associated with this deity propagate the idea that he craves power and favors only the strongest. It is from these teachings that the drekons draw their ideal of survival of the fittest, a philosophy that has led many to claim they are the chosen warriors of Vul'Tak, fostering inflated egos among the powerful. However, those who abandon their clans come to believe that this fervent obsession with a deity contributes more to a life of hatred and death than to any positive outcome. As a result, nearly all drekons who make the decision to forsake their clans also renounce religion entirely. They refuse to be entangled once more in the destructive cycle that their past beliefs had perpetuated. This rejection reflects a collective determination among these drekons to avoid the mistakes of their history and forge a different path forward as they embark on their new lives.

DREKON TRAITS

Your drekon character has a set of traits tied to your ancestral heritage, along with unique ones developed over time away from the vicious clans you abandoned.

Creature Type. You are a Humanoid.

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

Age. Drekon mature at a unique rate, with each reaching the age of adulthood at a different stage. Unlike regular races it is believed this is tied to personal growth and experience over age. Although there is no documented proof of a whelp maturing before 13 years of age. As there are few drekon living in society their true lifespan is unknown, however, the oldest recorded case lived to be roughly 550 years old.

(Optional Trait)

Alignment. Even those that leave their clans have a difficult time truly abandoning the lifestyle they were raised in. Most drekon tend towards a chaotic neutral alignment, as they are often unable to accept the simplicity that comes with a lawful life.

Size. As a whelp drekon are rarely taller than 3 to 4 feet. Once they have matured and evolved however, their height varies with bloodseekers easily growing to 7 feet and weighing up to 200 lbs. Seers and shadowstalkers often fit in easier with society, growing to average human heights of 5 to 6 feet, weighing roughly 130 to 150 lbs. Your size is Medium.

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

Frozen Heritage. You have resistance to cold damage.

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

Snow Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

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

Subrace. The drekon are a unique race, growing unlike any others. While other races differ based on region, the drekon grow and evolve into their own subspecies. The known variations of drekon are: bloodseeker, seer, and shadowstalker. Choose one of these subraces.

BLOODSEEKER

Owing to their heritage, whelps that eventually mature into bloodseekers are driven by an innate



craving for violence and blood. Though they aren't inherently evil, they find thrill in combat and long to prove themselves, often joining adventuring parties and monster hunters as they seek to aid others through their craving. Unlike bloodseekers found living in the frozen wastes of the world, those that have ingrained themselves in society are not paranoid creatures. They have learned, through their own weakness and inability, what it truly means to rely on others. As such, they rarely seek to isolate themselves in search of strength.

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

Natural Strength. You have proficiency in the Athletics skill and count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Scent of Blood. When performing a melee attack against a creature without all of its hit points, you can use your reaction to grant yourself advantage on the attack. You can use this feature a number of times equal to your Constitution modifier (minimum of once) and regain all uses after completing a long rest. This feature only works on living creatures that have blood, and does not work against constructs or undead.

SEER

Unlike bloodseekers, seers are drekons born with the innate ability to use magic. As they mature, they become creatures capable of predicting the future and are often sought after by nobles to serve as advisors. It is believed that seers are chosen by the drekon god Vul'Tak, who granted them these powers. However, some believe it was proximity to a powerful magical source, such as sordalite, while in the egg that bestowed these abilities upon them. Regardless of how they gained these powers, those who abandon their tribes often cut all forms of worship to this vicious creature. Despite this, those living in society are still known to occasionally have prophetic dreams, typically driving them to venture out and prevent whatever disaster they saw.

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

Gifted Guide. You know the guidance cantrip. When you reach 3rd level, you can cast the detect evil and good spell once with this trait and regain the ability to do so when

you finish a long rest. When you reach 5th level, you can cast the augury spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Skilled Reader. You have proficiency in the Insight skill.

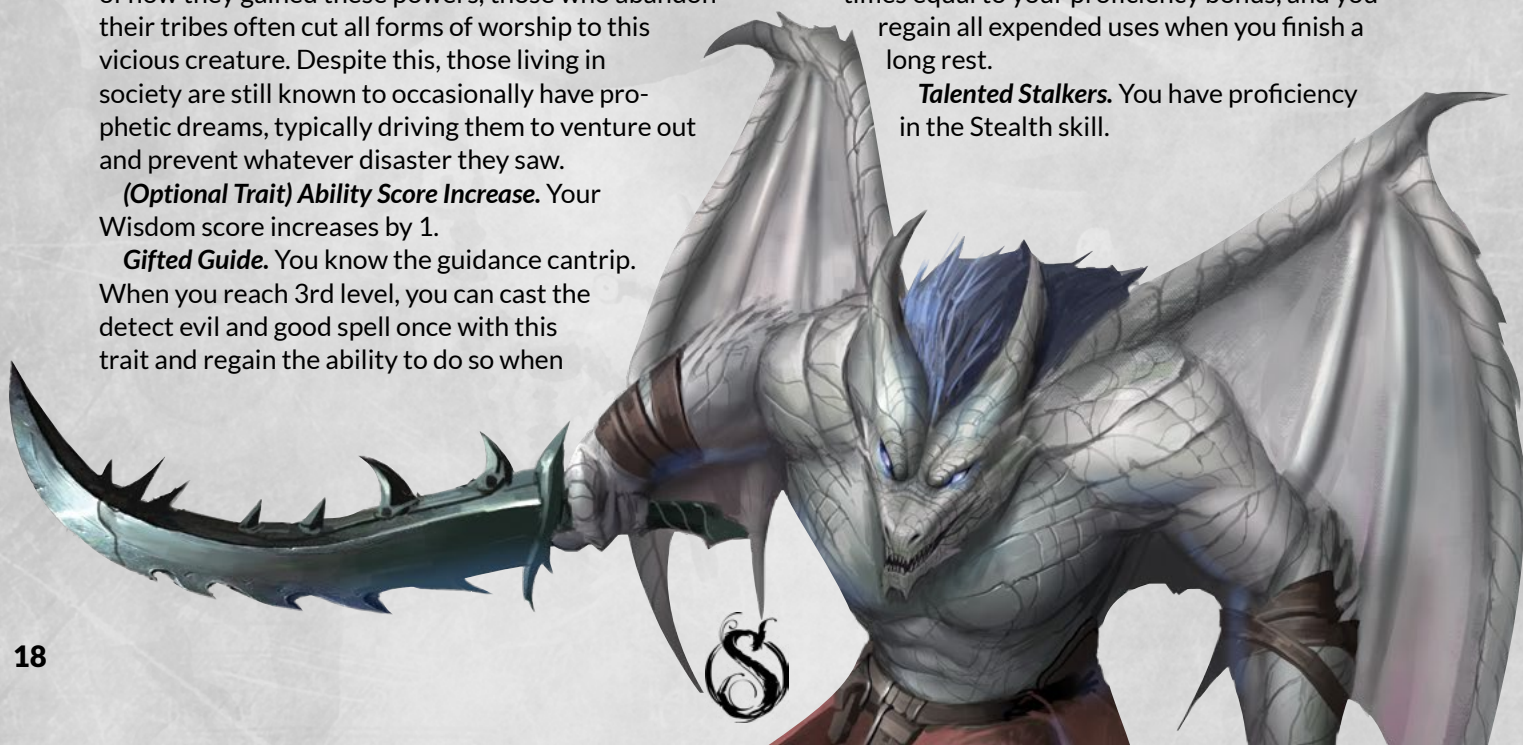
SHADOWSTALKER

It was originally believed that drekons could mature into two variations: the bloodseeker or the seer. Although the true reason is not known, scholars theorize that living in society, away from the drekons' true brutality, a third variation became possible: the shadowstalker. Unlike seers, shadowstalkers are not known to have been exposed to some form of magic or sordalite cluster while in the egg (or chosen by their god as the drekons believe); so there are only hypotheses to base this emergent variation on, with most believing this evolution was born from a need to stay hidden in a society that shunned them. With their evolution, however, comes a confidence most shadowstalkers lacked as whelps, helping these introverted creatures find their place within the society they hid from. Shadowstalkers often find that due to their unique abilities they are sought out as assassins and thieves. Despite this, most seek to make a living helping others, finding little purpose in a life of murder and stealing.

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

Shadowmeld. While standing in dim light or darkness, as an action, you can magically turn invisible. This ability lasts for a number of minutes equal to your Dexterity modifier (minimum of one), until you attack, make a damage roll, or force someone to make a saving throw. If you leave the dim light or darkness, the invisibility ends. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Talented Stalkers. You have proficiency in the Stealth skill.



IMPORTANT CHARACTERS

APPENDIX C



MISTER CORFIZ

Corfiz is intent on shattering the peace in Halcyon so that he can claim the mine for himself. The resources he could obtain from the mine would easily allow him to build an army to further his nefarious goals. He looks down on all other people as lesser creatures,

believing the materials extracted from the mine to be wasted on them. Corfiz will fight mercilessly, but if he believes his life is in danger he will attempt to escape, leaving his creations to distract his would-be pursuers.

MISTER CORFIZ

Small Humanoid (Gnome), Lawful Evil

Armor Class 13

Hit Points 72 (16d6 + 16)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 17 (+3) | 12 (+1) | 19 (+4) | 14 (+2) | 17 (+3) |

Saving Throws Int +6

Skills Deception +7, Insight +4, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish

Challenge 3 (700 XP)

Proficiency Bonus +2

Death Rattle. When Corfiz dies, all the bombs in his Bomb Bag with available uses trigger at once. Their effects are centered on his body.

Gnome Cunning. Corfiz has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Safe Inventions. Corfiz is immune to the effects of his own bombs. Each time he uses the Bomb Bag action, Corfiz can choose any number of other creatures to also be immune to the bomb's effects.

ACTIONS

Modified Dart Gun. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) acid damage.

Welding Torch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) fire damage.

Bomb Bag. Corfiz throws a bomb, unerringly hitting a space or creature of his choice he can see within 60 feet of him. The bomb triggers on impact and uses one of the following options (choose one or roll a d4):

1. **Decoy Bomb (2/Day).** The bomb lets out a series of loud, distracting pops, clicks, and whistles audible in a

30-foot-radius sphere. Each creature in that area that can hear it must succeed on a DC 13 Wisdom saving throw or have disadvantage on attack rolls and saving throws it makes before the end of its next turn.

2. **Fire Bomb (2/Day).** The bomb unleashes an explosion of fire in a 15-foot-radius sphere. Each creature in that area must make a DC 13 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.
3. **Pulse Bomb (2/Day).** The bomb releases a destructive pulse of electricity in a 15-foot-radius sphere. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, a creature takes 14 (4d6) lightning damage, or 18 (4d8) lightning damage if it is wearing metal armor. On a successful save, a creature takes half as much damage.
4. **Screech Bomb (2/Day).** The bomb produces a deafening ringing noise that is dangerously loud in a 30-foot-radius sphere. Each creature in that area that can hear it must make a DC 13 Constitution saving throw. On a failed save, a creature takes 11 (2d10) thunder damage and is deafened until the end of its next turn. On a successful save, a creature takes half as much damage and isn't deafened.

Magnetic Grasp. Corfiz targets a creature he can see within 20 feet of him that is holding a weapon made of metal, such as a sword. The creature must succeed on a DC 13 Strength saving throw or be disarmed as the weapon is drawn to Corfiz's claw. If Corfiz doesn't use his Lob bonus action to throw it, the weapon remains attached to the claw until the end of his turn, when it drops at his feet.

BONUS ACTIONS

Extra Hand. If he is not holding a weapon in the claw on his back, Corfiz uses the claw to make one Modified Dart Gun attack or one Welding Torch attack.

Lob. If he is holding a weapon in the claw on his back, Corfiz throws the weapon, treating it as an improvised weapon.



CREATURES & MONSTERS

APPENDIX D

DREKON INFILTRATOR

Drekon infiltrators are seen as specialists among whelps who are trained to sneak into settlements in disguise to gather information on potential raid targets for their elders. Originally this was handled by normal whelps; however, it proved to be a dangerous task that was beyond the common whelp, leading to an extremely high mortality rate. It wasn't until a group attempted to enter a town by standing on each other's shoulders while wearing a trench coat, to trick the townspeople into believing they were a regular humanoid, that the infiltrators were successful. While the idea was seen as idiotic by the elders, other whelps saw it as a stroke of genius, especially when it succeeded.

With the use of the infiltrator's disguise, the mortality rate was brought down to a measly fifty percent, allowing a large number of reconnaissance missions to succeed. Now, most drekon tribes have a group of whelps dedicated to learning the ways of the infiltrator so that they can more easily trick simple-minded people and steal goods even in plain sight. In addition to their trench coat, infiltrators are equipped with a set of zap guns, allowing them to blend in more easily and also defend themselves if the need arises.



DREKON INFILTRATOR

Medium Humanoid (Drekon), Typically Chaotic Neutral

Armor Class 12 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 25 ft., climb 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 13 (+1) | 9 (-1) | 12 (+1) | 7 (-2) | 10 (+0) | 5 (-3) |

Skills Athletics +3, Deception +1, Perception +2, Sleight of Hand +1

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

Clumsy. If the drekon takes bludgeoning damage it must succeed on a DC 10 Strength saving throw or fall prone.

Not Your Average Humanoid. The drekon has advantage on Dexterity (Sleight of Hand) checks made to steal items.

ACTIONS

Multiattack. The drekon makes two Pistol Whip attacks, or one Zap Gun and one Zap Rifle attack.

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

Zap Gun. *Ranged Weapon Attack:* +1 to hit, range 30/120 ft., one target. *Hit:* 2 (1d6 - 1) lightning damage, or 3 (1d8 - 1) lightning damage if the target is wearing armor made of metal.

Zap Rifle. *Ranged Weapon Attack:* +1 to hit, range 80/360ft., one target. *Hit:* 6 (2d6 - 1) lightning damage, or 8 (2d8 - 1) lightning damage if the target is wearing armor made of metal.

BONUS ACTIONS

Scatter. The three drekons burst from the trench coat and attempt to flee, each using the statistics of a drekon whelp.



DREKON SEER

Drekons are tribal creatures that are seen by many as simple creatures since, unlike their sometimes-ingenuous kobold cousins, drekons normally value strength over everything. The exceptions are drekon seers. Viewed as weaklings by some tribe members, seers are perhaps the most sought after and useful drekons to tribal elders. Seers are the rarest drekons in the world, with only one or two appearing in several clutches. Unlike typical drekons, who focus on brute strength, a seer who survives life as a whelp grows to display a natural skill with magical abilities.

Like other drekons, seers' bodies are hardened during their life in Sordane's frozen tundras.

Though their strength has waned, they are not viewed as weak by elders; instead, they are treated as trusted advisors, using their innate talents to predict the best paths for their tribes.

Divine Talents. The ability to become a seer isn't something a drekon can choose for itself. It is unknown why, but the talent for magic is granted at birth, and develops as the drekon grows out of its whelp stage. Most drekons believe the egg of a seer was blessed by their god, Vul'Tak, whereas those who have studied drekon society believe the egg was likely close to a sordalite deposit, absorbing its magical essence. Drekons see the latter hypothesis as an insult to drekons and to the will of their god.

Prophetic Dreams. The gift that makes seers so desired is their ability to see the future in their dreams. Such dreams are believed to be the will of Vul'Tak reaching through a

seer to lead an elder and its tribe to dominance, and so it is extremely rare for a seer's prophecies to be disregarded. In some situations it has been noted that seers can alter the present by using their knowledge of what the future will hold, and even use their talents to show enemies horrific visions of their deaths.

DREKON SEER

Medium Humanoid (Drekon), Typically Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +3

Skills Deception +4, Insight +6

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 3 (700 XP) **Proficiency Bonus** +2

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

ACTIONS

Multiattack. The drekon makes one Claw attack and one Staff attack, or it makes two Divine Blast attacks.

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

Divine Blast. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage.

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

Disturbing Prophecy (Recharge 5-6). The drekon targets a creature it can see within 90 feet of it, manifesting a prophecy of the creature's death. The creature must make a DC 14 Wisdom saving throw. On a failed save, the creature takes 24 (7d6) psychic damage and is frightened of the drekon until the end of the creature's next turn. On a successful save, the creature takes half as much damage and isn't frightened.

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

At will: *guidance*, *mending*, *sacred flame*

1/day each: *bane*, *command*, *cure wounds*

REACTIONS

Future Sight (1/Day). When the drekon seer or a drekon it can see makes an attack roll or saving throw, the drekon seer rolls a d20 and chooses whether to use that roll in place of the d20 rolled for the attack roll or saving throw.



DREKON WHELP

These small, fur-and-scale-covered creatures live in the frozen regions of Sordane, typically calling Issen-zar their home. Uneducated adventurers will often mistake drekons for their kobold cousins, expecting them to be frail. This couldn't be further from the truth, however, as drekons are much tougher creatures, the difficulty of life in frozen tundras making their bodies sturdy and rigid.

Drekon whelps are the youngest members of the tribe and are used as expendable pawns by the elders. This is because drekons breed regularly and lay clutches as big as one hundred eggs at a time. Despite this, it is rare to see more than five to six dozen whelps within a tribe, as they are regularly used as fodder during hunts, or rigorously trained to weed out the weak.

Hierarchy. Drekon culture is based on an extremely simple hierarchical system; the eldest and typically strongest drekon rules over the tribe. Drekon do not worship dragons as their weak-willed cousins are known to do; this is because—much like typical dragons—drekons grow significantly stronger with age, with the eldest eventually resembling anthropo-

morphic dragons. Though it takes decades to get to this incredible size, should a member of a tribe reach this stage it is able to wreak havoc on the local ecosystem.

Talented Hunters. As they are used as fodder, whelps are trained from birth to become skilled hunters, with those who fail dying young. This method of weeding out the weak allows tribes to develop even the youngest of whelps into skilled trackers able to easily camouflage their ice blue bodies within the snow, allowing them to hunt large game. Even with their small frames, a group of trained whelps can easily bring down creatures as large as arctic mammoths, typically suffering only a few casualties which are then easily replaced with a new brood of whelps.



DREKON WHELP

Small Humanoid (Drekon), Typically Chaotic Neutral

Armor Class 13 (natural armor)

Hit Points 58 (13d6 + 13)

Speed 25 ft., climb 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 13 (+1) | 11 (+0) | 12 (+1) | 7 (-2) | 8 (-1) | 5 (-3) |

Skills Athletics +3, Perception +1, Stealth +4

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Snow Camouflage. The drekon has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The drekon makes two Shortsword or Shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

TWISTED INVENTOR

Tinkering with both sordalite and suthalite has become the pastime of many inventors in Sordane. Such complex and multi-faceted resources become the life's work of almost all tinkerers. Even races that live for hundreds of years dedicate their lives to gaining an understanding of all the potential applications for these unique crystals; however, they often barely scratch the surface. This does not dissuade craftspeople and scholars from taking up the mantle and using the knowledge of previous generations to find new ways to make use of the magical and physi-



cal properties of these wondrous materials.

Evil Inventions. Though most invent creations fueled by sordalite and suthalite to enrich the everyday life of Sordane's citizens, others use them to further their selfish desires. The potential power of weaponry and shard constructs created utilizing these crystals is boundless and is often abused by some tinkerers. They employ their inventions to terrorize isolated towns, hoping to gain more resources to build their mechanical armies with. Inventors and tinkerers with selfish intentions will often scheme when they find one of these towns with riches begging to be repurposed, ensuring they take advantage of every opportunity. They care little for any innocents harmed in the process, as their ingenuity and cunning are only limited by the materials available to them at the time.

Tinkerer armies take many different shapes and

sizes; some are haphazardly animated, thrown-together masses of metal and suthalite, creating unstable monsters driven by destruction and cruelty. Other tinkerers research fine metalwork and sordalite crystal housing to produce technically brilliant soldiers to serve by their side for years to come. Either way, these inventions serve their master implicitly. Tinkerer constructs have absolutely no free will; they are machines and tools, no different from a grindstone or a sword. Created for a singular purpose — to serve a master and further a goal. If their creator has no morality, then they too will have no morality, so the danger a tinkerer with ill intentions can pose is great. If given the time and resources, a skilled tinkerer could take on armies alone, with their only losses being recycled and reused as long as they desire it.

TWISTED INVENTOR

Medium Humanoid (Any Race), Typically Lawful Evil

Armor Class 13

Hit Points 71 (13d8 + 13)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 17 (+3) | 12 (+1) | 19 (+4) | 14 (+2) | 17 (+3) |

Saving Throws Int +6

Skills Deception +7, Insight +4, Sleight of Hand +5

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP) **Proficiency Bonus** +2

Death Rattle. When the inventor dies, all the bombs in its Bomb Bag with available uses trigger at once. Their effects are centered on the inventor's body.

Safe Inventions. The inventor is immune to the effects of its own bombs. Each time it uses the Bomb Bag action, the inventor can choose any number of other creatures to also be immune to the bomb's effects.

ACTIONS

Modified Dart Gun. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) acid damage.

Welding Torch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) fire damage.

Bomb Bag. The inventor throws a bomb, unerringly hitting a space or creature of its choice it can see within 60 feet of it. The bomb triggers on impact and uses one of the following options (choose one or roll a d4):

1. **Decoy Bomb (2/Day).** The bomb lets out a series of loud, distracting pops, clicks, and whistles audible in a 30-foot-radius sphere. Each creature in that area that can hear it must succeed on a DC 13 Wisdom saving

throw or have disadvantage on attack rolls and saving throws it makes before the end of its next turn.

2. **Fire Bomb (2/Day).** The bomb unleashes an explosion of fire in a 15-foot-radius sphere. Each creature in that area must make a DC 13 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.
3. **Pulse Bomb (2/Day).** The bomb releases a destructive pulse of electricity in a 15-foot-radius sphere. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, a creature takes 14 (4d6) lightning damage, or 18 (4d8) lightning damage if it is wearing metal armor. On a successful save, a creature takes half as much damage.
4. **Screech Bomb (2/Day).** The bomb produces a deafening ringing noise that is dangerously loud in a 30-foot-radius sphere. Each creature in that area that can hear it must make a DC 13 Constitution saving throw. On a failed save, a creature takes 11 (2d10) thunder damage and is deafened until the end of its next turn. On a successful save, a creature takes half as much damage and isn't deafened.

Magnetic Grasp. The inventor targets a creature it can see within 20 feet of it that is holding a weapon made of metal, such as a sword. The creature must succeed on a DC 13 Strength saving throw or be disarmed as the weapon is drawn to the inventor's claw. If the inventor doesn't use its Lob bonus action to throw it, the weapon remains attached to the claw until the end of the inventor's turn, when it drops at the inventor's feet.

BONUS ACTIONS

Extra Hand. If it is not holding a weapon in the claw on its back, the inventor uses the claw to make one Modified Dart Gun attack or one Welding Torch attack.

Lob. If it is holding a weapon in the claw on its back, the inventor throws the weapon, treating it as an improvised weapon.



NIGHTMARE AMALGAMATION

Ensuring no hint of innocence remains within children's toys, the nightmare amalgamation is a grotesque sight sure to haunt the dreams of every child who sees it. These hideous creatures are the grim result of inventors and toymakers who have truly gone mad, tearing their creations apart and fusing them together with any spare parts they can acquire to form these terrifying abominations. Unlike regular nightmare plushies, the nightmare amalgamation is not intended to blend into society. Once one is created, it has one purpose: destruction.

Born from the corrupted minds of those who should have brought joy, these amalgamations are a chaotic jumble of limbs, eyes, and teeth. Taking pieces from the nightmare witnesser, grimhulk, and shatterhorn plushies along with nearby toys, twisting them into a walking mass of malevolence that creates ghastly sounds of creaking joints and grinding

gears, which accompany its horrifying advance. The nightmare amalgamation is an unrelenting force, leaving nothing but devastation in its wake, a dark echo of the whimsy that once filled the world of children's play.

Additional Power. While this abomination is constructed using nightmare plushies, the amalgamation requires significantly more power than the single suthalite crystal used to fuel its counterparts. A typical amalgamation is powered by four crystals—one from each of the plushies torn apart to create it and one within the still-whole plushie at its core, serving as its heart. Due to the use of multiple suthalite crystals, these constructs are highly unstable and are known to regularly explode when overexerted.



NIGHTMARE AMALGAMATION

Large Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 18 (+2) | 13 (+1) | 17 (+3) | 6 (-2) | 9 (-1) | 8 (-1) |

Saving Throws Dex +4, Wis +2

Skills Athletics +7, Perception +2

Damage Resistances piercing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages understands the languages of the creature holding its control device but can't speak

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

Constructed Nature. The amalgamation doesn't require air, food, drink, or sleep.

Disruption Cone. The amalgamation's central eye creates an area of sordalite disruption in a 30-foot cone. At the start of each of its turns, the amalgamation decides which way the cone faces and whether the cone is active. The cone doesn't function while the eye is closed or while the amalgamation is blinded.

Sordalite-powered items that aren't creatures are inactive while they are within the cone unless their crystals weigh ten pounds or more. Sordalite-directed energy (such as the a zap gun attack) dissipates harmlessly when it comes into contact with the cone.

When a sordalite-powered creature enters the cone's area for the first time on its turn or starts its turn there, it must make a DC 13 Constitution saving throw. On a failed save, it has disadvantage on all ability checks, attack rolls, and saving throws it makes before the start of its next turn, and until the start of its next turn it must spend 2 feet of movement for every 1 foot it moves within the cone.

Electrified Body. A creature that touches the amalgamation or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

Nightmare Core. If the amalgamation is reduced to 0 hit points, it dies. When it does so, it falls apart, revealing the unharmed nightmare plushie that formed its core. One nightmare plushie of your choice appears in the center of the amalgamation's space; it uses the amalgamation's initiative count.

Immediately after the plushie appears, roll a d6. On a roll of 1-3, the suthalite crystals that had powered the amalgamation shatter. Each creature within 15 feet of the amalgamation when the crystals shatter must make a DC 15 Dexterity saving throw, taking 7 (2d6) piercing damage and 7 (2d6) force damage on a failed save, or half as much damage on a successful one. The nightmare plushie revealed by the amalgamation falling apart automatically fails this saving throw.

Punch Resistant. The amalgamation has damage resistance against bludgeoning damage from nonmagical unarmed strikes.

Regeneration. The amalgamation regains 4 hit points at

the start of its turn if it has at least 1 hit point.

Standing Leap. The amalgamation's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Suthalite Powered. The amalgamation and its actions are powered by suthalite rather than sordalite. This means the amalgamation's actions and their effects aren't affected by things that affect only sordalite, such as the amalgamation's Disruption Cone ability.

Unsteady Construction. When the amalgamation takes bludgeoning damage, the spring holding it together causes it to begin rocking back and forth. The amalgamation has disadvantage on the next attack roll it makes.

ACTIONS

Multiattack. The amalgamation makes one Bite attack and two Claw attacks, or it makes one Bite attack and uses Magnetic Clamp.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) poison damage, and if the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Heat Ray. *Ranged Weapon Attack:* +4 to hit, range 120/480 ft., one target. *Hit:* 12 (2d10 + 1) fire damage.

Heavy Impact (Recharge 6). The amalgamation leaps heavily to an unoccupied space it can see within 30 feet of it. Each creature within 10 feet of that space must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 17 (5d6) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

The amalgamation does not provoke opportunity attacks as part of this movement.

Magnetic Clamp. One of the amalgamation's arms is a shatterhorn head which has a tongue that can be magnetized. The amalgamation magnetizes this tongue and targets a creature it can see within 30 feet of it that is wearing armor made of metal. The target must succeed on a DC 15 Strength saving throw or be pulled into the mouth of the shatterhorn head. While the target is within the mouth, it is grappled and restrained, and it takes 5 (1d10) bludgeoning damage at the start of each of its turns. As an action, the target can make a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check, freeing itself from the mouth and landing prone 5 feet from it on a success.

REACTIONS

Magnetized Body (Recharge 5-6). In response to being hit by a melee attack, the amalgamation magnetizes its body until the end of its next turn. A creature that deals damage to the magnetized amalgamation with a weapon made of metal, such as a sword, must succeed on a DC 15 Strength saving throw or lose its grip on the weapon. If the creature loses its grip, the weapon adheres to the amalgamation until the end of the amalgamation's next turn, when it drops at the amalgamation's feet.



NIGHTMARE PLUSHIES

In some twistedly evil corners of Sordane, there exists an endearing and yet sinister creation known as nightmare plushies. At first glance, these cuddly companions seem like harmless teddy bears, crafted to bring joy and amusement to children. Their plush, velvety exteriors mimic the forms of formidable creatures one might encounter while journeying through Sordane. Deceptively adorable, these plushies often capture the hearts of children at first sight.

Unaware of the hidden secret, parents joyfully buy these charming plushies, gifting them to their children. Marketed with rumors of protective enchantments and battle capabilities, these toys lead parents to believe their children are safe, as these monsters in disguise eagerly chase after their young owners and engage in playful antics. It's a common scene to witness children laughing, their plushies in tow, warming the hearts of

their families.

However, beneath the veneer of innocence, lies a nightmarish secret. The creators behind these twisted plushies often harbor ambitious motives, and they find that the most effective way to achieve them is by exploiting children. When the creators' specific conditions are met, these seemingly harmless and cuddly toys are activated, undergoing



NIGHTMARE PLUSHIE GRIMHULK

Small Construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 15 (+2) | 12 (+1) | 14 (+2) | 6 (-2) | 9 (-1) | 12 (+1) |

Skills Deception +5, Stealth +3

Damage Resistances piercing from nonmagical attacks

Damage Resistances charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages understands the languages of the creature holding its control device but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Constructed Nature. The grimhulk doesn't require air, food, drink, or sleep.

Punch Resistant. The grimhulk has damage resistance against bludgeoning damage from nonmagical unarmed strikes.

Regeneration. The grimhulk regains 2 hit points at the start of its turn if it has at least 1 hit point.

Suthalite Powered. The grimhulk and its actions are powered by suthalite rather than sordalite. This means the grimhulk's actions and their effects aren't affected by things that affect only sordalite, such as the nightmare plushie witnesser's Disruption Cone ability.

Unstable End. When the grimhulk dies, roll a d6. On a roll of 1, the suthalite crystal powering the grimhulk shatters, releasing a powerful pulse of energy and ripping the grimhulk apart. Each creature within 10 feet of the grimhulk when the crystal shatters must make a DC 13 Dexterity saving throw, taking 2 (1d4) piercing damage

and 2 (1d4) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the grimhulk moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 5 (2d4) piercing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone if it is a creature.

Threatening Roar (1/Day). The grimhulk lets out a vicious roar. Each creature within 30 feet of the grimhulk that can hear it must succeed on a DC 13 Wisdom saving throw or have disadvantage on attack rolls against targets other than the grimhulk until the end of the creature's next turn.

REACTIONS

Magnetized Body (1/Day). In response to being hit by a melee attack, the grimhulk magnetizes its body until the end of its next turn. A creature that deals damage to the magnetized grimhulk with a weapon made of metal, such as a sword, must succeed on a DC 13 Strength saving throw or lose its grip on the weapon. If the creature loses its grip, the weapon adheres to the grimhulk until the end of the grimhulk's next turn, when it drops at the grimhulk's feet.

Protective Presence. When an ally within 10 feet of the grimhulk would be hit by an attack, the grimhulk can make itself the target instead.



a terrifying transformation. Jagged metal claws and fangs burst through their once-soft stuffing and fabric. Their eyes shift from innocent to sinister and manic, and their previously playful demeanor gives way to a frenzied, murderous rampage.

Suthalite Core. Unlike typical shard constructs found in Sordane, nightmare plushies are small enough to be powered by a suthalite crystal. Most of their combat functions remain dormant until their creator deems them ready to attack. Because of this, these unstable



NIGHTMARE PLUSHIE SHATTERHORN

Small Construct, Unaligned

Armor Class 13

Hit Points 49 (11d6 + 11)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|-------|--------|
| 11(+0) | 16(+3) | 12(+1) | 6(-2) | 9(-1) | 12(+1) |

Skills Deception +5, Stealth +5

Damage Resistances piercing from nonmagical attacks

Damage Resistances charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages understands the languages of the creature holding its control device but can't speak

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

Constructed Nature. The shatterhorn doesn't require air, food, drink, or sleep.

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

Punch Resistant. The shatterhorn has damage resistance against bludgeoning damage from nonmagical unarmed strikes.

Suthalite Powered. The shatterhorn and its actions are powered by suthalite rather than sordalite. This means the shatterhorns actions and their effects aren't affected by things that affect only sordalite, such as the nightmare plushie witnesser's Disruption Cone ability.

Unstable End. When the shatterhorn dies, roll a d6. On a roll of 1, the suthalite crystal powering the shatterhorn shatters, releasing a powerful pulse of energy and ripping the shatterhorn apart. Each creature within 10 feet of the shatterhorn when the crystal shatters must make a DC 13 Dexterity saving throw, taking 2 (1d4) piercing damage and 2 (1d4) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The shatterhorn makes two Claw attacks, or it uses Hornsplitter and Impale, if available.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) slashing damage.

Electric Pulse (Recharge 6). The shatterhorn releases a pulse of electricity through its broken horns within 50 feet of it. Each creature or object impaled by one or more affected horns must make a DC 13 Constitution saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Hornsplitter (1/Day). The shatterhorn breaks the second of its horns from its head, turning it into a weapon.

Impale (Recharges on use of the Hornsplitter Action). The shatterhorn attempts to use one of its broken horns to impale a creature it can see within 45 feet of it. The creature must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 10 (2d6 + 3) piercing damage and is impaled by the horn. On a successful save, the creature takes half as much damage and isn't impaled. A creature can use its action to make a DC 13 Strength check, removing the horn from itself or another creature within reach on a success.

The shatterhorn begins combat holding one of its horns, allowing the use of Impale once. To use Impale a second time, the shatterhorn must recharge it by using the Hornsplitter action.

BONUS ACTIONS

Magnetic Pulse (1/Day). The shatterhorn releases a magnetic pulse through one of its broken horns within 30 feet of it that is impaling a creature. Each metal object weighing 10 pounds or less that is within 15 feet of this impaled creature is affected by the pulse, including ones worn or carried by the impaled creature.

The impaled creature must make a DC 13 Dexterity saving throw. The result of this save affects how much damage the impaled creature takes from being hit by objects dealing damage to it as a result of this use of Magnetic Pulse.

If an affected object isn't being worn or carried, it's pulled directly toward the impaled creature. Unless the impaled creature has full cover against it, the object hits it, dealing 2 (1d4) bludgeoning or piercing damage to it, or half as much damage if it succeeded on the save.

If an affected object is being worn or carried by a creature, that creature makes a DC 13 Strength saving throw. On a failed save, it loses control of the item, which is pulled directly toward the impaled creature. Unless the impaled creature has full cover against it, the object hits it, dealing 2 (1d4) bludgeoning or piercing damage to it, or half as much damage if it succeeded on the save.





crystals can provide enough energy to keep the toys active until the appointed time. Due to suthalite's volatile nature, when a nightmare plushie is destroyed, it's not uncommon for them to explode violently. Whether this outcome was intended by their malicious inventors or not remains unknown.



NIGHTMARE PLUSHIE WITNESSER

Small Construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 11 (+0) | 13 (+1) | 13 (+1) | 6 (-2) | 9 (-1) | 12 (+1) |

Skills Deception +5, Stealth +3

Damage Resistances piercing from nonmagical attacks

Damage Resistances charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages understands the languages of the creature holding its control device but can't speak

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Constructed Nature. The witnesser doesn't require air, food, drink, or sleep.

Disruption Cone. The witnesser's central eye creates an area of sordalite disruption in a 30-foot cone. At the start of each of its turns, the witnesser decides which way the cone faces and whether the cone is active. The cone doesn't function while the eye is closed or while the witnesser is blinded.

Sordalite-powered items that aren't creatures are inactive while they are within the cone unless their crystals weigh ten pounds or more. Sordalite-directed energy (such as the a zap gun attack) dissipates harmlessly when it comes into contact with the cone.

When a sordalite-powered creature enters the cone's area for the first time on its turn or starts its turn there, it must make a DC 13 Constitution saving throw. On a failed save, it has disadvantage on all ability checks, attack rolls, and saving throws it makes before the start of its next turn, and until the start of its next turn it must spend 2 feet of movement for every 1 foot it moves within the cone.

Punch Resistant. The witnesser has damage resistance against bludgeoning damage from nonmagical unarmed strikes.

Suthalite Powered. The grimhulk and its actions are

powered by suthalite rather than sordalite. This means the grimhulk's actions and their effects aren't affected by things that affect only sordalite, such as the nightmare plushie witnesser's Disruption Cone ability.

Unstable End. When the grimhulk dies, roll a d6. On a roll of 1, the suthalite crystal powering the grimhulk shatters, releasing a powerful pulse of energy and ripping the grimhulk apart. Each creature within 10 feet of the grimhulk when the crystal shatters must make a DC 13 Dexterity saving throw, taking 2 (1d4) piercing damage and 2 (1d4) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The witnesser makes one Bite attack and one Claw attack, or it makes two Heat Ray attacks.

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

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

Drill. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Heat Ray. *Ranged Weapon Attack:* +3 to hit, range 60/240 ft., one target. *Hit:* 4 (1d6 + 1) fire damage.

Magnetic Grasp. The witnesser targets a creature it can see within 20 feet of it that is holding a weapon made of metal, such as a sword. The creature must succeed on a DC 13 Strength saving throw or be disarmed as the weapon is drawn to the witnesser's claw. The weapon remains attached to the claw until the end of the witnesser's turn, when it drops at the witnesser's feet.

Screech (1/Day). The witnesser lets out a piercing, metallic screech. Each creature within 30 feet of the witnesser that can hear it must make a DC 13 Constitution saving throw. On a failed save, a creature takes 5 (1d10) thunder damage and is deafened until the end of its next turn. On a successful save, a creature takes half as much damage and isn't deafened.

REACTIONS

Scurry (Recharge 6). In response to being hit by an attack from a creature it can see, the witnesser can move up to its movement speed without provoking opportunity attacks.



AIRSHIP

APPENDIX E

TESLITE CRUISER

Even among unique airships, the teslite cruiser stands as a distinctly unique creation. Rare both in function and design, it's a relatively uncommon sight in the skies of Sordane. Multiple iterations of the teslite cruiser can be found. There are the more common scientific variations that strive for knowledge and navigate the vast expanse to unravel the mysteries of the world and then there are the military variations. Their sole focus is destruction of the enemy on the battlefield. The teslite cruiser's rare power capabilities allow for it to excel immensely at both of these pursuits. Meticulously crafted, the teslite cruisers are a feather in the cap of the skilled shipbuilders of Cin'dar.

Surprisingly agile for its size, the teslite cruiser is not intended for large crews. As a science vessel, it is predominantly staffed by beginner spelldrivers, scholars who have eagerly seized the opportunity to explore the world from the skies in their pursuit of knowledge. As a military vessel, it is crewed by some of the most powerful mages in the Cin'darian navy. Though often used for science missions, the teslite cruiser is not defenseless even in its most passive variation. Its unique equipment, the sordalite coil, allows it to unleash lightning strikes upon any assailants, while a sordalite-generated electrical field acts as a formidable shield, repelling cannon fire with lethal precision.

The constant discharge of electricity from the ship's sordalite coils might deter the cautious, as many perceive it as a potential danger. However, unless these coils are engaged, they pose minimal risk, and injuries are a rare occurrence. The tell-tale energy crackle of a teslite cruiser gives many in Cin'dar comfort as they soar overhead while also striking fear into the enemies of the empire.

Build Cost. Though it is a rare ship to be found in Sordane's skies, the teslite can still be spotted in expedition sites across the world. With most being used as mobile research bases for scholars and scientists. Because of this, the teslite is built with a reinforced hull. The cost of a typical teslite cruiser is approximately 60,000gp due to the unique equipment added during its construction and reinforced hull.



Decks. The teslite consists of three decks including two half-decks to the stern of the top deck.

Ceilings. The ceilings throughout the ship are 8 feet high with 6-foot-high doorways.

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

Light. Hanging lanterns cast bright light throughout the ship.

Hull. The ship's hull is 215 feet long, 60 feet wide, and 75 feet tall. Both its interior and exterior are made up of a mix of sturdy hardwoods and metals.



TESLITE CRUISER

Gargantuan vehicle (215 ft. by 60 ft.)

Creature Capacity 30 (crew and passengers)

Cargo Capacity 20 tons

Hull Mounts: 4 Left (Port), 4 Right (Starboard)

| STR | DEX | CON | INT | WIS | CHA |
|--------|-------|--------|-----|-----|-----|
| 24(+7) | 4(-3) | 20(+5) | 0 | 0 | 0 |

Saving Throws Dex -1

Damage Immunities poison, psychic

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

HULL

Armor Class. 17 (reinforced hull)

Hit Points. 600 (damage threshold 17)

HELM

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

HULL MOUNTS

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

Port Mounts. This airship has 4 port side mounts: 2 on the stern of the hull and 2 on the bow of the hull.

- **Lower Stern:** *Spell Jet Thruster*
- **Lower Stern:** *Mini Sordalite Coil*
- **Lower Bow:** *Mini Sordalite Coil*
- **Lower Bow:** *Sordalite Amplifier*

Starboard Mounts. This airship has 4 starboard side mounts: 2 on the stern of the hull and 2 on the bow of the hull.

- **Lower Stern:** *Spell Jet Thruster*
- **Lower Stern:** *Mini Sordalite Coil*
- **Lower Bow:** *Mini Sordalite Coil*
- **Lower Bow:** *Sordalite Amplifier*

SHIP COMPONENTS

Helm

Armor Class: 18

Hit Points: 50

Crew Minimum: 2 spelldrivers

Mini Sordalite Coil (4)

Armor Class: 16

Hit Points: 100

Crew Minimum: 1 spelldriver

Sordalite Amplifier (2)

Armor Class: 15

Hit Points: 75

Crew Minimum: —

Sordalite Coil (4)

Armor Class: 17

Hit Points: 150

Crew Minimum: 2 spelldrivers

Spell Jet Thrusters (2)

Armor Class: 18

Hit Points: 150

Crew Minimum: —

ACTIONS

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

Movement: 2 spell jet thrusters. The ship can use its helm to move with its spell jet thrusters. The ship must already have been moving under its *spelldrivers'* momentum spelldriving mode.

Travel Pace: 70 mph **Speed (fly):** 70 ft.

Electrical Field.

Casting time. 1 reaction

Cost. 3 spelldriving points

Duration. 1 round

A field of electrical energy surrounds and protects the ship. Until the end of the ship's next turn, all of its components have a +4 bonus to AC, including against the triggering attack. Each cannon attack that misses the airship due to this spelldriving mode is repelled back at the attacking ship. Make an attack roll for each attack that missed, using the statistics of the opposing ships weapons.

Levin Shower.

Casting time. 1 action

Cost. 6 spelldriving points

Duration. Instantaneous

You cause lightning to fill the sky and strike violently at anything near you. Each creature or vehicle within a 2,000 foot-radius centered on your airship must make a Constitution saving throw versus your spell save DC. On a failed save, a creature takes 9d8 lightning damage, or half as much damage on a successful one. A creature on board an airship does not need to make this saving throw.



EXAMPLE TESLITE CREW

Being a scientific vessel, a decent amount of the crew aboard teslite cruisers are spelldrivers. Despite this, as they enter deadly environments regularly during their studies, soldiers are still a necessity to ensure the cannons are operational and the ship is protected at all times. The typical crew for a non-player-operated teslite includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

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

Page numbers for the crew are in reference to the Airship Campaigns book & PDF.

SHIP DECK GUIDE

While other airships are used as transport or war vessels, the teslite is almost exclusively used as a scientific discovery airship. Because of this it lacks traditional ship functions such as gun decks. Instead the space is outfitted for the crew to study and rest.

TOP DECK: CAPTAINS QUARTERS, LABORATORY, AND OBSERVATION DECK

The top deck of the teslite used as the ship's observation deck; in addition to this there is a laboratory and a half deck housing the captains quarters.

Captains Quarters. The stern of the main deck is reserved for the captain. Occasionally this space is used as an operations room should the need arise. Directly above the captain's quarters is the ship's helm.

Laboratory. Built in the center of the top deck is a room serving as the crew's laboratory. Additionally the laboratory has a staircase descending to the first deck and a ladder which leads to a small balcony overlooking the top deck.

Observation Deck. The observation deck of the teslite is typically outfitted with four sordalite coils, allowing the ship to protect itself should it be attacked.

FIRST DECK: CREW CABINS, KITCHEN AND MESS HALL

The first deck of the ship is the crew's cabins, kitchen and mess hall.

Crew Cabins. At the bow of the first deck are the crew's cabins. There are a total of six cabins built into the teslite, and the space is shared equally between both the officers and regular crew.

Kitchen. To the stern of the first deck is the teslites kitchen. It is separated from the ship's makeshift mess hall by a full wall and two doors.

Mess Hall. Placed between the kitchen and cabins is a makeshift mess hall. Despite this space being the passage between the top deck and the engine room, crew can often be found here resting and eating.

SECOND DECK: ENGINE ROOM AND STORAGE

The second deck serves as the ship's engine room and storage space. When necessary the storage space also doubles as additional sleeping quarters.

Engine Room. To the stern of the second deck is the teslite cruiser's engine room. Due to the sordalite crystal taking up the central space of the second deck, this room is only accessible via ladder through the mess hall.

Storage. To the bow of the second deck is a small space that is primarily used for storage. In rare cases that the crew need additional sleeping space, this area is emptied and fit with bedrolls providing a temporary and uncomfortable bedroom.



MINI SORDALITE COIL

Though a smaller version compared to the regular sordalite coils, these devices are still powerful attachments in their own right. Unlike their larger counterparts, the miniature coils are used to help protect the airship from enemy attacks, creating an electrical field to stop and repel cannon-fire.

Armor Class: 16

Hit Points: 100

Crew Minimum: 1 spelldriver

Electrical Field:

Casting time. 1 reaction, which you take when the ship is hit by an attack

Cost. 4 spelldriving points

Duration. 1 round

A field of electrical energy surrounds and protects the ship. Until the end of the ship's next turn, all of its components have a +3 bonus to AC, including against the triggering attack. Each cannon attack that misses the airship due to this spelldriving mode is repelled back at the attacking ship. Make an attack roll for each attack that missed, using the statistics of the opposing ships weapons.

Improvements: For every two additional mini sordalite coils equipped to the airship, the spelldriving point cost of electrical field is reduced by 1 (to a minimum of one) and its AC bonus increases by 1.

Ships Allowed: Soralites.

SORDALITE AMPLIFIER

These devices are used to passively store sordalite energy over time, allowing it to increase the flow of power to the airships engines. These amplifiers are typically used on airships equipped with only a couple of spell jet thrusters, increasing their power to allow the ship to keep up with airships with far more engines.

Armor Class: 15

Hit Points: 75

Crew Minimum: —

Electrical Field:

Improvements: An airship equipped with a sordalite amplifier increases the output of a propeller engine or spell jet thruster but 1.5 times its normal capacity. For example, a spell jet thruster would have a Speed (fly) of 35 feet instead of 20. For each sordalite amplifier equipped by an airship an additional engine can be powered.

Ships Allowed: Soralites.

SORDALITE COIL

These large towers are a fusion of sordalite technology and science, allowing them to draw the energy from sordalite to affect the weather in the local area. Unlike other airship attachments, due to their size and weight, sordalite coils need to be placed on the airships deck. Despite the power these coils can produce, they are rarely used on airships due to their unstable nature. As such, they typically only find use on science vessels.

Armor Class: 17

Hit Points: 150

Crew Minimum: 2 spelldrivers

Levin Shower:

Casting time. 1 action

Cost. 6 spelldriving points

Duration. Instantaneous

You cause lightning to fill the sky and strike violently at anything near you. Each creature or vehicle within a 1,000 foot-radius centered on your airship must make a Constitution saving throw versus your spell save DC. On a failed save, a creature takes 5d8 lightning damage, or half as much damage on a successful one. A creature on board an airship does not need to make this saving throw.

Improvements: For every two additional sordalite coils equipped to the airship, the radius of levin shower increases by 1,000 feet and its damage increases by 4d8.

Ships Allowed: Soralites.



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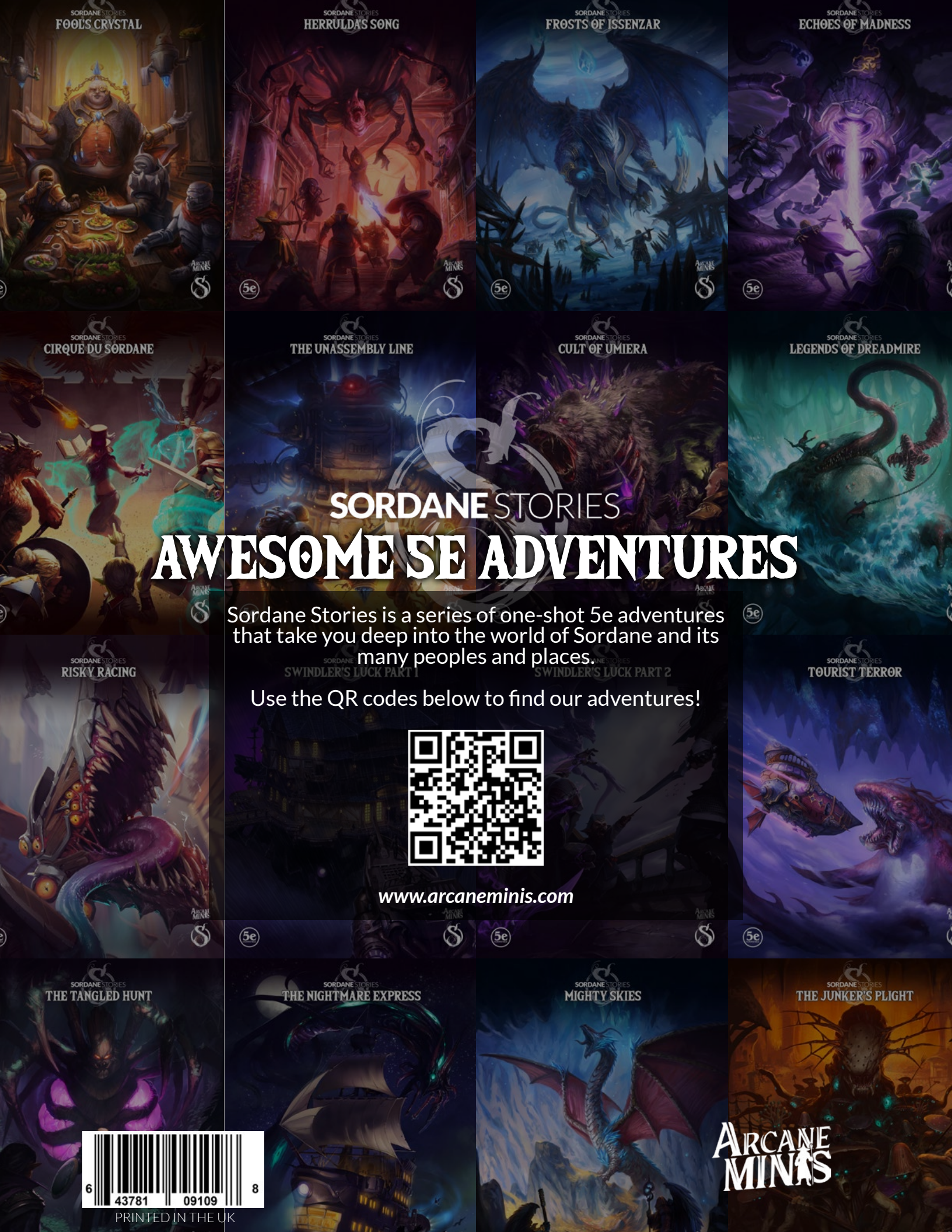


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