



SOARING THE SKIES



5TH EDITION ADVENTURE

CHASE DOWN A DEADLY CRIMINAL THROUGH THUNDEROUS SKIES

MONKEYDM

SOARING THE SKIES

**SOARING THE SKIES IS A HIGH FLYING ADVENTURE FOR 5E DESIGNED FOR 3-6 LEVEL 12 CHARACTERS,
FOR USE WITH THE 5TH EDITION RULESET.**



Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this MonkeyDM game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Soaring the Skies is published by MonkeyDM under the Open Game License version 1.0a. Copyright 2021 MonkeyDM Publishing. All Rights Reserved

BACKGROUND

Within Runehalt, the Clockwork Conservatory has served as both a maximum-security prison, as well as a primary ground for experimentation. Unfortunately, quite recently, a break-out was staged. The escapee, aside from being a highly dangerous individual, was also the product of a top-secret experiment in energetic discovery. When they escaped, they formed the spirit of a blue dragon and used it to wreak havoc across Runehalt and the surrounding region. And then, soaring through the skies, the prisoner left.

Since then, Runehalt has found itself in plenty of trouble. Break-out proved incredibly damaging and the threat of this prisoner sharing what they've found with the outside world is too large. With that said, Namara Aldrazin, a tiefling general, has been asked to form a powerful band of adventurers and take to the skies, in an attempt to catch this prisoner and bring them back into captivity. Now she awaits aboard her skycarver - a flying ship - with bated breath as the adventurers are soon to arrive.

PLOT HOOKS

Though they differ slightly, all three possible plot hooks center around the party being contacted by Namara and going on to aid her.

- **Renowned Group.** If the party has been together a while, it is only a matter of time before they've achieved renown and recognition. This renown is exactly why the able General Namara has requested their aid specifically in taking down this prisoner and bringing them back into captivity.
- **Simple Sellswords.** Through simply being the right people in the right place, at the right time, the party was contacted as individuals by people working with Namara and they've yet to meet each other.
- **The Enemy of My Enemy.** The party has had interactions with the prisoner in the past, knowing them to be an evil sorceress with intense lightning and storm powers. Now, hearing Namara is looking for their enemy, the party jumps to Namara's aid.

Regardless of which plot hook you choose, the adventure will proceed in the same way.

CHAPTER 1. THE SKYCARVERS

In which the party meets with their employer.

1.1. ALL ABOARD

Read this:

'The outside world has all but disappeared. A few hours ago, you were informed you will be transported out of Runehalt by order of General Namara Aldrazin and placed within this metallic box, on the back of a vehicle. Not too long ago, your first contact with Aldrazin was a means of establishing your mission. Not too many details were given, but one thing you were told is that today is the day of departure, so you were not suspicious of the metallic box. And now, within this windowless vehicle, you await to see where you've been brought to. From inside, the only things you can see are the poorly-lit faces of your companions.'

If you are playing the adventure as a one-shot, give the players the chance to describe their characters and introduce themselves. If you are instead playing as part of a prolonged campaign, give them a few brief moments to discuss amongst themselves, before proceeding.

The box in which the party was transported is a lead box lined with magic-dampening devices which create the effects of an anti-magic field spell. There are only small holes for air, as well as a slit which can be opened by the driver to inform the party of the travel time and other things.

If the party sits idly, proceed to the next "Read this" fragment.

If the party causes a ruckus inside, that slit will be pulled and their driver, a hobgoblin-born Cyborg, will tell them to stop.

If the party wishes to inspect the box, they can make a **DC 18 Intelligence (Investigation) check**. On a success, they find small crystals which pulse with energy, creating the anti-magic field. They can attempt to pull a crystal out with a **DC 20 Strength (Athletics) check**, which will disable the field. This way, they may use spells to find ways to look outside. Outside, they are being led through a desert trail, then through illusionary terrain, into a hidden, veiled military base.

If the party wishes to exit the box, they can only do so through teleportation or magic, as there is no unlocking mechanism on the inside. If they make it out, the many guards escorting them will explain they cannot see where they're taken and ask them back in. If they wish to convince the guards to let them stay out, they must make a **DC 18 Charisma (Intimidation) or Charisma (Persuasion) check**.

From the outside, they observe the illusionary terrain, but the adventure doesn't change in any way. Proceed normally.

Read this:

'About 15 minutes later, you find yourself in a hidden military base and taken posthaste through the open hangars and into the small office of General Namara. On your way there, you observe the various skycarvers that this regiment has at its disposal. Skycarvers, as you know, is the term for airships, wonders of design and aerodynamics that fly without issue through the clouds. About 20 or so are currently being prepared, but you are not left with enough time to look them over, as you are ushered into the office of General Namara. The imposing tiefling lady awaits you standing behind her desk with a stern look. "Apologies for the means of transport. This base must be kept secret, I hope you understand that." She says, offering you a seat.'

GENERAL NAMARA ALDRAZIN

Information: A stern woman with a simple philosophy of "the law is right". She's in the search for the prisoner and she will stop at nothing to find said prisoner. That's the end of it for her. Other than that, she is respectful and lawful through and through.

The party will now have a short discussion with General Namara. She'll settle a price (which you can determine based on what the party asks for, alongside what your campaign's economy). The price will be fairly high.

After the price has been settled, Namara will give the party a brief description of the person they're looking for. The prisoner is an incredibly powerful sorceress bound to the godly being known only as The Great Storm. She is a cultist of this deity and was initially used for experimentation. The party can pressure her for more details with a **DC 18 Charisma (Persuasion) check**. If successful, she'll explain she was used as a battery, a means of fueling increasingly energy-reliant creations. She'll advise the party to be extremely careful in how they deal with her, that is if they find her in the first place.

After that, Namara will hand each party member a magical metallic bracelet, which has a crystal in it. She'll explain it is a location regulator used in their Skycarver teleporter network, before leading them back to the hangars.

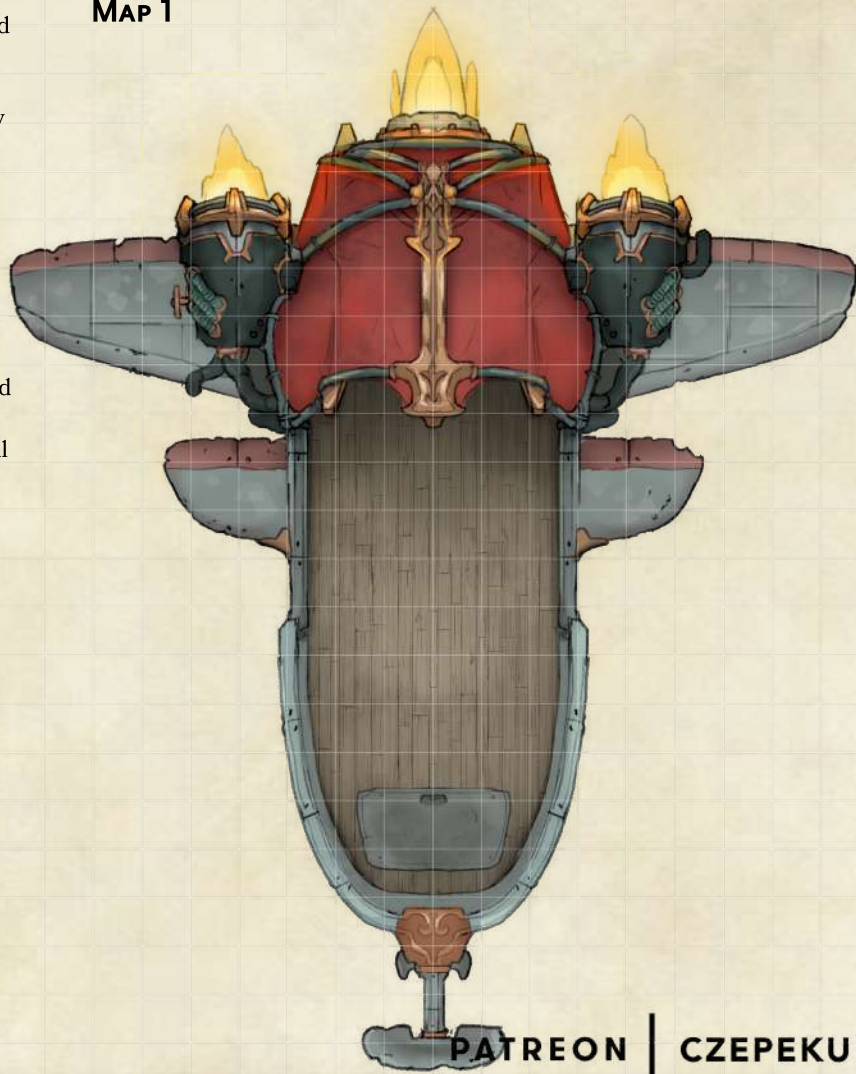
Read this:

'You approach the massive collection of Airships, joined by General Namar, who begins explaining the small glass pod found on each of the ships. "That's a teleporter network. It's what the bracelets are for. You'll be able to move from ship to ship at will, without fearing that the constantly-moving circles of teleportation are well... in the air. As for the ships, they're all outfitted in differing ways and most will be out, but more than half are fighting and transport vessels. Also worth mentioning, teleportation takes a lot of energy, especially at long-distances. So try your hardest to stay together with the rest of us and not zap around too much." She continues walking, then points towards a ship on which you can only see a dwarvish figure. "That's your ship. And that's your driver." She smiles, before walking away towards a ship of her own.'

MAP CREATED BY [CZEPEKU](#)

Join their Patreon to access to multiple variations of this map and more !

MAP 1



The party now meets their driver, Thomdog Barleybeer.

THOMDOG BARLEYBEER

Information: A skilled yet retired inventor, Thomdog spends most of his time ferrying people across skycarvers. He is an excellent driver and quite fearless, but that's not always enough. He despises everyone and is quite prone to giving advice, even when not asked for.

Thomdog will have a short interaction with the party, asking them about their abilities and the like, before eventually the other ships start winding up. Thomdog will walk towards the back of the skycarver and after a brief second will ask for aid. Any party member may go and aid him by making a **DC 18 Intelligence (Arcana) check**. On a failure, the party member takes 3d6 lightning damage and is blown back, as Thomdog begins to curse in dwarvish. On a success, the party member is fine and the error looks to be fixed. This check will have further effects in the later parts of this adventure.

Read this:

'After a few seconds, most of the ships have already left the hangar and taken to the skies, while Thomdog is still hard at work trying to patch up the engine. A while later, it's fixed and you begin to hear the engine and shortly thereafter you've taken to the skies.'

In between dwarvish sighs, Thomdog will explain their vessel is not doing too well and seems to be running on limited fuel and a shabby engine. He'll curse angrily that there was no quality control, but explain it shouldn't be too much of an issue, as he rewired as to have enough fuel for the journey, at least hopefully.

With that said, bring the party to their ship (map 1) and proceed to the next chapter.

1.2. BOTTLED LIGHTNING

Read this:

'You soar the skies in formation, before Thomdog finally receives a message in his sending stone. You see him reply in his beard, before he begins grunting and gestures to the party to come over. You all get nearer and he begins to speak. "Our engine's all kinds of messed up and we're doing rough. If things get rowdy and we need to put up our shields, they'll fail. We'll be toast if it happens, so I'd rather you go on a few of the ships and ask for bottled lightning. But do come back with it, will ya?" He says, before going back to try and fix whatever he can of the engine.'

Now the party may move in between sky carvers. As they reach next to the teleporter, they must figure out how to do this. They must do this with a **DC 15 Intelligence (Investigation) check**. If they are successful, they may choose what ship they teleport to. If not, they must roll on the ship table. Upon teleporting to a new location randomly, each party member may make the check again, with the DC being lowered by 1 for each travel.

Every ship is determined by an area. The players cannot reach area 6 unless they've been to at least 2 other ships before that. If they roll area 6, simply bring them to area 7 instead. Once the party reaches area 6 and interacts with the traitor or they return with enough fuel for Thomdog, proceed to the next chapter.

1d4 Skycarver Location

- 1 Area 7 - Ordinary Gunship (if on Area 1) or Area 1 (if on any other Area)
- 2 Area 2 - Ryx's Ship
- 3 Area 3 - Supply Ship
- 4 Area 4 - Atria's Ship
- 5 Area 5 - Namara's Ship
- 6 Area 6 - Traitor's Ship

AREAS OF THE SKYCARVER FLEET

1 - OWN SHIP

Area 1 counts as the party's own ship. If they are on any location other than this one and roll a 1 on the area table, they will return to this area instead of going on an ordinary gunship.

If they return to Thomdog with a full battery, then proceed to the next chapter.

2 - RYX'S SHIP

Read this:

'With a flash, you find yourself instantly teleported into a different ship's cabin, where the sounds are vastly different from yours. Instead of hearing low dwarvish mumbles, you hear the loud and seemingly endless cackling of a goblinoid squad. Three small green men seem to be playing a game of cards on the deck, while a few others are watching the surroundings and another one trims his toenails with a butcher's knife.'

The party is now on the ship of Ryx Rousyrumbler, Head of the Green Lightning Unit - named so because green goblins drop down from the skies like lightning. He is the one trimming his toenails.

RYX ROUSYRUMBLE

Information: Ryx is a maniac with a heart of gold and the head of a team of talented goblin fighters. Their job is simple, dive from skycarvers in suicide missions and fear nothing. He himself doesn't fear much, as he's lived more than most of his kind. From up close, the party can make a **DC 15 Wisdom (Perception) check** to notice that one of his eyes and part of his abdomen is made from metal.

When the party makes it on the ship, Ryx will chat with them jokingly, saying his boys are ready for any fight. If asked about a battery, the party must persuade him with a **DC 20 Charisma (Persuasion) check**. If successful, he will offer to give up energy, but ask for a transport battery (which the party can find only in area 3). If they have one, the energy given by Ryx will fill the battery up halfway. If they have none, no energy can be gathered.

If the party fails in convincing Ryx or they do convince him and wish stick around a little longer, he'll point the party towards the people playing games and ask the party to make them focus up and shut up and he'll make it worth their time.

Approaching the 3 goblins who are playing cards, the goblins will explain to the party they are playing a simple card-based bluffing game and they welcome any party member to join their game for 15 gold. Once in the game, those who joined must make a **DC 18 Dexterity (Sleight of Hand) check** if they wish to cheat or **DC 20 Wisdom (Insight) check** or **DC 20 Charisma (Deception) check** to try and win fairly. If a party member chooses to try and cheat but fails, the goblins notice the cheating and ask the whole party to leave. If a party member fails while playing fairly, they may try again normally.

Once a party member has won, the goblins will start mumbling and slowly go back to work, saying "the game isn't fun anyway". As a sign of thanks, Ryx will fuel the party's battery and, as a final thank you, will give them two *potions of flying* which his folk use instead of parachutes.

If the party wishes to interact with the goblins who are watching the skies, they may make a **DC 18 Wisdom (Perception) check** to see a storm in the distance. Not too far off from where the fleet is headed.

3 - SUPPLY SHIP

Read this:

'The moment you appear on the deck of the small vessel, the panic feels overwhelming. You see a few engineers fighting desperately with a large, metallic locker, while some others look down into their bags for tools. You hear the voice of a female goblin saying "I swear to the gods we must've been sabotaged! How else could things go SO poorly?" And then she starts banging with a wrench on the wardrobe-esque piece of furniture.'

The party now finds themselves on a supply ship, which should have external batteries and other supplies. Unfortunately, by some bad luck (or through sabotage), it appears the main battery locker has had its lock broken and it won't work properly. In addition, the main keychain has also been lost. The many goblins on the ship are all in a panic, scared they'll get dismissed by Namara if she finds out how badly they messed up.

The party can try to open the main battery locker via a **DC 20 Thieves' Tools check** or a **DC 20 Strength (Athletics) check**. Upon succeeding on any of them, the locker is opened. Inside, the party finds most batteries are only half-filled, which the goblins say is unusual. The party may choose to investigate the locker with a **DC 18 Intelligence (Investigation) check**. On a success, they find small bits of fur inside the locker, akin to that of a bugbear.

They may also choose to investigate the deck of the skycarver with a **DC 18 Wisdom (Survival) check**. On a success, they'll find the muddy markings of large feet.

If the goblin crew is asked whether any bugbears are allowed on this ship or part of the crew, they'll definitively say no.

4 - ATRIA'S SHIP

Read this:

'You make it into a ship that is slightly smaller, and seemingly covered, as if you are below deck. Around you, you find all manner of metallic creations, resting on tables of various sizes. A half-elven woman walks calmly between them all, turning her gaze towards you. She sighs lowly, before leaning against one of the tables. "What?" She asks, eyeing you up and down.'

The party is on the ship of Atria Tormys.

ATRIA TORMYS

Information: Atria is a fantastic inventor and the guns are all her make. She's calm and somewhat theatrical. She'll listen with detachment to what the party is saying, rarely looking them in the eyes.

Atria will straight-up say she has no energy she can give the party, since she's holding onto it for her guns. Because of that, she can't give the party anything. However, she'll hand them her *Mark 2 Absorption Battery* saying it "would be a shame if such fine adventurers were to perish because of lack of energy.

MARK 2 ABSORPTION BATTERY_

Wonderous Item, Very Rare

When a creature who has this item in their possession takes lightning damage, the damage is instead halved and the battery absorbs the other half. After the absorption battery has absorbed 80 damage, it can be used to fuel a skycarver for 1 hour. Alternatively, it can be smashed onto the ground, forcing all creatures within 15 feet to make a Dexterity saving throw. On a failed save, they take 10d8 lightning damage, while on a success they take half.

Once she's given them the battery, Atria will send the party on their way.

5 - NAMARA'S SHIP

On this ship, the party finds General Namara, alongside a few of her fellow soldiers. She is gazing off into the distance with a confused look. When the party approaches, she will ask them to look over the sky. Each party member may make a **DC 18 Intelligence (Nature) check**. On a success, they realise that the storm clouds forming in the distance are too high, unnaturally so, as if they're magical. Namara is being watchful, as she also observes they are moving at great speed, almost catching up to the fleet.

If asked about power, she'll grant the party a quarter of a battery's worth, then send them on their way.

6 - TRAITOR'S SHIP

Read this:

'Immediately upon finding your way onto the ship, you feel an uneasy energy. While most of the bugbear and goblin crew seem to be working easily, a single bugbear is leaning against the side of the ship in a fetal position. People move around him laughing and mostly ignoring the poor fella, but something feels odd about him.'

If the party chooses to go up to the Bugbear, every party member with a **passive Perception of 15 or higher** will notice he is grasping onto a small holy symbol and praying. Upon seeing the symbol, any party member may make a **DC 16 Intelligence (Religion) check** to see if they know which god it is of. On a success, they notice it does not fit with any of the known gods, but looks somewhat like a lightning bolt.

If he is confronted about the symbol, the bugbear will instantly drop the facade and begin smiling wide. He'll mention it's time to usher in The Great Storm and with that, he'll try and jump off of the ship. Regardless of if the party stops him or not, he'll begin shouting incantations and the sky will get dark.

Proceed to the next chapter.

7 - ORDINARY GUNSHIP

On this area, the only thing to be found are soldiers. The party may ask for energy and will receive one quarter of the battery worth of energy. The party can visit multiple gunships.

1.3. PROTECT THE SKY

Read this:

'Not a moment ago everything seemed fine, yet now the sky turns black in but a second. Clouds and rolling thunder emerge from nowhere. And you begin to hear the faint sound of wings. You look in the distance and watch a battalion of 6 or so adult blue dragons beginning to swarm the fleet, mouths open. Lightning spills out of their mouths and they are followed behind by a massive, gargantuan ancient blue dragon, on the back of which you can see a female rider with an angry look on her face. Dragons keep coming and coming and you watch as a pair of them unload their breaths on the various ships of the fleet.'

Regardless of what ship they are on, the party will be outfitted with large guns by the ship's crew and they will be told to attack the dragons they see in the distance. If they wish to attack with these guns, they must make a **DC 18 Intelligence (Arcana) or Intelligence (History) check** to use them properly. On a success, they shoot successfully. The party can also choose to attack with any ranged weapon, provided they have any.

This will go on for 3 turns. Each turn, each party member must make a ranged shot or perform another action, then try to dodge lightning shot at them by the dragons in the counterattack. For this, they must roll a **DC 16 Dexterity saving throw**. On a success, they fully dodge the lightning. On a fail, they take 6d6 lightning damage.

GM NOTE: Though this is a simple task, be sure to give it a proper description! Elaborate on the flight, the ships having to dodge the attacks of the dragons! The intensity should come from your descriptions.

Once the 3 turns have passed, proceed to the next chapter, when the combat will fully begin.

CHAPTER 2. EYE OF THE STORM

In which the party fights a storm.

2.1. LIGHTNING, THUNDER

Read this:

'As you keep shooting, alongside the many other marksmen of the fleet, you watch the ancient blue dragon fly back a little, and the sorceress above it speaks loudly, with a booming, thunderous voice. "VERY WELL! The storm itself shall break you down!" She raises her hand into the air and you watch as lightning bolts and thunderous clouds drop down onto each and every ship. Your ship, especially, becomes full with them, with Thomdog now alone at the helm. He must be protected!'

The party must now return to their ship (map 1) and aid Thomdog. Thomdog (**veteran**) will try to stay safe as best he can and steer the ship in the right direction. Once the party returns on the deck of their ship, they will be met with 2 **lightning elementals** and 2 **thunder elementals** which will strike down from the dark skies at the will of The Great Storm.

The party has 7 rounds to destroy the elementals. If they are on a different ship when the fight starts, each round they spend trying to arrive on their ship is also counted as part of those 7 rounds. If they failed on the check to fix the engine earlier in the day, the number of rounds will be 5 instead.

If at the end of the given rounds the elementals are not killed, they will carry over in the second encounter.

Once the number of rounds is over, read this:

'You lay waste as best as you can to the elementals, watching from afar as the fleet of ships battles the many dragons. The fight is harrowing and difficult, with many ships falling to pieces and being destroyed, yet you, due to your expert driver, manage to dodge lightning breath after lightning breath. And just as you feel most confident, you hear a strong static sound. The ship bursts with force, as lightning finally strikes it. Thomdog beings pulling as best as he can on the steering wheel, but he begins shouting. "We're going down, brothers! Look out!" Before he can say a second word, another bolt of lightning strikes the deck and you find yourself tossed in midair and free-falling, with the remains of the ship barreling to the ground ahead of you. You're now in the air, in the middle of a storm, surrounded by an angry blue dragon.'

Proceed to the next chapter.

2.2. HERE COMES THE STORM

Bring the party to map 2. They now find themselves in the air, in a constant fall. If they do not have a flying speed, each party member will fall their full speed directly downwards. If any party member does not have a flying speed for 8 rounds straight, they will fall to their death and hit the ground, dying instantly from falling damage.

The fight also has a 9 round limit. At the end of the 9th round, the dragon is not defeated, proceed to the next chapter. In this fight, the party must fight an **adult blue dragon** as well as any elementals they had not previously defeated.

MAP CREATED BY [CZEPEKU](#)

Join their Patreon to access to multiple variations of this map and more !

MAP 2

In addition, as they are in the middle of a lightning storm, at initiative (20), a lightning bolt strikes any creature wearing metal. They must make a **DC 17 Dexterity saving throw** or take 6d6 lightning damage.

Once they've defeated everything or the round limit expires, proceed to the next chapter.

2.3. TACTICAL RETREAT

Read this:

'You survive the lightning onslaught brought about by the adult blue dragon and find yourself to be alive. You breathe in a sigh of relief, you are fine, as you watch other ships still fighting with the rest of the dragons. Then, you see it, the gigantic ancient blue dragon, with its angry rider on top, seems to have caught your sent and is now intently looking in your direction. It's far enough away that you won't be struck by it, but your choices are limited, either fly away or fall down.'

The party will be chased by the **ancient blue dragon**. This next encounter is a short mid-air chase sequence. It will last 4 rounds. The party must first roll for initiative. On each round, at initiative 15, the dragon will create an effect. On the first and third turn, every party member must make a **DC 17 Dexterity saving throw** to dodge the dragon's attacks in midair. On a failure, the party member will take 10d6 lightning damage. On the second and fourth turn, the dragon will call upon thunder. Each party member must make a **DC 17 Constitution saving throw**. On a failure, they take 3d12 thunder damage and must make their next Concentration check with disadvantage.

At the beginning of the first turn, ask the party for a **DC 18 Intelligence (Nature) or Wisdom (Survival) check**. If at least one person is successful, it will deduce that if they were to gather up, the lightning will travel between them and not damage a single person too much. If they wish to link arms, the party can use their actions to make **DC 16 Dexterity (Acrobatics) checks**. On a success, they become linked.

If 2 or more party members are linked, lightning cannot strike them more than once, regardless of how many members fail their saving throws. When lightning strikes, the damage is split evenly between the people linked.

GM NOTE: As this is a chase sequence, allow the party to find fun and unique solutions! Reward creativity and describe the dragon's presence to raise the stakes. The more tense the situation feels, the better!

After four rounds, proceed to the next chapter.

CHAPTER 3. THE GREAT STORM

In which the party gets to the ground.

3.1. CRITICAL MASS

Read this:

'You continue dodging and weaving through the attacks of the ancient blue dragon, as you begin to hear the whirring sound beneath you. A ship, which you notice is that of General Namara, is coming at high speed towards you. With a great shout, Namara points towards you and netted harpoons grab onto you, dragging you back to the ship. You watch the ship fly away at speed and you hear Namara's voice. "I don't care if we run out of fuel, run at turbo!" The woman shouts and within a few seconds, you feel the pace pick up immensely. You are moving at a speed unlike ever before, faster than the ancient dragon and faster than the wind. Then, not 30 seconds later, you hear a crack. A goblinoid voice rings out on the deck. "CRASHING TIME, GENERAL!" Tied to the ship, you cannot help in any way, but you are still thankful you were taken away from the dragon. Now you close your eyes and hope you'll be alive when all of this ends. A flash of light. And then darkness.'

Bring the party to map 3. The party are all restrained, but they can break their restraints with a **DC 15 Strength (Athletics) check**. Once they break out, ask for a **DC 15 Wisdom (Perception) check**. They discover most of the crew are dead, but for a few crewmen coughing. The party also sees plenty of villagers surrounding the ship confused.

The party can now investigate map 3.

AREAS OF THE CRASH SITE

While the crowd isn't calmed down and dispersed, every check the party makes is at disadvantage, as they keep interrupting them and disturbing them.

1 - GOBLIN TECHNICIAN

Read this:

'On the ground, you see the long-dead body of the goblin who used to helm this ship. And you can hear a noise coming from somewhere on its body, but you are not sure exactly where from.'

To find the communication device, the party must make a **DC 16 Intelligence (Investigation) check**. On a success, they'll find a small stone. Through it, they'll hear the voice of Thomdog. He'll explain to the party that they must head to the ship's teleportation deck and fuel it with enough power to allow them to teleport to one of the ships that was yet to be taken down. He'll also ask them to look for the General, just in case she's alive.

2 - TELEPORTATION DECK

This area is where the party will be led by Thomdog's voice. If they had taken the battery from Atria and filled it up with at least 50 damage, it will instantly power up the Teleportation deck and they can use it to proceed to the last chapter (3.3).

If not, Thomdog will say they must find enough energy, but he has no way how. Once awoken, Namara will suggest they bait the dragons to strike down with lightning into the teleportation deck with her flare.

3 - NAMARA

Read this:

'You can see, holding onto a piece of metallic railing which was broken in, General Namara is still breathing, yet clearly unconscious and with a large wound on her head and another on her leg.'

Namara is still alive, yet unconscious. She can be awakened with a **DC 18 Wisdom (Medicine) check** or by receiving 20 hit points. Namara will then instantly disperse the crowd, if they hadn't been dispersed before.

4 - THE CROWD

The party may attempt to disperse the crowd with a **DC 20 Charisma (Persuasion)** or a **DC 16 Charisma (Intimidation) check**. In either case, once dispersed, they will move away and let the party work.

Once the party has awoken Namara and gotten into positions for baiting the dragons from above, proceed to the next chapter normally.

3.2. CHARGE IT UP

Read this:

'With a loud bang and a streak of light, you observe General Namara's flare begin to fly into the sky, then you wait with bated breath. Everything is still, but not before the lighting is heard from above. With impeccable speed, a lightning bolt strikes down in the immediate direction of the teleportation deck. And it's powered up. But then the lightning begins to arc.'

Each party member must make a **DC 17 Dexterity saving throw** or take 8d6 lightning damage and be stunned for 1 turn. If all members succeed, they all reach the teleporter in time and you may proceed to the next chapter.

If at least one member fails, the player who succeeded may choose if they go through the teleporter or they stay behind. After the choice has been made, all of those who stayed behind, alongside those who failed, must now find another way to power up the teleporter once more, as the dragon shouts from above, clearly noticing their trick.

Through the stone, Thomdog will tell the party members they must now attract lightning manually. Have the members roll initiative. Each round, at initiative 20, pick three random points on the map. In a 15-foot radius circle from those points, energy will begin to make things vibrate and hair lift into the air, as if lightning is about to strike. The party members must roll **DC 16 Wisdom (Perception) checks** to spot these points. They must then jump into the points and willingly fail a **DC 16 Dexterity saving throw**, taking 6d6 lightning damage. After they've failed one of these saving throws, they will be filled with enough energy to power the teleporter themselves and make it through.

Once all party members make it through, proceed to the next chapter.

3.3. GREEN LIGHTNING

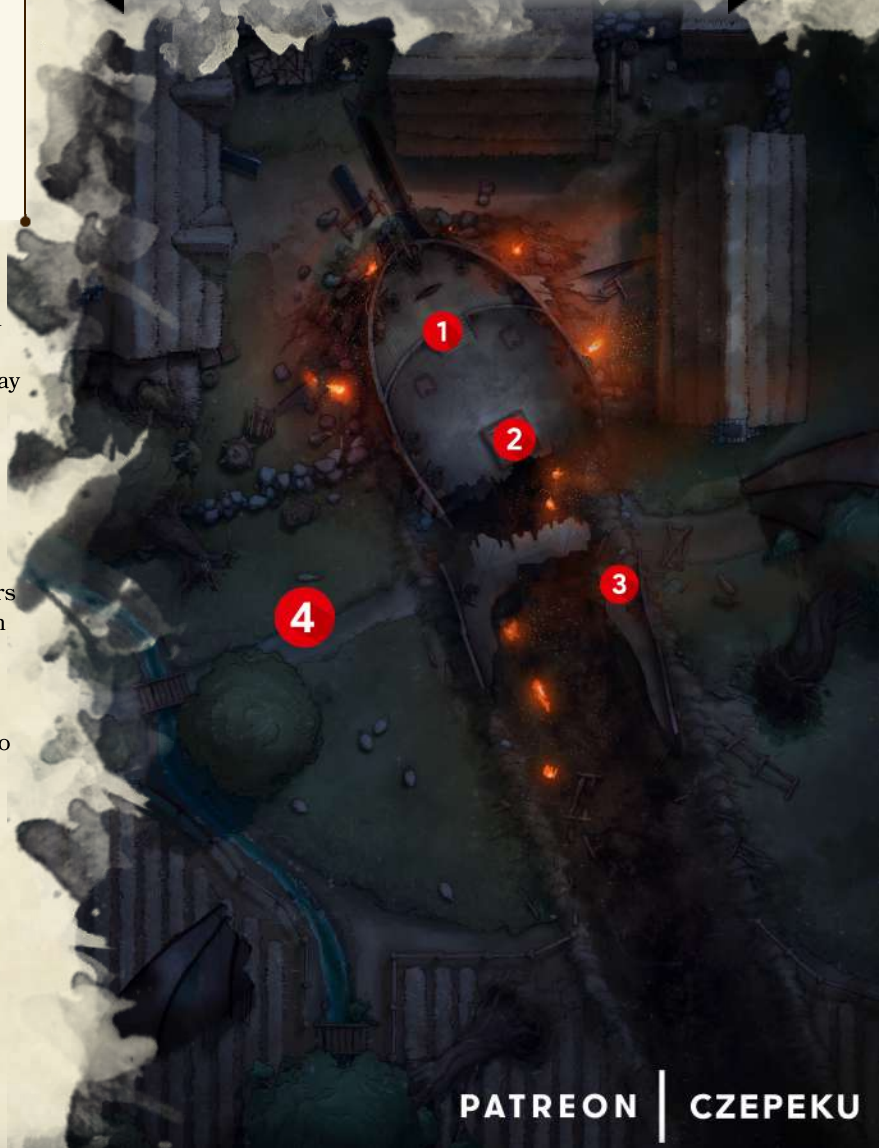
Read this:

'As the last of you walks into the teleporter, you watch the late replies to the flare, a batch of 30 or so flying goblins, dropping down like green lightning onto the dragon, with one that seems to be cyborg in nature laughing and shouting "GO! We'll handle him!" And with that, a flash of light takes you over and you find yourself on a ship, in the middle of the air, with Thomdog and a few others on the deck. The ship is steered away and you find yourself retreating, together with Namara, having taken down a few dragons, but having also realised the power of your enemies is much larger than you had initially imagined.'

Thus, the party's adventure ends. They will all be rewarded handsomely and Namara will go on to try and find better defense mechanisms against this gigantic threat.

MAP CREATED BY [CZEPEKU](#)

Join their Patreon to access to multiple variations of this map and more !



MAP 3

THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

Cover art by Warmtail, used with permission.

Maps created by [CzePeku on Patreon](#).

And now onto the next project...

Cheers !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !

A MASSIVE THANK YOU TO ALL MY PATRONS !

