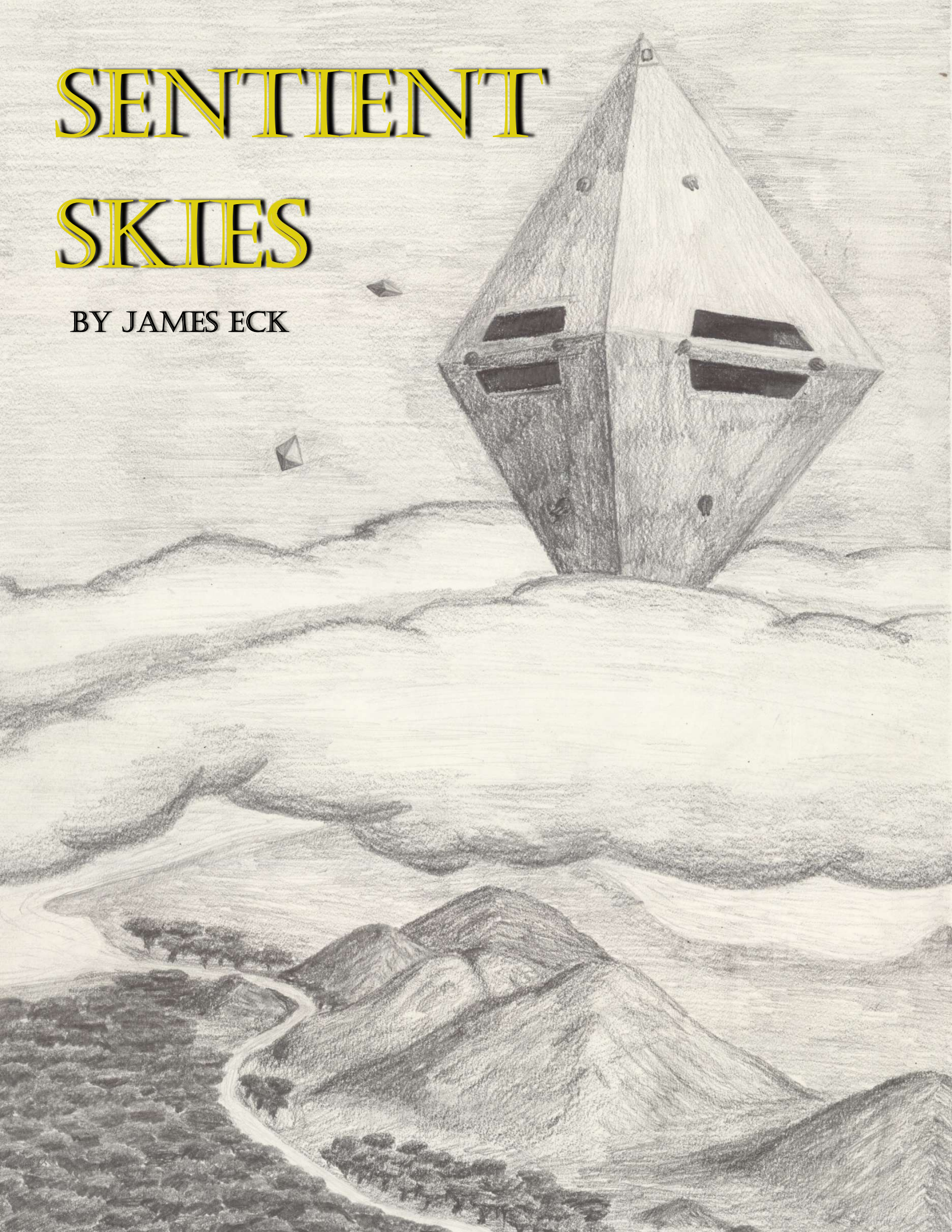
SENTIENT SKIES

BY JAMES ECK



CONTENTS

How to Use this Module 1
The Invasion Story 1
Hooks 1
The Crashed Traveler 2
The Attacked Town 3
The Enemy on the Road 5
Intermediary Encounters 5
The Planet Beachhead 5
Obtaining a Ship 7
Ship Skirmish 8
The Finale 8
Ship Access 8
Traversal 8
The Command Deck 9
Example Outline 9
The Estrei Mothership 13
The Invaders 24
Robots 24
Heavy Infantry 24
Translator 24
Light Infantry 25
Scout 25
Captain 26
Juggernaut 26
Overwatcher 27
Hornet 27
Infiltrator 28
Scuttler 28
Estrei 29
Controller 29
Seradal (Test Pilot) 29
Green Pilot 30
Veteran Pilot 30
Ace Pilot 30
Gunner 31
Technomancer 31
Sentry 31
Igezzne (Ship Executor) 32
Monstrous Creatures 34
Asteroid Riders 34
Hungermaw 35
Starry Beasts 37
Ships and Ship Combat 39
Mechanics Brief 39
Stations 39
Cockpit/Helm 39
Weapons 39
Losing a Station 40
NPC Ships 40
Ship Examples 40
Spells 57
Spell Descriptions 58
Artifacts from the Stars 64
Estrei Weapons 64
Magic Items 64
New Heroes for a New World 66
Feat: Pilot 66
Feat: Gunner 66
Barbarian Path: Percussive Mechanic 66
Bard College: College of Sky 67
Druid Circle: Circle of the Stars 68
Fighter Martial Archetype: Hot-Shot 68
Monastic Tradition: Infinite Mind 69
Ranger Archetype: Star Tracker 70
Roguish Archetype: Tinker 70
Sorcerous Origins: Star-Touched 71
Warlock Patron: The Glimmering Dark 73
Appendix A: Planar Encounters 75
Appendix B: Alternative Introductions 76
Appendix C: Roleplaying Seradal 77
Appendix D: Skyfaring Humanoids 78
Appendix E: Estrei Race 80

HOW TO USE THIS MODULE

This module is meant to introduce space invaders to your high fantasy campaign world. The intended applications include either 1) using this content as a story arc in a long running, free ranging campaign already in progress or 2) using this content as a conclusion to an ongoing campaign without a resolution in sight. Alternatively, there should be enough content to account for a short campaign (see Example Outline, pg. 9) using several of the encounters contained herein.

Whatever your application, the story elements and encounters found in The Invasion Story (pg. 1) should serve as a guide for using the robotic, humanoid, and monstrous creatures in The Invaders (pg. 23) to craft unique, engaging scenarios for your players to overcome. The Mother Ship (pg. 12) provides a small crowded dungeon as a finale to the invasion story arc or, if you are ambitious, several encounters from infiltration to capture to direct attack.

This module is not intended to be exhaustive. If you think it would be fun to have the party board a zoo ship full of animals taken from the world because they mistook it for the Mother Ship, but all means do it. Only know that this module does not contain a map of such a ship.

In all of these magnificent adventurers, you will be introducing your players' characters to a brave new world to which their fantasy features and archetypes may not be well suited. As you approach this module's content, consider giving them access to some or all of the spells, features, and character archetypes available in Spells (pg. 56) and New Heroes for a New World (pg. 65). These character-building options give them access to skill proficiencies necessary to excel in ship interactions described in Ships and Ship Combat (pg. 38) as well as features that help their characters feel more suited to the otherworldly elements presented by this module. Included with this module, you should have received separate pdfs of the spells, features, and archetypes. You are encouraged to share these with your players for their use, provided you approve of them.

THE INVASION STORY

Because this module is designed primarily to be integrated into an existing story, the following encounters and story points are suggestions for introducing the space invader story arc and carrying it to its conclusion. While there are enough story points to allow you to carry on a whole campaign centered around this invasion, our recommended approach does not demand you use all of them, only those necessary to introduce the events and bring them to a satisfying end. The broad selection of story point options should allow you pick and choose those that best fit your campaign and table, but some other pointers are provided at the end of each section to help guide you in creating your own story points if necessary.

HOOKS

The three hooks presented in this section are each meant to be a good first taste of the module content for your players, whether as their first encounter in the campaign or just as the one that keys them into this module's story arc. Each hook is defined at a few party levels, so your players can enter the story at whatever point you desire. This also allows the unused hooks to be used as filler later in the story. The hooks each appeal to a different aesthetics of play as laid out in the Mechanics-Dynamic-

Aesthetics (MDA) framework by Hunicke, LeBlanc and Zubek and is meant to be more potent with players who engage with that Aesthetic.

THE CRASHED TRAVELER

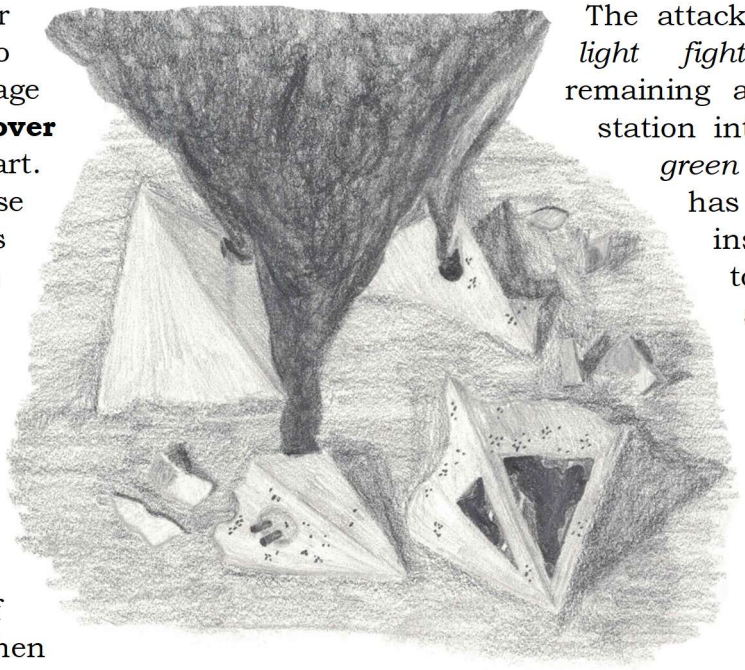
In a relatively isolated part of the world, either while the party is walking or camping, a great gleaming hulk of metal wails overhead, the air it's tearing through screaming with a doppler squeal. Just as they look up, a twin to the sound follows close behind the first and they see bursts of magical-seeming fire lick out from the second ship, tearing into the first, which sputters with black smoke. It passes out of sight, but they can feel the crash not far away and hear the other ship coming back around.

Attempting to reach the ship quickly is a DC 14 Wisdom (Survival) check. If they succeed, they arrive to find the *pilot (Seradal)* combating a recently arrived ship with all of her spells, health, and cover intact. If they fail the check, they arrive when *Seradal* has used most of her spells and taken some damage, but the fighter is also damaged.

Level 1 Party

Arriving on time:

When the party arrives, *Seradal* is full health and has just cast *mirror image* but has the rest of her spell slots intact. She is using the battered hull of her ship as cover. She has two positions in the wreckage with **three-quarters cover** (AC 18) about 50 feet apart. While in one of these positions, ranged attacks that miss her have a 25% chance to deal their damage to the cover. The cover has 80 HP and resists fire damage. When the cover reaches half its HP, it is reduced to **half cover** (AC 15) and attacks that miss only have a 10% chance of damaging the cover. When the cover is destroyed, it no longer provides any cover. *Seradal* can use *repair damage* to heal the cover if desired. She otherwise attacks with *astral spray* or casts *mirror image* if it has ended.



Seradal's attacker is an *Estrei light fighter* with 80 HP remaining and only the cockpit station intact. It is flown by a *green pilot* (full health) and has a *gunner* (15 HP remaining) inside without a station to use. The ship hovers and makes attacks against *Seradal* (+3 to hit at disadvantage) unless something else does enough damage to get its attention.

Arriving late:

When the party arrives, *Seradal* has avoided being hit, but is 30 seconds into a *mirror image* with 2 duplicates left and has no 2nd level spell slots remaining. She has one 1st level spell slot left. She is behind her last remaining piece of cover, which has 58 HP remaining.

The *light fighter* is down to 60 HP, having been hit with 20 *astral sprays*. Its crew has not changed relative to arriving on time and it behaves in roughly the same way.

Level 3 Party

Arriving on time:

Seradal's situation is the same as above (level 1, arriving on time)

The attacking ship is an *Estrei light fighter* with 115 HP remaining and only the cockpit station intact. It is flown by a *green pilot* (full health) and has a *gunner* (full health) inside without a station to use. The ship hovers and makes attacks against *Seradal* (+3 to hit at disadvantage) unless something else does enough damage to get its attention.

Arriving late:

Seradal's situation is the same as above (level 1, arriving late)

The *light fighter* is down to 95 HP, having been hit with 20 *astral sprays*. Its crew has not changed relative to arriving on time and it behaves in roughly the same way.

Level 5 Party

Arriving on time:

Seradal's situation is the same as above (level 1, arriving on time)

The attacking ship is an *Estrei light fighter* with a scrambled crew and full health. It is flown by a *green pilot* and has one *gunner* between the two gun blisters. The ship hovers and makes attacks against *Seradal* (one attack with +3 to hit and five attacks with +4 to hit all at disadvantage) until the party draws its attention away, possibly forcing the pilot to make move or evade actions instead of firing.

Arriving late:

Seradal's situation is the same as above (level 1, arriving late) except her remaining cover is reduced to 35 HP and only **half cover**. She has 11 HP remaining, having taken a shot from a gun blister.

The *light fighter* is down to 340 HP, having been hit with 20 *astral sprays*. Its crew has not changed relative to arriving on time and it behaves in roughly the same way.

Level 7 Party

Arriving on time:

Seradal's situation is the same as above (level 1, arriving on time)

The attacking ship is an *Estrei light fighter* with a scrambled crew and full health. It is flown by a *green pilot* and has one *gunner* between the two gun blisters. The ship hovers and makes attacks against *Seradal* (one attack with +3 to hit and five attacks with +4 to hit all at disadvantage) until the party draws its attention away, possibly forcing the pilot to make move or evade actions instead of firing.

Arriving late:

Seradal has no remaining cover and no *mirror image* left and no remaining spell slots. She has 6 HP remaining, having taken shots from the gun blisters.

The *light fighter* is down to 345 HP, having been hit with 15 *astral sprays*. It attempts to finish off *Seradal* on its next turn and then turns on the party

Goal

This hook is designed to introduce the players to a **Narrative** that will carry them through the invasion: helping *Seradal* find her way back to her reality. To that end, it's important for the players to like her. You know your table best, so change whatever you need to about her educated, test pilot persona to make her likable. Alternatively, the players can hate her, but need to help her to get her help stopping the invasion, which can add an intraparty conflict, if desired.

Whether introduced in the hook or as a later encounter, *Seradal* can be a valuable companion to the party due to her piloting ability. If none of your players take the Pilot feature or a class archetype that includes Piloting proficiency, consider using this story point to give the party someone to fly their ship when it becomes necessary.

There is of course a chance that *Seradal* will be killed in this fight if the players allow her to be hit and she fails her death saves. This can be a tragic note to the story, but that is not the end of the narrative. Now they have the mystery of Estrei in-fighting and a wrecked ship with an unusual engine capable of dimension hopping.

THE ATTACKED TOWN

Maybe it's the town the PCs are from, maybe they're just spending the night there before moving on, maybe each has a contrived reason to be visiting the town on the fateful night when the invaders first attack. Whatever the reason, the PCs are awakened by an eerie wailing and an otherworldly energy that raises the hair on their arms and heads as a dropship passes over

the town and lands in a nearby field. Constructs pour out of its hold and the metallic clicking of their steps on cobblestones and the screams of the townsfolk lead the way to the attacking force.

In the course of defending the town, the party will move from combat to combat, as the town is full of attackers. Describe sounds of commotion they can rush toward in three directions. For a more difficult Challenge, they can split the party, but to keep it safe they can knock them down one at a time all together with slightly higher civilian losses.

Level 1 Party

- **A.** One *overwatcher* that mostly tries to stay out of reach and use Greater Learn (then follows them to other battles) plus a *hornet* or *scuttler* per two members of the party.
- **B.** One *light infantry* up to a party of 6 PCs plus a *hornet* or *scuttler* per two party members above 6.
- **C.** Two *scuttlers* followed by an ambush of an *infiltrator* per two party members once the s*cuttlers* are destroyed.

Level 3 Party

- **A.** One *overwatcher* that mostly tries to stay out of reach and use Greater Learn (then follows them to other battles) plus a *scuttler* per member of the party and a *hornet* per two members of the party.
- **B.** One *heavy infantry* up to a party of 4 PCs plus a *scuttler* per party member above 4 and a *hornet* per two party members above 4.
- **C.** Four *scuttlers* followed by an ambush of three *infiltrators* per two party members (round down or up at your discretion based on party optimization and remaining resources) once the *scuttlers* are destroyed.

Level 5 Party

- **A.** Two *overwatchers* that mostly try to stay out of reach and use Greater Learn (then follow them to other battles) plus a *captain* at 2 PCs, an additional *light infantry* at 4 PCs, another at 5 PCs, and a heavy infantry at 7 PCs, adding a *light infantry* and a *heavy infantry* for each 3 PCs after 7 PCs in this manner.
- **B.** One *juggernaut* up to a party of 4 PCs plus a *translator* and a *hornet* per two party members above 4.
- **C.** Eight *scuttlers* regardless of party size followed by an ambush of a *scout* and an *infiltrator* per two party members once the *scuttlers* are destroyed.

Level 7 Party

- **A.** Four *overwatchers* that mostly try to stay out of reach and use Greater Learn (then follow them to other battles) plus a *captain* and two *light infantry* at 4 PCs, with a *heavy infantry* and *hornet* per two PCs after that.
- **B.** A standard crew *troop transport* up to a party of 4 PCs plus a *light infantry* at 5 PCs, a *translator* at 6 PCs, two *hornets* at 7 PCs, and a *light infantry* at 8 PCs.
- **C.** A *captain* and a *heavy infantry* followed by an ambush of a *scout* and two *infiltrators* per two party members once the enemy is engaged.

Goal

This hook is meant to be a difficult series of fights that promises the players continuing **Challenge** if they decide to fight the invaders. If your table includes power gamers, fight lovers, or people who like a chance at failure, then this hook should be the best suited for telling them that that's what they can expect from the rest of the campaign. It attempts to use the Greater Learn mechanic to make a lack of efficiency expensive to the party as the enemy grows stronger. To make it clear that they can expect **Challenge** to be prominent in this story arc, use Greater Learn to its greatest extent and exploit any separation to gang up on a lone PC.

This is, of course, assuming that is what your players are looking for in the game. If you are using this hook as a later encounter instead of as a hook, consider backing off the encounters a little, pulling some punches, not punishing

over-extending, and ending the battle after only one or two skirmishes if the party is getting low on resources.

The Enemy on the Road

The party is on its way to somewhere, whether escorting a caravan, running from the law, or just moving shop to the next town over after a job well done. Whatever the case, as they go any Perception check or passive Perception over 13 detects metallic clanging and mechanical ticking and whirring a ways off the road. Soon, the sound draws nearer and everyone perceives it as the source crashes through foliage towards the road. Suddenly, advanced, mechanical constructs burst onto the road and seem poised to immediately attack. Roll for initiative!

Level 1 Party

Include one *scuttler* for every two members of the party.

Level 3 Party

If 2 PCs, three *scuttlers*. If 4 PCs, two *scuttlers* and a *light infantry*. If 6 PCs, five *scuttlers* and a *light infantry*. If 8 PCs, two *scuttlers,* a *light infantry*, and a *captain* arriving late.

Level 5 Party

If 2 PCs, a *scuttler* and a *light infantry*. If 4 PCs, a *scuttler*, a *light infantry*, and a *captain* arriving late. Beyond that, add a *scuttler* and a *light infantry* per 2 PCs.

Level 7 Party

If 2 PCs, three *scuttlers* and a *light infantry*. If 4 PCs, four *scuttlers*, a *light infantry*, and a *captain* arriving late. Beyond that, three *scuttlers* and a *light infantry* per 2 PCs.

Goal

This hook is meant to make the players want to know where these constructs came from. It should promise them ongoing **Discovery** as they follow the enemy trail and learn more about their capabilities. **During the battle**, call for Wisdom (Insight) checks to detect the effects of the *scuttlers'* Greater Learn ability. The goal is for the encounter to last long enough to introduce the concept of learning; but be careful not to let the *scuttlers* grow out of control. **When the battle is won**, have them roll an Intelligence (History) check to know no warriors like this have ever been seen in such numbers or an Intelligence (Arcana) check to know they are not of this world. Reward investigation checks with evidence of advanced technology, including finely crafted mechanical workings, photoreceptive eye pieces, and unusual circuit board neural maps in their heads. If you intend to run a campaign based solely on this content, nudge them to track these constructs back to an Emplacement from the Intermediary Encounters below, meeting Scouting Groups and Patrols along the way. If not, this encounter can be something for them to stew on through another couple world-centered encounters before coming upon some of the later encounters in this module.

Intermediary Encounters

These several encounters are meant to progress the story, allow the PCs to grow, and teach the players about the enemy they are facing. Some of the encounters are necessary (or at least something like them), but most can be picked and chosen to suit your interests and needs.

The Planet Beachhead

The Estrei have created at least one mostly construct beachhead on the world somewhere near where the PCs are operating. Whether the party is directly campaigning against the Estrei forces or the Estrei are encroaching on their existing campaign, they will be encountering these invading forces.

Scouting Groups

These are the farthest ranging ground forces of the Estrei and probably the first the party will encounter. These units will mostly try to escape and report anything they encounter and so should be somewhat low in Challenge Rating for the party so they can deal with them expeditiously. Unless the PCs are moving stealthily, compare passive Perceptions to

determine who notices who first (most likely the PCs, Estrei robots have passive Perceptions of between 7 and 11). The side to notice first has a chance to hide and either ambush or retreat.

Minimum (CR ½+)
A lone *overwatcher* or *hornet* or *scuttler* or *infiltrator* searching the countryside. Adding a second or third of the same or a different type can help make the encounter more difficult based on party level and size.

Normal (CR 2+)
A *scout* searching the countryside. Adding a second *scout* or some of the constructs from the previous section can help make the encounter more difficult based on party level and size.

Patrols

Nearer the Estrei's more permanent facilities (camps, airfields, way points) the party will encounter larger groups keeping the surrounding area secure. These patrols will skirmish with small threats they encounter, but if they meet significant resistance, they will attempt to withdraw and warn their nearby encampment of the presence. If the enemy persists, they will try to stop them while one member retreats.

Minimum (CR 2+)
A lone *light infantry* walking a familiar route. Adding a second or some *hornets* and/or *scuttlers* can help make the encounter more difficult based on party level and size. The *light infantry* can instead be a *heavy infantry* for a single larger enemy.

Normal (CR 6+)
A *captain* and a *heavy infantry*. Adding some *light infantry, heavy infantry, scuttlers,* or *hornets* can increase the difficulty of the encounter for higher level or more numerous parties.

Substantial (CR 9+)
A *captain* and three *light infantry*. Adding some *light infantry, heavy infantry, scuttlers,* or *hornets* can increase the difficulty of the encounter for higher level or more numerous parties. *Light infantry* can also be replaced with *heavy infantry*.

Emplacements

The Estrei protect important locations with more permanent defenses (including large guns) and possibly an Estrei or two to coordinate construct patrols. These are some of the tougher battles the party will approach. As such, the party will want to take advantage of the fact that they are being proactive in these objectives and can choose their approach.

Anti-Air Gun
This gun emplacement is intended for defending the area against air attack. Attacks with it are Ship Weapon attacks and conform to the rules of Ship Weapons. It has range 250/1000 and does 7 (2d6) force damage and 7 (2d6) piercing damage. It auto-loads and can be used to attack with either an action, a bonus action, or both.

Anti-Personnel Gun
This gun emplacement is designed for targeting large groups of ground troops. Its shells create a sphere of fire with 15 ft. radius dealing 4d6 fire damage on a failed DC 14 Dexterity saving throw and half as much on a successful one. It requires an action to fire and a bonus action or action to reload.

Small (CR 7+)
A *captain* and two *light infantry*. Adding some *light infantry, heavy infantry, scuttlers,* or *hornets* can increase the difficulty of the encounter for higher level or more numerous parties. *Light infantry* can also be replaced with *heavy infantry*.

These constitute small watch positions, perhaps with Minimum size patrols coming and going from them. Their intention might be to hold or watch a mountain pass or an important road. The permanent structures are limited to low walls that provide half cover to a creature that is not prone and full cover to a creature that is, usually with one to three small openings for coming and going.

Medium (CR 12+)
A *captain,* four *light infantry*, a *controller*, and a *gunner*. Adding some *captains, light infantry, heavy infantry, scuttlers, hornets*, *controllers*, *gunners*, and/or *sentries* can increase the difficulty of the encounter for higher level or more numerous parties. *Light infantry* can also be replaced with *heavy infantry*.

These constitute significant advance positions, certainly with Minimum or even Normal size patrols coming and going from them. Their intention is usually to control an important region or to protect supply routes for advancing forces. The permanent structures include low walls that provide half cover to a creature that is not prone and full cover to a creature that is, usually with one to three small openings for coming and going. There is usually a bunker or two that provide three-quarters cover to creatures inside and an Anti-Air Gun, an Anti-Personnel Gun, or both.

Large
A few *captains*, dozens of *light* and *heavy infantry,* several *controllers* and *gunners*, the *pilots* and other crew to any ships docked there, a handful of *goliaths*, possibly some *sentries*, a host of other constructs, and *technomancers* to maintain them. Ships coming and going can present a significant additional threat on top of any ships that scramble at a sign of attack.

These positions are few and massive. They represent landing fields for the Estrei ships or command centers for their attacks and patrols. If the party approaches a position like this, it will usually be either by stealth to achieve a particular objective (such as stealing a ship, finding the location and map of the Mother Ship, or destroying enemy supplies before escaping) or with the support of allies able to combat the bulk of enemy forces. The party is not expected to combat the entire garrison in an encounter with such a position.

The position is protected by low walls, multiple bunkers, at least a small landing area if not a large one, and several guns of each variety. Critical buildings in the encampment may have the ability to activate a *wall of force* dome for their protection.

Attack Forces
The invasion forces will be advancing in large numbers in some areas. This may include ground troops made up of various construct varieties or *Estrei troop transports* dropping constructs, possibly escorted by fighters. These forces attack towns along the way and the players may end up being part of the forces trying to repel them. These attackers are an overwhelming force to much in their path, and sometimes the party may be forced to retreat from them or engage in raids against them.

OBTAINING A SHIP
At some point, the players are going to need a ship they can use to reach the enemy mothership and put an end to the invasion. In some campaigns, the party may need or want to obtain more than one, whether because they have lost their first or because they are trying to outfit allies as well.

Repairing a Downed Ship
The ship could be the first they meet: *Seradal's ship* or the ship attacking *Seradal* are good options. During the repairs, consider having encounters interfere with their work which they can fight off with any weapons that have been repaired. This could involve 1-3 Patrol or Scouting type groups or other local creatures attacking the ship under repair in succession with short rests and maybe a long rest interspersed. Due to cover and access to ship weapons, the party should be able to handle somewhat higher challenge ratings in these encounters.

Stealing a Ship
There are many ships available for the taking on Estrei landing fields in their larger emplacements. Taking one could involve an infiltration sequence that if unsuccessful transitions to a running battle to a ship and then a thrilling escape with scrambled fighters in pursuit. Even a successful infiltration could involve some hard to avoid battles including well-positioned guards, maintenance crews,

and ship crew, followed by a bit of a chase once the ship is obtained.

A Native Ship

It may be appropriate to your world for the players to be able to obtain a ship of the world, three examples of which are given in the Ship Examples section (*dragon boat*, *sparrow fighter*, and *manta ship*). The party might join up with a group with ships with which to make their counterattack. Or maybe an old captain lives in a house shaped like a ship that everyone has forgotten can fly. Or perhaps they help an ambitious enchanter or technician to build the world's first ship to convey them.

SHIP SKIRMISH

On their way to repelling the invasion, the party has acquired a ship with which to approach the Estrei mother ship and possibly allies who accompany them in the counterattack. You may want to include an encounter with Estrei ships as a way to inform the players of the power of Estrei ships and let them experience ship combat, both of which help them decide whether to engage in future, larger ship battles. A reasonable match is to pick a fully crewed ship with a similar or lower CR to when the party's ship is fully crewed, though if the party has tools (such as line of sight spells) they can use from the ship, they may be able to handle something larger.

THE FINALE

In the finale of this module's story arc, the PCs will be boarding and disabling the invaders' Mother Ship. The Mother Ship can either be boarded by stealth or by deception or by distraction, which will impact where on the ship they gain entry. From there, they will need to find their way to the upper command deck and bring an end to the threat.

SHIP ACCESS

The ship is flying in the upper atmosphere and clouds often obscure its lower tip. The easiest access is to fly in under the clouds and enter through a gun blister or air intake in the lower levels. The drawback is that they must then traverse the ship from bottom to top, while entering through the hangars cuts out the bottom half of the ship.

Access to the hangars might be obtained by approaching in an Estrei ship and making a break for cover once inside, eluding security and moving up through the ship. Another option is to land in the hangar while friendly forces join them in an attack that occupies the Estrei ships and gun stations.

TRAVERSAL

Most of the traversal of the ship involves climbing from the lower decks up toward the command deck where the ship's executor, *Igezzne*, can be found and defeated to lop the head from the invading force and take control of the Mother Ship. The party's path might include climbing ventilation shafts, sneaking onto an elevator, and taking the stairs. All paths promise encounters with the ship's mechanical and fleshy crew who will try to stop them.

The vertical ventilation shafts run from their intakes near the bottom of the mothership all the way to the command deck. They are patrolled by *scuttlers* in groups large and small. Segments passing into and out of sensitive levels of the ship are also trapped and some vents are blocked by spinning fans that are dangerous to pass. If the party's presence in the shafts becomes known, they can be locked down or even destroyed, forcing them into more traditional traversal.

There are four elevator shafts at the center of the ship. No shaft runs the length of the ship, with two of them being primarily dedicated to the lower levels and one being meant to serve the command deck exclusively. Using the elevators requires obtaining the proper codes, which they might come upon at a Workstation or in someone's quarters. Alternatively, they may be able to determine the codes from the controls themselves or ambush an elevator user after they have entered the code.

There are stairs between most adjacent floors on the ship, but certain floors have no stair connection, including from the main hangar to the barracks above and from the administrative level to the command deck above. Stairs are not as central to the ship traffic as the elevators, but they are still heavily trafficked and open to observation by the crew.

THE COMMAND DECK

The top deck, just below the mothership's largest gun station, is the command center for *Ship Executor Igezzne* who oversees the invasion. *Igezzne* is a formidable foe, especially if he is given time to cast his preparatory spells for the attack. He is most likely not alone on the command deck, which has stations for five other crew and the gunner above. These crew can be *controllers* to keep the battle from being more difficult, or there may be *pilots, gunners, technomancers,* or even *sentries* if more challenge is needed for your party. Unless you opt for some clean-up effort or an escape sequence after activating the self-destruct, this is the scene for the final encounter of this module, with *Igezzne* at a level appropriate for the party and a few other crew to round out the desired CR.

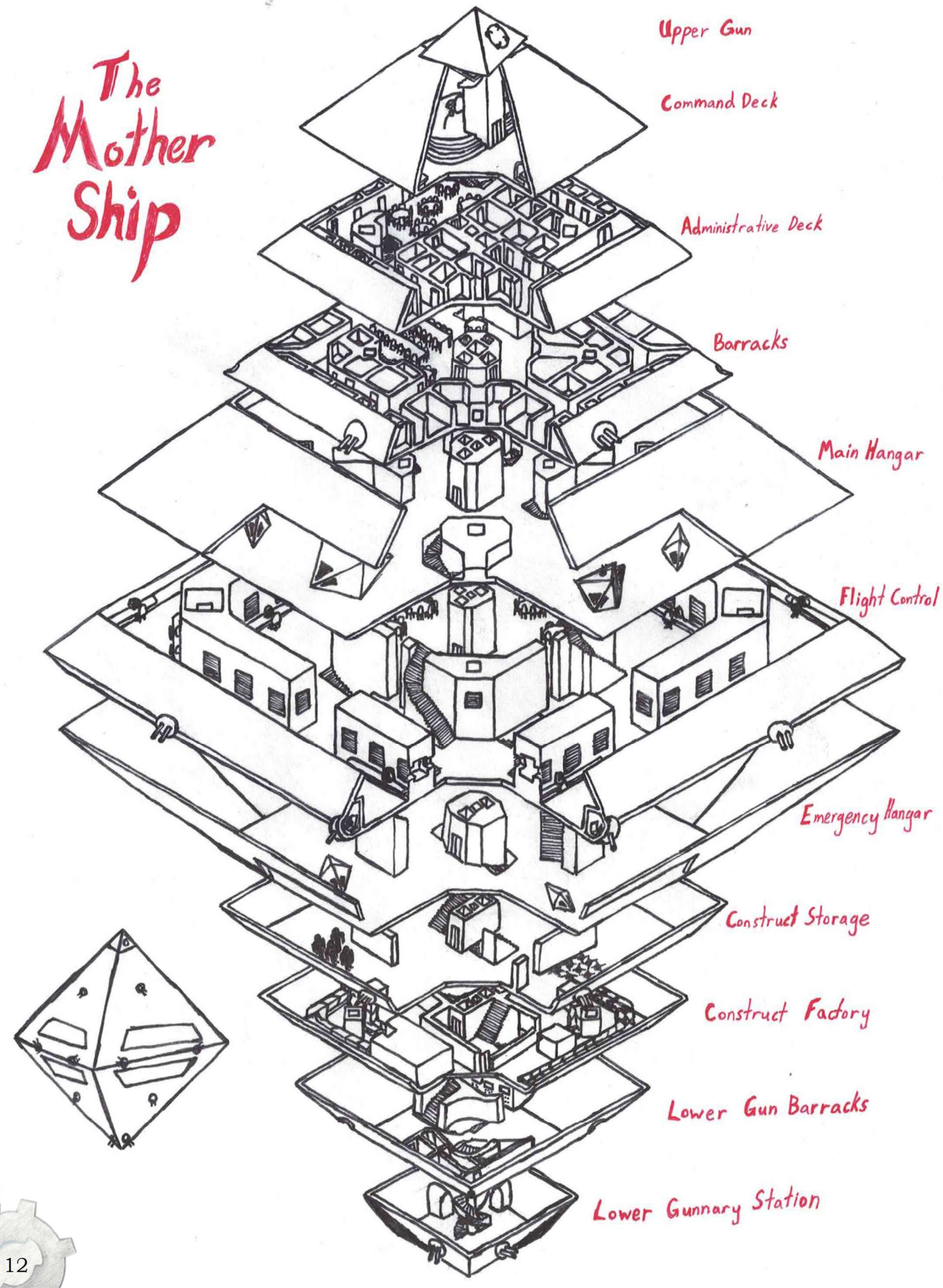
EXAMPLE OUTLINE

While this module is intended to give you all the pieces to craft your own story arc suited to a campaign you are already running, this section optimistically gives encounters a complete narrative arc from start to finish starting at 1st level with 4 players up to 5th level. This outline runs ideally 6 sessions and 10-20 hours and is narrative heavy with generous XP rewards from handling overpowered encounters with the help of a ship obtained early on.

- Hook: The Crashed Traveler, Level 1.
  - 275 XP each.
- *Seradal* implores them to help repair her ship, mostly by protecting her. Using all her spell slots, she can repair 83 (10d12 + 28) HP per day. This accounts for the bulk of her repair capacity in a day, with the rest of the time being to arrange things to where the spells can mend them correctly. Since her ship requires 480 HP of repairs, this is over 5 days of repairs (depending on how she rolls and how many repairs she has left after the battle). The Estrei know a ship went down and send forces.
  - A *hornet* scout: 25 XP each. **Level up to 2nd Level.**
  - Six *scuttlers* patrol after Seradal has repaired her gun blister only: 300 XP each.
  - Two *light infantry* patrol after Seradal has repaired enough hull for various cover positions and her gun blister: 338 XP each. **Level up to 3rd Level.**
- With the ship repaired enough to move it, they can relocate to avoid further attacks. *Seradal* pilots the ship to a nearby town where she finishes repairs, including on her reality drive. During this process, the town is attacked (Hook: The Attacked Town, Level 3).
  - Encounter A, one *overwatcher*, four *scuttlers*, and two *hornets*: 438 XP each.
  - Encounter B, one *heavy infantry*: 175 XP each.
  - Encounter C, four *scuttlers* then a six *infiltrators* ambush: 500 XP each.
- *Seradal* realizes that while the reality drive is theoretically functional, she has lost the telemetry necessary to plot a return course to her own reality. Magical repair, impressive as it is, cannot recover the data. She attempts to recruit the party to help her get it, offering help with the invasion, money, spell teaching, whatever appeals to your players. She hopes a sensor station will have the data she needs, preferably one with minimal defenses. She locates a promising site and they use the ship to make an attack on it and access data.
  - A *captain* and two *light infantry* with half cover walls: 800 XP each. **Level up to 4th Level.**
- While *Seradal* is attempting to access the data and/or repair any damage to the ship, a patrol returns to the station and attacks upon seeing a strange ship.
  - Two *light infantry*: 338 XP each.

- The data is not there or is less than what she needs. Either the Estrei are not as advanced in this reality as in *Seradal's* native reality or she needs aggregate sensor data from many such stations. Either way, the sensors and/or aggregated data she needs are found on the Mother Ship, or so she hopes. She invites the party to accompany her to the ship to pursue their mission and assist with hers. En route, they are identified as out of place by a *full crew Estrei light fighter* and a dogfight begins.
  - 1,250 XP each.
- With the enemy ship destroyed or eluded, the party approaches the Mother Ship, entering through a destroyed gun station, air intake vent, or the hangar at their discretion.
  - The party should reach **5th level** before the final battle. This is a little over 2000 more XP, consider some of the following encounters:
    - Six *scuttlers* (maybe in a ventilation shaft): 300 XP each.
    - A lone *sentry*: 275 XP each.
    - A *sentry* and two *controllers*: 560 XP each.
    - Mixed pilots (one *ace pilot*, two *veteran pilots*, and two *green pilots/gunners*): 350 XP each.
    - Repair group (two *technomancers* and two *controllers*): 460 XP each.
    - Lone *technomancer*: 113 XP each.
    - Three *gunners*: 150 XP each.
    - A *translator* and three *controllers*: 240 XP each
  - Before entering the final encounter, the party should be allowed to find a place for a short rest to recover some of their resources.
- Final encounter with the CR 6 version of Igezzne and four *controllers* on the Command Deck.
  - It is anticipated that party members may die in this final, climactic encounter of the arc.

The Mother Ship



THE ESTREI MOTHER SHIP

This section describes the chambers found across the ten decks of the mother ship that the players will be infiltrating and/or attacking in the final act of this module. The players should be able to avoid most of the ship on their way, if desired, but they could also end up almost anywhere. Complete maps included in this section are labeled with letters and numbers referred to in this section to describe the aspects of the ship.

A. ELEVATORS

The elevators are all clustered around the central shaft of the ship. They are a little less than 5 ft. by 5 ft. and while eight unarmored medium or small creatures can squeeze into one (an armored small creature counts as one creature, armored medium creatures count as one and a half creatures, unarmored large creatures count as two, armored large creatures count as three), it is a tight space for combat and while multiple creatures occupy it, they have disadvantage on attacks unless they have an ability to share a space with other creatures.

Similarly, only one creature inside the elevator can be making a skill check that involves physical movement (Athletics, Acrobatics, Sleight of Hand, Stealth, Investigation, Medicine, or Performance) at any one time. If two creatures try to make skill checks, they interrupt each other's efforts. If there are more than four other (medium, unarmored) creatures in the elevator, these skill checks are made at disadvantage even when the other creatures are trying to stay clear.

The elevators move at 30 feet per second and take a second to open and close. This means that the longest trip (about 120 ft.), from the Construct Factory (level 3) to the Barracks (level 8), takes 1 round (6 seconds) from open to open. They move smoothly and almost silently. Pushing an exterior button calls the elevator or opens the door if it is already present. The chance it is present depends on which elevator it is, or presence can be logically determined if there are extenuating activities. Alternatively, how long the elevator takes to arrive might be dictated by story, opening right away if they are in desperate need of escape, delaying if greater tension is needed, or arriving full of hostiles if a comedically timed encounter suits the moment.

The four elevator shafts are labeled A_1, A_2, and A_3 and arrive at different levels. Their levels and other elevator specific attributes are described here.

1. UNIVERSAL ELEVATOR

This elevator has access on levels 6, 7, 8, and 9 from Flight Control to the Administrative Deck. As such, it is the most frequented elevator, primarily carrying *controllers* from their housing on the Administrative Deck to Flight Control, though it also sees *pilot, gunner,* and *technomancer* traffic from the Barracks to the Main Hangar.

The location of the elevator on call on a d20 is:

- Level 6 (Flight Control): 1-7
- Level 7 (Main Hangar): 8-10
- Level 8 (Barracks): 11-14
- Level 9 (Administrative Deck): 15-20

The code to access the elevator controls is four digits that change daily. It can be obtained from any of the Flight Control or Administrative Deck consoles with a DC 16 Intelligence (Investigation) check. At the elevator controls themselves, a DC 20 Intelligence (Investigation) check can reveal what the four digits are, but not their order, which experience with Estrei codes or a DC 18 Wisdom (Insight) check indicate should be monotonic. Example codes: 1479, 7632, 9320, 2368.

2. LOWER ELEVATORS

These two elevators have access on levels 3, 4, 5, 6, 7, and 8 from the Construct Factory to the

Barracks. They are the primary means of moving *pilots, gunners, technomancers,* and *constructs* to the hangars for deployment. Their traffic is sporadic, but heavy when ships are being prepared for launch, especially filling transports with constructs.

The location of the elevator on call on a d20 is:

- Level 3 (Construct Factory): 1
  - In the process of loading:
    - 1d4-1 *light infantry*
    - 1 *heavy infantry*
    - 1d4+1 *scuttlers*
    - 1d4+1 *hornets*
- Level 4: (Construct Storage): 2-4
  - In the process of loading:
    - 1d4+1 *light infantry*
    - 1d4-1 *heavy infantry*
    - 2d4 *scuttlers*
    - 2d4 *hornets*
- Level 5: (Emergency Hangar): 5-7
- Level 6 (Flight Control): 8-9
- Level 7 (Main Hangar): 10-14
- Level 8 (Barracks): 15-20

The code to access the elevator controls is three digits that change weekly. It can be obtained from any of the Flight Control (L) or Administrative Deck consoles (P) with a DC 16 Intelligence (Investigation) check or looted from any *pilot* or *gunner*. At the elevator controls themselves, a DC 18 Intelligence (Investigation) check can reveal what the three digits are, but not their order, which experience with Estrei codes or a DC 18 Wisdom (Insight) check indicate should be monotonic. Example codes: 579, 742, 932, 168.

3. Command Elevator

This elevator accesses levels 8, 9, and 10, the Barracks, the Administrative Deck, and the Command Deck, exclusively. It is used by *Executor Igezzne* when he returns to his quarters and by *controllers, gunners,* and *pilots* taking shifts on the Command Deck.

The location of the elevator on call on a d20 is:

- Level 8 (Barracks): 1-3
- Level 9 (Administrative Deck): 4-17
- Level 10 (Command Deck): 18-20

The code to access the elevator controls is five digits that change daily. It can be obtained from any of the Flight Control (L) or Administrative Deck consoles (P) with a DC 20 Intelligence (Investigation) check or in the Executor's Quarters (T). At the elevator controls themselves, a DC 22 Intelligence (Investigation) check can reveal what the five digits are, but not their order, which experience with Estrei codes or a DC 18 Wisdom (Insight) check indicate should be monotonic. Example codes: 12579, 87542, 97632, 14568.

B. Ventilation Shafts

Several ventilation shafts run the height of the mother ship from their intakes on the bottom to their terminations higher up. Lateral circulation relies on the hallways that cross each level. The shafts vary in size, and hence their difficulty to climb, though all are treated as climbing in difficult terrain. Where shafts intersect with sensitive levels, traps are in place to prevent access. *Scuttlers* travel the ducts in groups of 2d4-1 keeping them clean and in the course of climbing a duct a party will encounter at least one such group.

There are four varieties of shaft with their own properties labeled on the map B_1, B_2, B_3, and B_4. Their intake and termination points, as well as security measures and climbing difficulties, are described here.

1. Central Shaft

The central ventilation shaft is fed indirectly from the Interior Shafts (B_2) by lateral shafts between levels 2 and 3. It feeds down into the ceiling of level 2 (Lower Gun Bunks) and up between all of the elevator shafts to its final vent in the upper gun station. It has vents on many levels and into the elevator shafts at regular intervals. These vents grant a regular hand hold, but the otherwise slick walls are a DC 12 Strength (Athletics) check to climb each turn without falling. On a failed check, the creature falls and can attempt to catch itself after falling 10 feet down with a DC 16 Strength

(Athletics) check, and again at 30 feet down with a DC 20 Strength (Athletics) check. If both of these attempts fail, the creature falls until stopped by the grate above level 2, which may break (1% chance per foot fallen) through to level 2 below.

On any given round, there is a chance an elevator passes the climber in the shaft, depending on the level through which he is climbing:

- Levels 3-5: 10%
- Levels 6-7: 15%
- Level 8: 25%
- Level 9: 15%
- Level 10: 5%

When this happens, the elevator transfers significant vibration into the duct for its own smooth ride. The climber must make a DC 16 Strength (Athletics) check or be shaken into a fall.

There are trapped panels in several places: below Level 5 (Emergency Hangar), above Level 7 (Main Hangar), above Level 8 (Barracks), and above Level 9 (Administrative Deck). These panels are noticed as amiss with a passive Perception of 16 or higher and a DC 14 Intelligence (Investigation) check reveals the panel is charged with lightning. A successful DC 15 Dexterity check using thieves' tools disables the panel harmlessly. On a failed check, the trap triggers on the character making the check and anyone helping. This thieves' tools check is at disadvantage if the character doesn't have a climbing speed, but another character can assist with or without a climbing speed. If a trapped panel is touched, it deals 2d8 lightning damage and the touching character must succeed on a DC 14 Constitution saving throw or fall. The trap remains set after it is triggered.

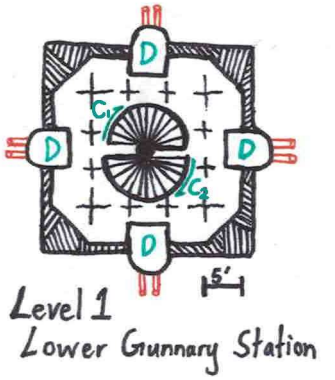
2. INTERIOR SHAFTS

These ventilation shafts are the primary intake of fresh air for the ship, including feeding the Central Shaft (B_1). They have intake vents on the exterior of the ship at Level 2 (Lower Gun Bunks) with vents or short lateral ducts on every level above that until they terminate at vents in the floor of Level 10 (Command Deck). These shafts have slick walls that are a DC 15 Strength (Athletics) check to climb each turn without falling. On a failed check, the creature falls and can attempt to catch itself after falling 10 feet down with a DC 17 Strength (Athletics) check, and again at 30 feet down with a DC 21 Strength (Athletics) check. If both of these attempts fail, the creature falls until stopped by the intake grate at level 2 (if intact). Alternatively, the falling creature may be able to catch a passing vent, taking falling damage for the distance fallen, half as much on a successful DC 12 Strength (Athletics) check.

There are trapped panels in several places: below Level 5 (Emergency Hangar), above Level 7 (Main Hangar), above Level 8 (Barracks), and above Level 9 (Administrative Deck). These panels are noticed as amiss with a passive Perception of 16 or higher and a DC 14 Intelligence (Investigation) check reveals the panel is charged with lightning. A successful DC 15 Dexterity check using thieves' tools disables the panel harmlessly. On a failed check, the trap triggers on the character making the check and anyone helping. This thieves' tools check is at disadvantage if the character doesn't have a climbing speed, but another character can assist with or without a climbing speed. If a trapped panel is touched, it deals 2d8 lightning damage and the touching character must succeed on a DC 14 Constitution saving throw or fall. The trap remains set after it is triggered.

3. HANGAR SHAFTS

These very large shafts serve primarily to keep the hangars and Flight Control clear of exhaust and other fumes. They have intake vents in the Emergency Hangar, Flight Control (including connections to B_4 Auxiliary Shafts above Flight Control), and in the Main Hangar. Their outlets are on the exterior of the ship on Level 8 (Barracks). These shafts are too wide to straddle with slick walls that are a DC 18 Strength (Athletics) check to climb each turn without falling. On a failed check, the creature



falls and can attempt to catch itself after falling 10 feet down with a DC 20 Strength (Athletics) check, and again at 30 feet down with a DC 22 Strength (Athletics) check. If both of these attempts fail, the creature falls until stopped at the intakes on Level 5. Alternatively, the falling creature may be able to catch a passing vent, taking falling damage for the distance fallen, half as much on a successful DC 12 Strength (Athletics) check.

Powerful fans inside this shaft suck air out of the floors they connect to and produce negative pressure inside the ship, pulling air through the other shafts to ventilate the entire Mothership. There are four fans between the intakes at floor level on Level 5 (Emergency Hangar) and Level 6 (Flight Control), one fan between Level 6 (Flight Control) and Level 7 (Main Hangar), and four fans between the floor level intakes on Level 7 (Main Hangar) and the outputs on Level 8 (Barracks). These fans can be stopped with a successful DC 12 Dexterity check using thieves' tools (though a 10 or 11 stops the fan for 1d8 turns). On a failed check, the fan deals half damage and causes the character to fall on failing a DC 12 Strength saving throw. A character can pass through the fan while moving with a DC 20 Dexterity (Acrobatics) check. On a failure, the character takes 4d10 slashing damage and falls back down the shaft.

4. AUXILIARY SHAFTS

These short shafts feed from intakes throughout Level 6 (Flight Control) into nearby Hangar Shafts (B_3) to keep the air in Flight Control clean. They join up with their Hangar Shaft (B_3) just above the fan between Level 6 (Flight Control) and Level 7 (Main Hangar). These shafts are gently sloped together with slick walls that are a DC 10 Strength (Athletics) check to climb each turn without falling. On a failed check, the creature falls and can attempt to catch itself after falling 10 feet down, DC 12 Strength (Athletics) check. If this attempt fails, the creature falls until stopped at the intakes on Level 6.

C. STAIRS

Estrei are tall and their gleaming metallic stairs are higher than is common and constitute difficult terrain for small humanoids. The subscripts of the (C) markers indicate which pairs of stairs are linked between two levels.

D. GUNNERY STATION

There are several gun blisters on each side of the mothership found on levels 1, 4, 6, and 8. A single humanoid can crew each gun gaining the action below:

Fire Blister Guns: 1 action, make five Ship Weapon Attacks, minus 1 per target above 1. Range 120/480 ft. in the four cones nearest the gun (usually top or bottom, the side they are on, and the two adjacent sides; though those in Flight Control can target top and bottom, the side they are on, and the adjacent side to which they are nearest). 4 (1d6+1) force damage and 4 (1d6+1) fire damage.

Until your next turn, this weapon cannot attack.

These guns will have little impact on ship infiltrators, though they may be used as entry points or encounters with gunners coming and going. They are more likely to come into play if the ship is attacked directly, with several guns being able to fire into each of the ship's cones. Rather than roll individual attacks for these guns, assume non-Estrei ships near the mother ship take 45 (10d6+10) force and 45 (10d6+10) fire damage per side distributed among up to four ships on each side. PCs using these guns should be allowed to roll all attacks for their enjoyment.

E. MESS AREAS

There are food and break areas on Levels 2 (Lower Gun Bunks), 6 (Flight Control), 8

(Barracks), and 9 (Administrative Deck) where crew can be found at almost all times taking a meal or a break. These messes have food dispensaries proportional to their size where crew can order various food and drink. The type and number of the crew occupying a mess depends on which level it is on:

1. Gunnery Mess

This mess serves the 2-4 *gunners* on shift at the lower gun stations of the ship. At any time, there are 1d4-1 *gunners* in the mess.

2. Flight Control Mess

This mess serves the dozens of crew working in Flight Control for breaks in their shifts. At the time of arrival, there are 2d4-1 *controllers,* 1d4-2 *pilots*, 2d4-3 *gunners*, 1d4-1, *technomancers,* and 1d4-3 *sentries* in the mess.

3. Barracks Mess

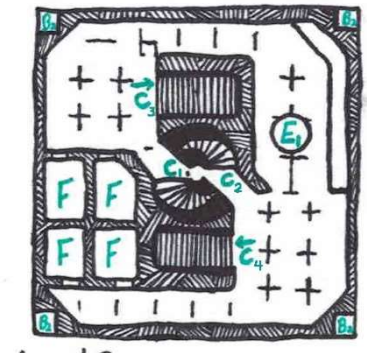
This mess serves the barracks for regular meals. It is very active with 4d10+4 *gunners,* 4d6+4 *pilots*, 1d6+1 *technomancers,* and 1d4 *sentries* in the mess at any time.

4. Administrative Mess

This mess serves the clerical and administrative staff for meals when they are off duty. At any time it contains 2d4 *controllers* and 1d4-2 *sentries*.

F. Lower Gunner Bunk

These bunks in the lower reaches of the ship are more private and finer than the General Quarters (M) common to soldiers in the heart of the ship. This luxury is small consolation for taking a shift watching the lower guns beneath the factory level. On entering one of these bunks, there is a 25% chance that a *gunner* is present.



Level 2
Lower Gun Bunks

G. Assemblers

These highly automated machines receive instruction from workstations (P) on the Administrative Deck. They feed in parts for constructs and other technology and assemble them into the final product. The assemblers have an intake conveyor from a parts forge (H) and an output conveyor to the temporary holding area in factory storage (I_2).

H. Parts Forge

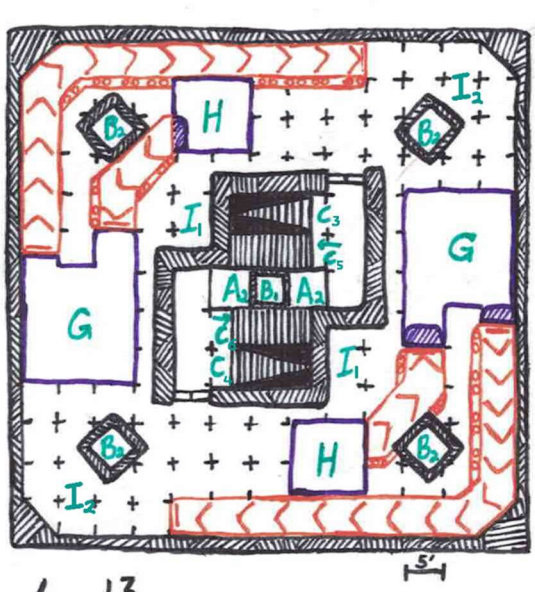
These forges are also highly automated and often receive instructions remotely from a workstation (P) on the Administrative Deck. They take in raw materials from the factory storage (I_1) and transform them into the parts to be assembled by the assembler (G).

I. Factory Storage

On the factory level, there are storage areas for incoming raw materials (I_1) and outgoing final product (I_2). The final product area is usually empty unless goods are under construction.

J. Robot Storage

Level 4 is dedicated to storing constructs ready for deployment. There are dozens of constructs standing in close formation on this level,



Level 3
Construct Factory

dormant. These constructs are sometimes being loaded into an elevator (A_2), usually of uniform groups. Constructs being loaded in elevators are bound for transport ships and activated to move under their own power. They could therefore present a threat.

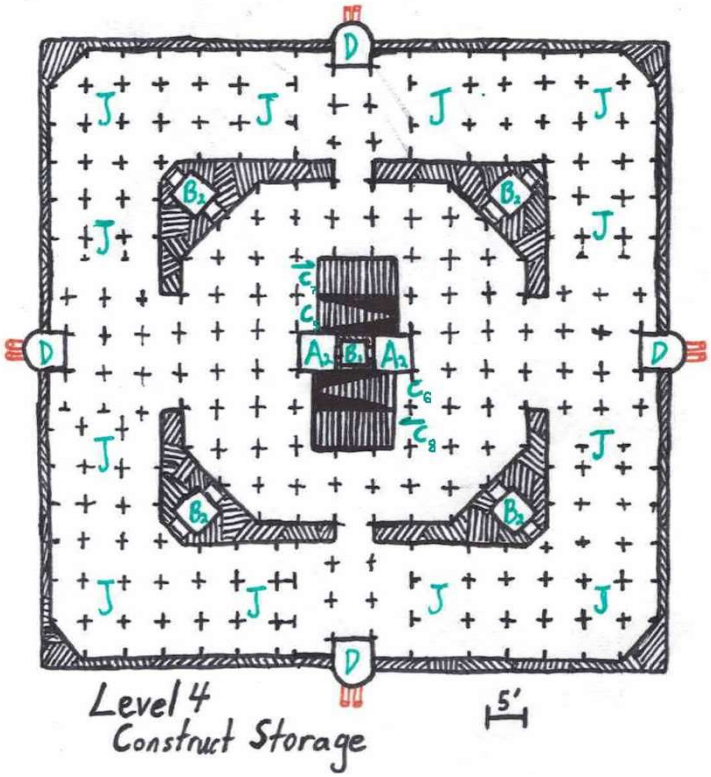
K. LANDING AREAS

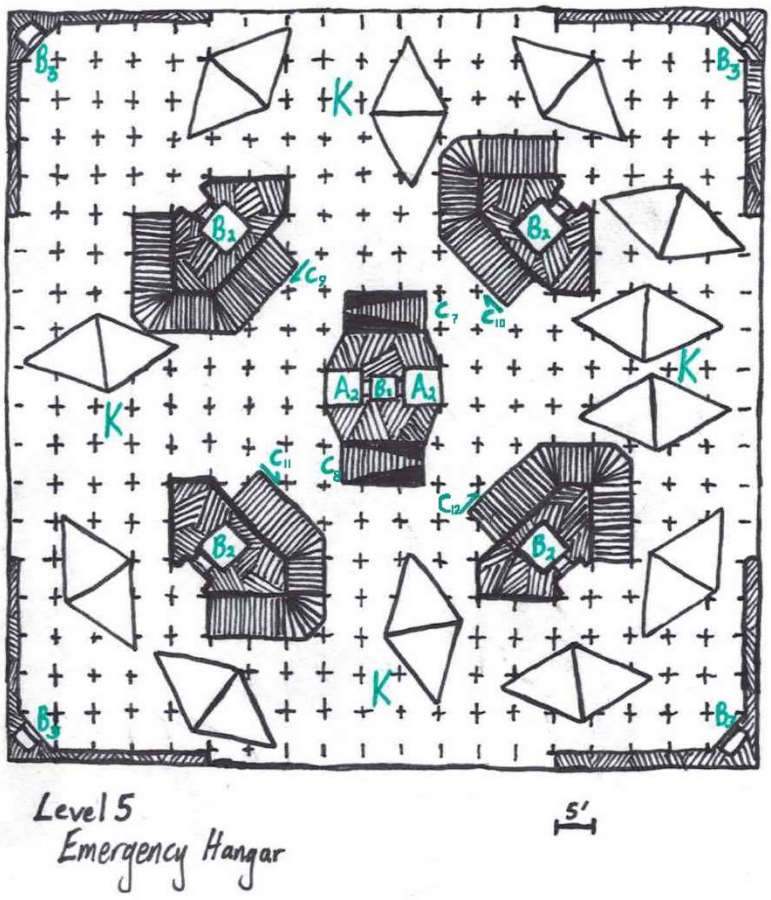
The hangars are dominated by areas for transports and fighters to land and deploy. Spaces near the hangar doors are more likely to be kept clear for new arrivals. When arriving in a landing area, there are a lot of things that could be going on:

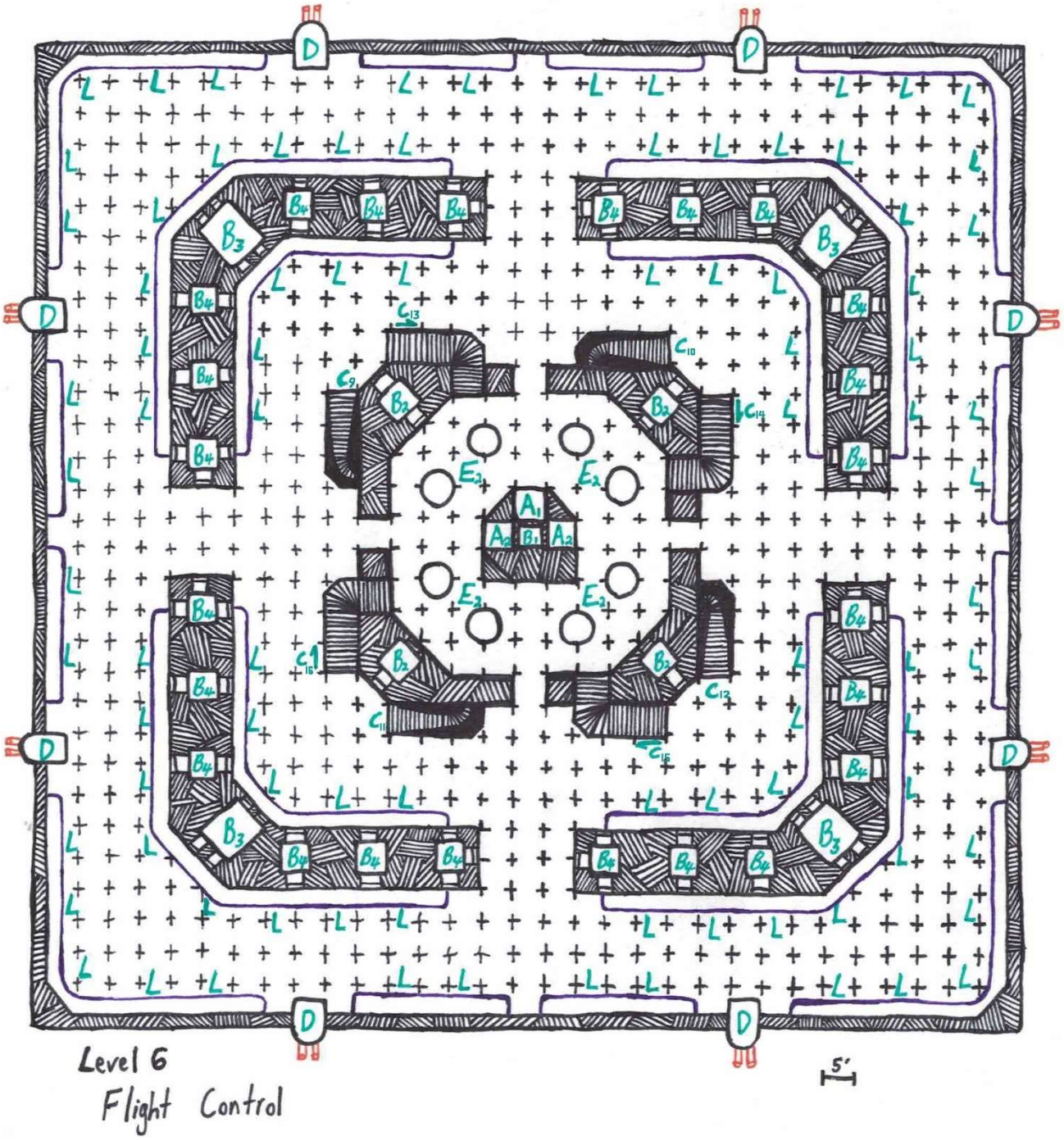
- Fighter crew boarding their ship—1-5
- Light Fighter departing—6-10
- Light Fighter arriving—11-15
- Heavy Fighter departing—16-18
- Heavy Fighter arriving—19-21
- Transport loading—22-30
- Transport departing—31-35
- Transport arriving—36-38
- Ships being rearranged—39-50
- Nothing—51-100

Level	Height	Above Level 1
1	10 ft.	0 ft.
2	15 ft.	10 ft.
3	10 ft.	25 ft.
4	10 ft.	35 ft.
5	30 ft.	45 ft.
6	20 ft.	75 ft.
7	30 ft.	95 ft.
8	10 ft.	125 ft.
9	10 ft.	135 ft.
10	45 ft.	145 ft.

Table 1: Mother Ship Deck Heights



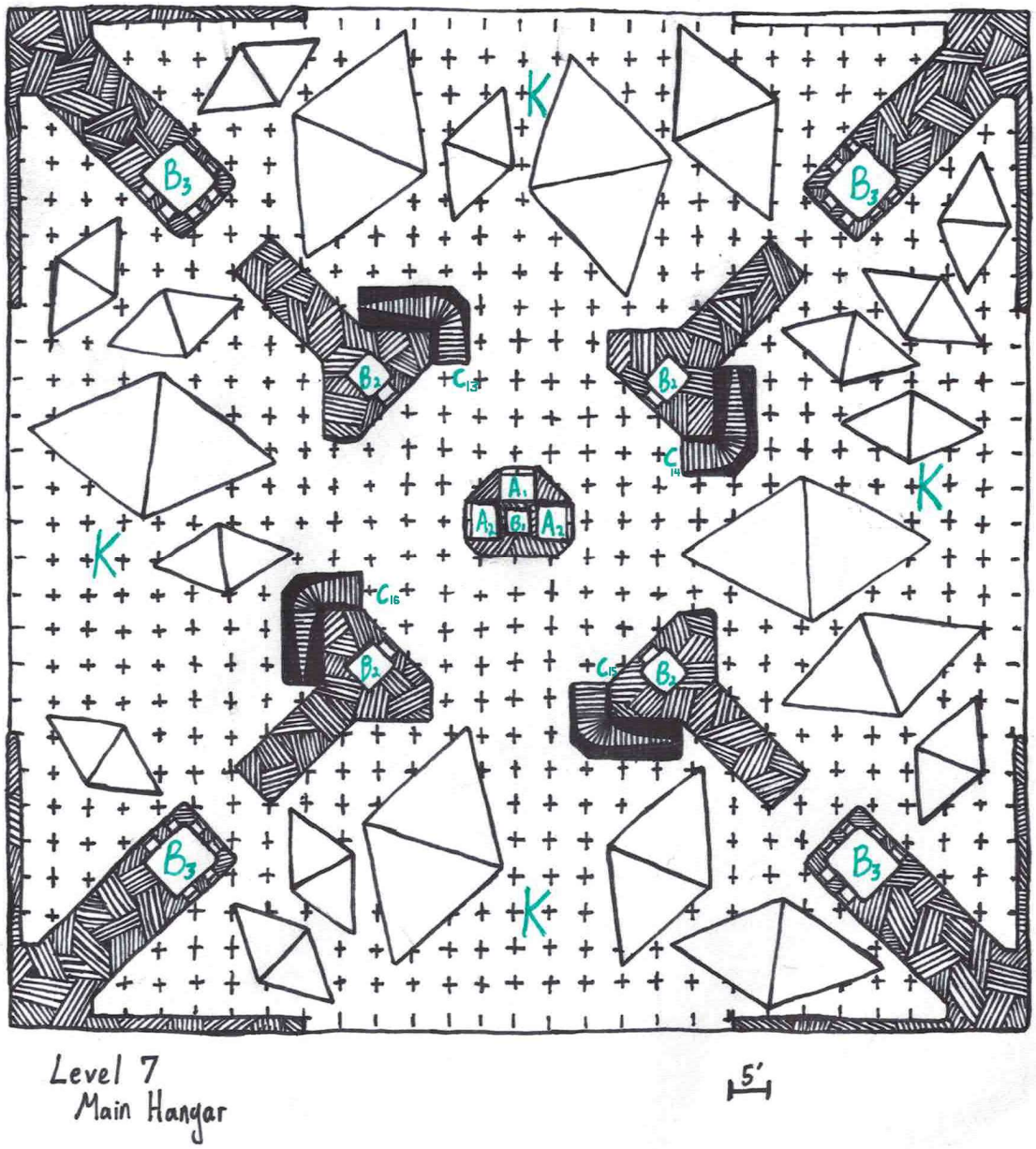




L. FLIGHT CONTROL

With dozens of stations along the inner and outer walls of Level 6, these are rarely all occupied, but with an open floor plan, each workstation is in clear view of several others. Any of the stations has a 60% chance of being in use by a *controller* and a 5% chance of being in use by each a *gunner*, *pilot*, or a *technomancer* for a total of 75% chance of being occupied. Estrei working at adjacent stations would almost certainly notice a group of non-Estrei accessing a nearby station.

These workstations have consoles where maps of the ship (including status), dispensary menus, conference room schedules, scheduled departures and arrivals in the hangars, and elevator codes, among other things, can be obtained with Intelligence (Investigation)



checks. These checks are at disadvantage if the investigator can't read Estrei.

M. General Quarters

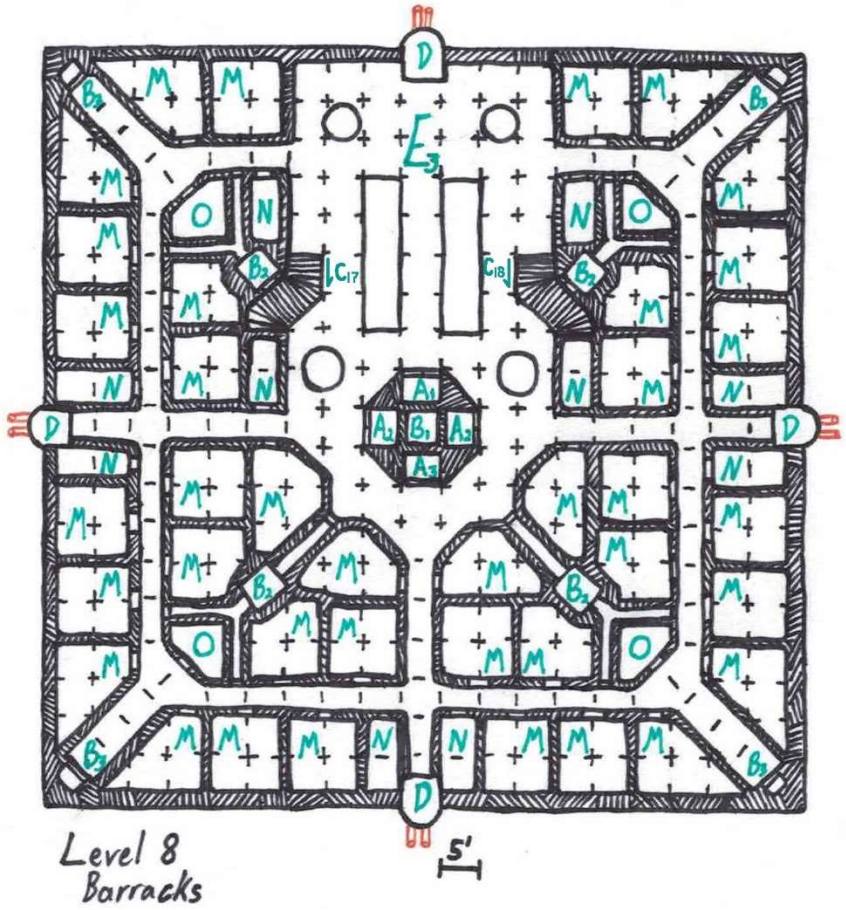
There are thirty-eight (38) four-soldier bunks on Level 8 (Barracks). When entering one of these quarters, there are 2d4-4 (minimum 0) occupants. They are 70% *gunner*, 5% *green pilot*, 10% *veteran pilot*, 5% *ace pilot*, 5% *technomancer*, and 5% *sentry*.

N. Officer's Bunk

There are ten officers with quarters on Level 8 (Barracks). When entering one of these quarters, there is a 40% chance its occupant is present. They are 40% *gunner*, 40% *veteran pilot*, 5% *ace pilot*, 10% *technomancer*, and 5% *sentry*.

O. Senior Officer's Bunk

There are four senior officers with quarters on Level 8 (Barracks). When entering one of these quarters, there is a 40% chance its occupant is present. They are 60% *veteran pilot*, 20% *ace pilot*, 15% *technomancer*, and 5% *sentry*.



members of the meeting vary. In the larger conference room (Q_1) encounters might include:

- A *veteran pilot* officer, a *gunner* officer, and six *controllers*
- Three *technomancers* and four *controllers*
- An *ace pilot* and five *green pilots*
- Eight *controllers*

The smaller conference rooms (Q_2) will have smaller groups, for example:

- A *technomancer* and two *controllers*
- A *veteran pilot* and two *gunners* (a light fighter crew)
- A *sentry* and two controllers
- Four *controllers*

While in an unoccupied conference room, there is a 15% chance each hour that attendees to a new meeting begin to arrive alone or in pairs 2d6 rounds apart.

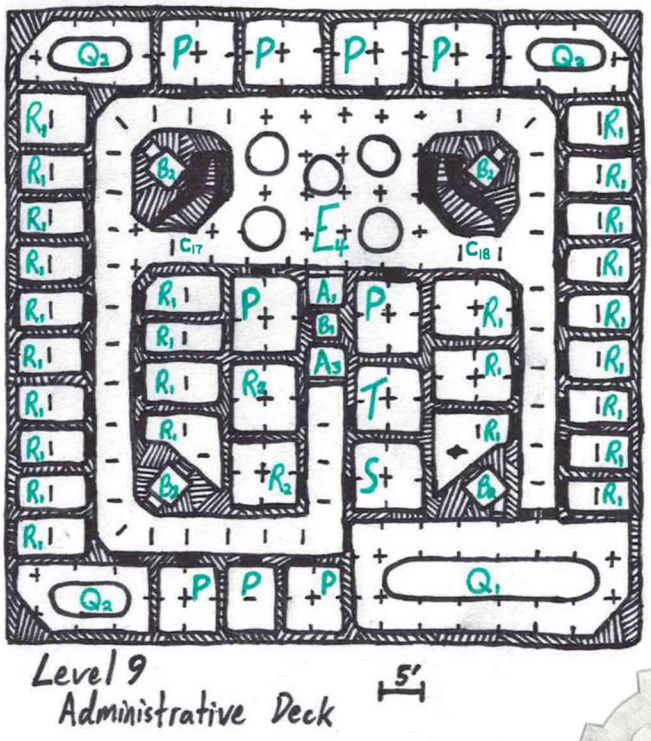
P. WORKSTATION

There are nine workstations on Level 9 (Administrative Deck) for clerical and administrative work. They generally contain 1 or 2 *controllers* if anyone (50% none, 30% one, 20% two). A *controller* working in one of these rooms may be visited by a *pilot*, *gunner*, *technomancer*, or *sentry*, but not often.

These workstations have consoles where maps of the ship including status, dispensary menus, conference room schedules, and elevator codes can be obtained with Intelligence (Investigation) checks, among other things. These checks are at disadvantage if the investigator can't read Estrei.

Q. CONFERENCE ROOM

There are a four conference rooms on Level 9 (Administrative Deck). There is a 15% chance that a meeting is taking place in any given conference room when it is entered. The



R. Administrative Quarters

There are 30 bureaucrats with rooms on Level 9 (Administrative Deck). When entering one of these quarters, there is a 50% chance its occupant is present (25% chance of two in rooms marked R_2). They are always *controllers*.

S. Sentry Room

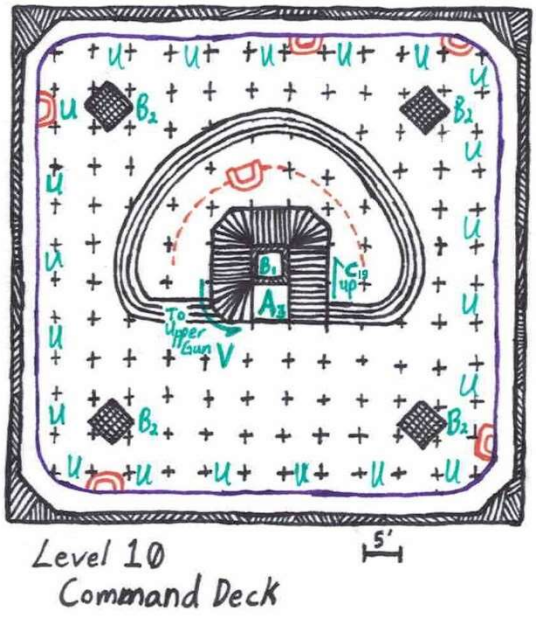
While many of the ship's *sentries* have quarters on Level 8 (Barracks), a room beside the Executor's Quarters (T) houses two *sentries* dedicated to securing the Command Deck and Command Elevator (A_3). One of these two also stands guard outside Executor Igezzne's quarter's when he sleeps. On entering their quarters, there is a 50% chance one is present, but almost never both.

T. Executor Igezzne's Quarters

The *Ship Executor, Igezzne*, has a room on Level 9 (Administrative Deck) beside the Command Elevator (A_3). There is a 20% chance he is present, as he comes down from the Command Deck to sleep about 4 hours a day. When he is present, 1 or 2 sentries stand guard outside his door. The code to the command elevator (A_3) can be found in his quarters.

U. Bridge Consoles

Though the bridge has only five sitting stations for crew there (besides the Executor's chair) it has many more consoles these chairs slide between. These consoles have access to the same information found on Flight Control (L) and Workstation (P) consoles, as well as contact with ships in the area and Estrei ground sites, the aggregate sensor data *Seradal* needs to return to her reality, priority instruction to and data from the ship's gun stations, and the mother ship self-destruct control. The consoles also control the ship's movement, not with a Piloting check, but with entered destination coordinates and optional waypoints. Rough



movement can be achieved without a check, but a precise or complex series of movements might require a Wisdom (Insight) check and failure can result in merely arriving at a wrong destination or a collision.

V. Upper Gun

There is one large, powerful gun station above Level 10 (Command Deck) where a *gunner* is stationed most times and certainly during any battle near the ship. It has a significant range and is employed against unidentified ships at a long distance as well as ground targets when the mother ship gets involved directly and takes the time to charge.

Fire Top Gun: 1 action, make a Ship Weapon Attack against a single target. Range 250/1000 ft. in the top cone and all side cones (only bottom cone excluded). 31 (6d6+10) force damage and 31 (6d6+10) fire damage.

Until your next turn, this weapon cannot attack.

Charge Top Gun: 1 minute, add a power charge to the top gun until it next fires. For each charge, the top gun deals 1d6 extra force and fire damage. It can hold a maximum of 5 charges at which point it loses a charge per minute if not continued to charge.

The top gun can attack structures beyond 1000 ft. at disadvantage, but deals 1d6 less force and fire damage per 250 ft. beyond that range.

This gun will have little impact on ship infiltrators, perhaps its gunner coming down to help Igezzne when he is attacked. For a heroic and cinematic finale to the campaign, an option is for the party to destroy this gun and enter the Command Deck by it, bypassing the rest of the ship. During a battle around the mothership, this gun is going to be a major factor. It should fire every turn, with a +4 to hit if a *gunner* is firing it.

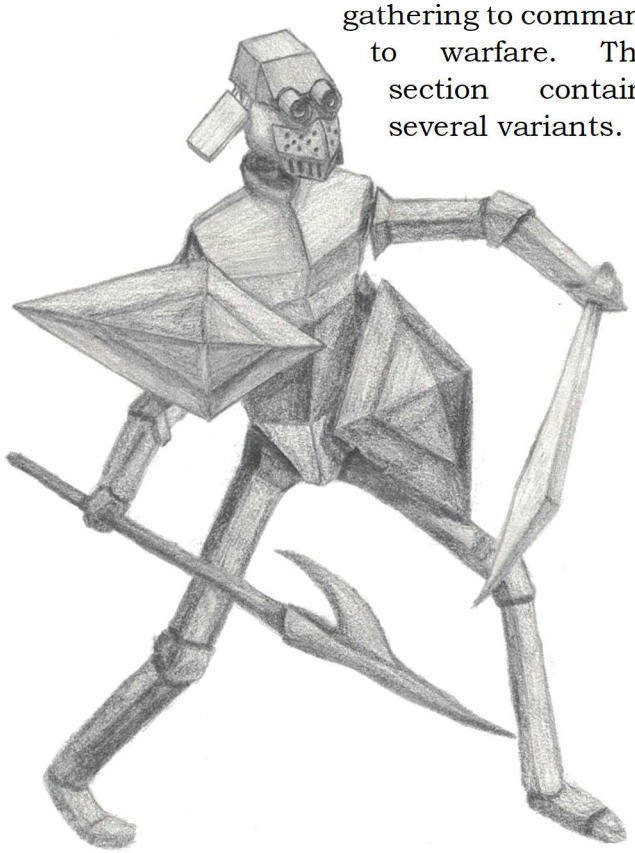


THE INVADERS

This module is about a space invasion of your fantasy campaign world and this section defines all of the constructs, humanoids, and monstrosities that make up the invading force. The encounters used in the story and dungeon in previous sections reference the creatures in this section.

ROBOTS

Most of the shock troops the invaders are bringing to bear are constructs built for everything from translation to intelligence gathering to command to warfare. This section contains several variants.



HEAVY INFANTRY

Medium construct, unaligned

Armor Class 18 (natural armor, 2 shields)
Hit Points 52 (8d8 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	6 (-2)	4 (-3)	5 (-3)

Saving Throws Str +6
Skills Athletics +6, Intimidation +0, Survival +0
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Blindsight 10 ft., passive Perception 7
Languages Estrei
Challenge 3 (700 XP)

Actions

Multiattack. The heavy infantry makes a long sword attack and a long spear attack.

Attack Flurry. The creature can make one additional attack using any one of its weapons as a bonus action.

Long Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Long Spear. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 +3) piercing damage.

TRANSLATOR

Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	6 (-2)	14 (+2)

Saving Throws Cha +4
Skills Deception +4, Insight +0, Persuasion +4
Damage Immunities poison, psychic
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses Blindsight 10 ft., passive Perception 8

Languages Estrei
Challenge 2 (450 XP)

Actions

Multiattack. The heavy infantry makes three dagger attacks.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spellcasting. The construct is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells known:

Cantrips (at will): *mending, message, vicious mockery*

1st level (2 slots): *charm person, repairing word*

LIGHT INFANTRY

Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	4 (-3)	5 (-3)

Saving Throws Str +3
Skills Athletics +3, Intimidation -1, Survival -1
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Blindsight 10 ft., passive Perception 7
Languages Estrei
Challenge 2 (450 XP)

Actions

Multiattack. The light infantry makes a rapier attack, a dagger attack, and a laser rifle attack

Attack Flurry. The creature can make one additional attack using any one of its weapons as a bonus action.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) piercing damage.

Laser Rifle. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) fire damage.

SCOUT

Medium construct, unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	14 (+2)	8 (-1)	5 (-3)

Skills Insight +1, Perception +1
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned
Senses Blindsight 10 ft, passive Perception 11
Languages Estrei
Challenge 2 (450 XP)

Greater Learn. When the scout attacks a creature, it can use its bonus action to make a DC 10* Wisdom (Insight) check. If the attack was a critical hit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased bonus to attack rolls against that creature in the future (1, 1d4, 1d6, 1d8, 1d10, 1d12, 1d20). If it fails, its bonus die is reduced.

When the scout is attacked, it can use its reaction to make a DC 10* Wisdom (Insight) check. If the attack was a critical hit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased penalty it can apply to attack rolls made against it by that creature in the future (1, 1d4, 1d6, 1d8, 1d10, 1d12, 1d20). If it fails, its bonus die is reduced.

The creature can maintain a number of bonuses and penalties (taken together) equal to its intelligence modifier (minimum 1).

*The DC of this check is one higher for each level of success attained. (DC 11 with a +1, DC 14 with a +1d8)

Watch. The observer can use Greater Learn as a reaction when observing attacks against other creatures in sight, in which case it gains its bonus against the target attacked or its penalty against the attacker.

Actions

Multiattack. The scout makes two dagger attacks, and a laser rifle attack

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) piercing damage.

Laser Rifle. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) fire damage.

Share. The scout copies one of its bonuses or penalties from Greater Learn to another construct it can see. The target is subject to the same intelligence modifier limitations as if it had the ability.

CAPTAIN

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	14 (+2)	8 (-1)	11 (0)

Saving Throws WIS +2
Skills Insight +2
Damage Immunities poison, psychic
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses Blindsight 10 ft., passive Perception 9
Languages Estrei
Challenge 3 (700 XP)

Lesser Learn. When the captain attacks a creature, it can use its bonus action to make a DC 10* Wisdom (Insight) check. If the attack was a critical hit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased bonus to attack rolls against that creature in the future (1, 1d4, 1d6, 1d8). If it fails, its bonus die is reduced.

When the creature is attacked, it can use its reaction to make a DC 10* Wisdom (Insight) check. If the attack was a crit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased penalty it can apply to attack rolls made against it by that creature in the future (1, 1d4, 1d6, 1d8). If it fails, its bonus die is reduced.

The creature can maintain a number of bonuses and penalties (taken together) equal to its intelligence modifier (minimum 1).

*The DC of this check is one higher for each level of success attained. (DC 11 with a +1, DC 13 with a +1d6)

Actions

Multiattack. The captain makes two long sword attacks and two blaster attacks.

Long Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Blaster. *Ranged Weapon Attack:* +3 to hit, range 40/160 ft., one target. *Hit:* 3 (1d6) fire damage.

Share. The captain copies one of its bonuses or penalties from Lesser Learn to another construct it can see. The target is subject to the same intelligence modifier limitations as if it had the ability.

JUGGERNAUT

Large construct, unaligned

Armor Class 19 (natural armor, shield)
Hit Points 75 (10d8 + 30)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	6 (-2)	4 (-3)	5 (-3)

Saving Throws Str +7
Skills Athletics +7, Intimidation +0, Survival +0
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Blindsight 10 ft., passive Perception 7
Languages Estrei
Challenge 5 (1,800 XP)

Actions

Multiattack. The juggernaut makes a great maul attack and a great spear attack.

Attack Flurry. The creature can make one additional attack using any one of its weapons as a bonus action.

Great Maul. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Great Spear. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 +4) piercing damage.

OVERWATCHER

Small construct, unaligned

Armor Class 13
Hit Points 9 (2d8)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	14 (+2)	8 (-1)	5 (-3)

Skills Insight +1, Perception +1
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned
Senses Blindsight 10 ft, passive Perception 11
Languages Estrei
Challenge 1/2 (100 XP)

Greater Learn. When the overwatcher attacks a creature, it can use its bonus action to make a DC 10* Wisdom (Insight) check. If the attack was a critical hit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased bonus to attack rolls against that creature in the future (1, 1d4, 1d6, 1d8, 1d10, 1d12, 1d20). If it fails, its bonus die is reduced.

When the overwatcher is attacked, it can use its reaction to make a DC 10* Wisdom (Insight) check. If the attack was a critical hit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased penalty it can apply to attack rolls made against it by that creature in the future (1, 1d4, 1d6, 1d8, 1d10, 1d12, 1d20). If it fails, its bonus die is reduced.

The creature can maintain a number of bonuses and penalties (taken together) equal to its intelligence modifier (minimum 1).

*The DC of this check is one higher for each level of success attained. (DC 11 with a +1, DC 14 with a +1d8)

Watch. The overwatcher can use Greater Learn as a reaction when observing attacks against other creatures in sight, in which case it gains its bonus against the target attacked or its penalty against the attacker.

Actions

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

Share. The overwatcher copies one of its bonuses or penalties from Greater Learn to another construct it can see. The target is subject to the same intelligence modifier limitations as if it had the ability.

HORNET

Small construct, unaligned

Armor Class 13
Hit Points 9 (2d8)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	6 (-2)	4 (-3)	5 (-3)

Saving Throws STR -1
Skills Athletics -1, Intimidation -1, Survival -1
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion,

frightened, paralyzed, petrified, poisoned
Senses Blindsight 10 ft., passive Perception 7
Languages Estrei
Challenge 1/2 (100 XP)

Actions

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

Attack Flurry. The hornet can make one additional attack using any one of its weapons as a bonus action.

INFILTRATOR

Small construct, unaligned

Armor Class 14
Hit Points 9 (2d8)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	10 (+0)	14 (+2)	8 (-1)	5 (-3)

Skills Insight +1, Perception +1, Stealth +6
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, prone
Senses Blindsight 10 ft, passive Perception 11
Languages Estrei
Challenge 1/2 (100 XP)

Greater Learn. When the infiltrator attacks a creature, it can use its bonus action to make a DC 10* Wisdom (Insight) check. If the attack was a critical hit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased bonus to attack rolls against that creature in the future (1, 1d4, 1d6, 1d8, 1d10, 1d12, 1d20). If it fails, its bonus die is reduced.

When the infiltrator is attacked, it can use its reaction to make a DC 10* Wisdom (Insight) check. If the attack was a critical hit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased penalty it can apply to attack rolls made against it by that creature in the future (1, 1d4, 1d6, 1d8, 1d10, 1d12, 1d20). If it fails, its bonus die is reduced.

The infiltrator can maintain a number of bonuses and penalties (taken together) equal to its intelligence modifier (minimum 1).

*The DC of this check is one higher for each level of success attained. (DC 11 with a +1, DC 14 with a +1d8)

Watch. The infiltrator can use Greater Learn as a reaction when observing attacks against other creatures in sight, in which case it gains its bonus against the target attacked or its penalty against the attacker.

Sneak Attack. Once per turn, the infiltrator deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the infiltrator that isn't incapacitated and the robot doesn't have disadvantage on the attack roll.

Actions

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 slashing damage.

Share. The infiltrator copies one of its bonuses or penalties from Greater Learn to another construct it can see. The target is subject to the same intelligence modifier limitations as if it had the ability.

SCUTTLER

Small construct, unaligned

Armor Class 14
Hit Points 9 (2d8)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	10 (+0)	18 (+4)	6 (-2)	5 (-3)

Skills Insight +0, Stealth +6
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, prone
Senses Blindsight 10 ft., passive Perception 8
Languages Estrei
Challenge 1/2 (100 XP)

Greater Learn. When the scuttler attacks a creature, it can use its bonus action to make a

DC 10* Wisdom (Insight) check. If the attack was a critical hit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased bonus to attack rolls against that creature in the future (1, 1d4, 1d6, 1d8, 1d10, 1d12, 1d20). If it fails, its bonus die is reduced.

When the scuttler is attacked, it can use its reaction to make a DC 10* Wisdom (Insight) check. If the attack was a critical hit, this check is at advantage; if the attack missed, this check is at disadvantage. If it succeeds, it gains an increased penalty it can apply to attack rolls made against it by that creature in the future (1, 1d4, 1d6, 1d8, 1d10, 1d12, 1d20). If it fails, its bonus die is reduced.

The scuttler can maintain a number of bonuses and penalties (taken together) equal to its intelligence modifier (minimum 1).

*The DC of this check is one higher for each level of success attained. (DC 11 with a +1, DC 14 with a +1d8)

Sneak Attack. Once per turn, the scuttler deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the scuttler that isn't incapacitated and the robot doesn't have disadvantage on the attack roll.

Actions

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 slashing damage.

ESTREI

The fleshlings in command of the whole invasion and who pilot the ships and fire the big guns are a tall, four-armed race highly attuned to magic and technology. While there are layfolk of their race among the stars, all of the invaders are highly specialized space farers.

CONTROLLER

Never meant to reach the front lines, these bureaucrats and screen-watchers are the majority of the staff on the mother ship and are sometimes present in planet side permanent positions as coordinators and overseers.

Medium humanoid (Estrei), any alignment

Armor Class 11
Hit Points 3 (2d4 - 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	8 (-1)	12 (+1)	12 (+1)	12 (+1)

Senses passive Perception 11
Languages Estrei
Challenge 0 (10 XP)

Proficient with Martial Ranged Weapons

Actions

Blaster. *Ranged Weapon Attack:* +3 to hit, range 40/160 ft., one target. *Hit:* 4 (1d6+1) fire damage.

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

SERADAL (TEST PILOT)

Seradal is from a parallel reality, arriving in this one in an experimental, reality-hopping vessel. In her home reality, the Estrei arrived at the world some time ago, but came with benevolent intent. They have since helped bring peace and technology to the world in that reality.

When Seradal arrived in this reality, her experimental reality drive a success, she immediately hailed the nearest Estrei mother ship to greet them and relay the good news, as well as ask for a refuel. Their violent response was a surprise and she was quickly driven to ground on the world.

Medium humanoid (Estrei), lawful good

Armor Class 13
Hit Points 17 (5d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	10 (+0)	18 (+4)	15 (+2)	8 (-1)

Skills Arcana +6, Perception +4, Piloting +5
Senses passive Perception 14
Languages Common, Estrei, Celestial (or another fitting your world)
Challenge 2 (450 XP)

Spellcasting. Seradal is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following sorcerer spells known:

Cantrips (at will): *astral spray, dancing lights, mage hand, message, time stutter*

1st level (4 slots): *repair damage, shield, spatial ripple*

2nd level (3 slots): *mirror image, misty step*

Actions

Blaster. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6+3) fire damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

GREEN PILOT

These newly minted pilots are common flying troop transports and sometimes light fighters.

Medium humanoid (Estrei), any alignment

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills Piloting +4
Senses passive Perception 12
Languages Estrei
Challenge 1/8 (25 XP)

Proficient with Martial Ranged Weapons (+3)

Actions

Blaster. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 5 (1d6+2) fire damage.

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

VETERAN PILOT

These experienced pilots are common flying fighters light and heavy and make up the bulk of Estrei pilots.

Medium humanoid (Estrei), any alignment

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Skills Piloting +5
Senses passive Perception 12
Languages Estrei
Challenge 1/2 (100 XP)

Proficient with Ship Weapons (+5)

Actions

Blaster. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6+3) fire damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

ACE PILOT

These top notch Estrei pilots usually fly light fighters but can sometimes be found piloting heavy fighters on important missions.

Medium humanoid (Estrei), any alignment

Armor Class 14
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	13 (+1)

Skills Perception +4, Piloting +7
Senses passive Perception 14
Languages Estrei
Challenge 2 (450 XP)

Proficient with Ship Weapons (+7)

Actions

Blaster. *Ranged Weapon Attack:* +7 to hit, range 40/160 ft., one target. *Hit:* 7 (1d6 + 4) fire damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

GUNNER

Both heavy and light fighters have plenty of positions for gunners. While gun blisters are sometimes occupied by pilots, dedicated gunners make up a majority of the flight staff of the Estrei force.

Medium humanoid (Estrei), any alignment

Armor Class 12
Hit Points 30 (4d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	10 (+0)	9 (-1)

Senses passive Perception 10
Languages Estrei
Challenge 1/2 (100 XP)

Proficient with Ship Weapons. (+4)

Actions

Laser Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) fire damage.

Long Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

TECHNOMANCER

The Estrei are masters of machinery and it is not in small part due to their mechanical magics. Frequently, their ships have a Technomancer in the crew to make repairs as needed. While they have mundane means to do basic maintenance, their magic can make quick repairs in the heat of battle.

Medium humanoid (Estrei), lawful good

Armor Class 12
Hit Points 17 (5d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	8 (-1)

Skills Arcana +6
Senses passive Perception 11
Languages Estrei
Challenge 2 (450 XP)

Proficient with Martial Ranged Weapons.

Spellcasting. The Technomancer is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following sorcerer spells known:

Cantrips (at will): *astral spray, dancing lights, mending, message*

1st level (2 slots): *repair damage, repairing word*

Actions

Blaster. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 5 (1d6+2) fire damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

SENTRY

These highly skilled warriors are sprinkled throughout the mother ship, but one or two may accompany other ships for missions where trouble is expected beyond what constructs can deal with. Unlike most Estrei, they have trained to attack with all four arms in together.

Medium humanoid (Estrei), any alignment

Armor Class 17 (half plate)
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	10 (+0)	9 (-1)

Saving Throws Con +5, Str +6, Wis +3
Skills Athletics +6, Insight +3, Investigation +3, Perception +3
Senses passive Perception 13
Languages Estrei
Challenge 4 (1,100 XP)

Proficient with Martial Melee and Ranged Weapons

Actions

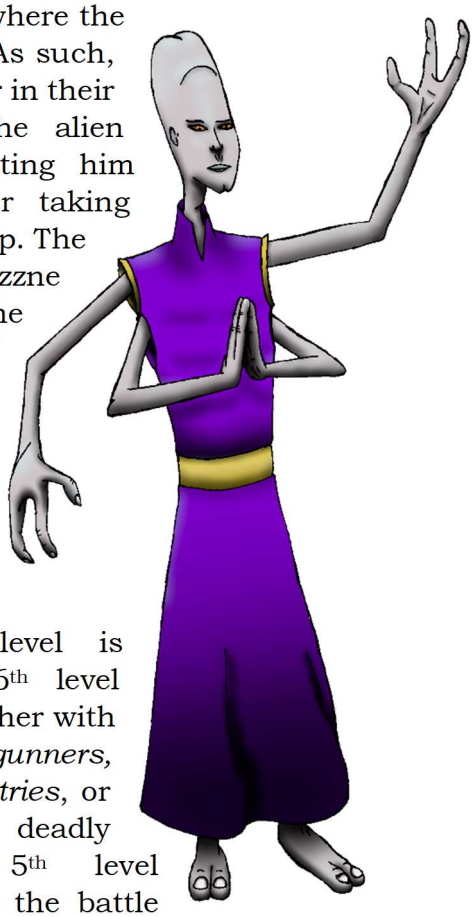
Multiattack. The sentry makes three attacks, either melee, ranged, or mixed.

Laser Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) fire damage.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

IGEZZNE (SHIP EXECUTOR)

Igezzne is in command of the alien invasion, or at least the front where the party is involved. As such, the final encounter in their effort to repel the alien invasion is defeating him and destroying or taking over his mothership. The battle with Igezzne takes place in the command room of the mother ship, probably with a few other Estrei supporting him in a minor way.



CR 6

This challenge level is appropriate for 6th level adventurers or higher with some *controllers, gunners, pilots,* or even *sentries*, or as a likely deadly encounter for 5th level adventurers when the battle marks the end of their adventure and deaths may be a desirable story outcome.

Medium humanoid (Estrei), lawful evil

Armor Class 12 (15 with *mage armor*)
Hit Points 39 (9d6+9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	14 (+2)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6, Persuasion +5
Senses passive Perception 11
Languages Estrei, Common, one other
Challenge 6 (2,300 XP)

Spellcasting. Igezzne is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Igezzne has the following wizard spells prepared:

Cantrips (at will): *astral spray, dancing lights, fire bolt, shocking grasp*

1st level (4 slots): *mage armor*, magic missile, shield, spatial ripple***

2nd level (3 slots): *falling sky, mirror image**

3rd level (3 slots): *counterspell, enhance gravity, fireball*

4th level (3 slots): *black tentacles, ice storm*

5th level (1 slot): *agglomerate***

**Igezzne casts these spells on himself if he is alerted before combat begins.*

***Igezzne prepares the battlefield with these spells if he is alerted before combat begins.*

Actions

Blaster. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 5 (1d6+2) fire damage.

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

CR 9

This challenge level is appropriate for 9th level adventurers or higher with some *controllers, gunners, pilots,* or even *sentries*.

Medium humanoid (Estrei), lawful evil

Armor Class 12 (15 with *mage armor*)
Hit Points 58 (13d6+13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	19 (+4)	12 (+1)	14 (+2)

Saving Throws Int +8, Wis +5
Skills Arcana +8, History +8, Persuasion +6
Senses passive Perception 11
Languages Estrei, Common, one other
Challenge 9 (5,000 XP)

Spellcasting. Igezzne is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Igezzne has the following wizard spells prepared:

Cantrips (at will): *astral spray, dancing lights, fire bolt, shocking grasp, time stutter*

1st level (4 slots): *mage armor*, magic missile, repairing word, shield, spatial ripple**, thunderwave*

2nd level (3 slots): *falling sky, mirror image**

3rd level (3 slots): *counterspell, enhance gravity, fireball*

4th level (3 slots): *black tentacles, ice storm, fire shield**

5th level (2 slot): *agglomerate***

6th level (1 slot): *dimensional drift*

7th level (1 slot): *finger of death*

**Igezzne casts these spells on himself if he is alerted before combat begins.*

***Igezzne prepares the battlefield with these spells if he is alerted before combat begins.*

Actions

Blaster. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 5 (1d6+2) fire damage.

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

CR 12

This challenge level is appropriate for 12th level adventurers or higher with some *controllers, gunners, pilots,* or even *sentries*.

Medium humanoid (Estrei), lawful evil

Armor Class 12 (15 with *mage armor*)
Hit Points 81 (18d6+18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	21 (+5)	14 (+2)	14 (+2)

Saving Throws Int +9, Wis +6
Skills Arcana +9, History +9, Persuasion +6
Senses passive Perception 12
Languages Estrei, Common, one other
Challenge 12 (8,400 XP)

Magic Resistance. Igezzne has advantage on saving throws against spells and other magical effects.

Spellcasting. Igezzne is a 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Igezzne has the following wizard spells prepared:

Cantrips (at will): *astral spray, dancing lights, fire bolt, shocking grasp, time stutter*

1st level (4 slots): *mage armor*, magic missile, repairing word, shield, spatial ripple**, thunderwave*

2nd level (3 slots): *falling sky, hold person, mirror image*, misty step*

3rd level (3 slots): *counterspell, enhance gravity, fireball*

4th level (3 slots): *blight, ice storm, fire shield**

5th level (3 slot): *agglomerate***, cone of cold, dominate person*

6th level (1 slot): *dimensional drift*

7th level (1 slot): *finger of death*

8th level (1 slot): *time well*

9th level (1 slot): *black hole*

**Igezzne casts these spells on himself if he is alerted before combat begins.*

***Igezzne prepares the battlefield with these spells if he is alerted before combat begins.*

Actions

Blaster. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 5 (1d6+2) fire damage.

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

MONSTROUS CREATURES

Whether accidental or intentional, the Estrei's arrival in the world has brought with it creatures from the glimmering dark. Acting independently from the Estrei, they wreak havoc in the world.

ASTEROID RIDERS

These space-inhabiting grubs hatch from eggs implanted in space rocks cut off from larger asteroids and hardened. The mothers and fathers of the *asteroid riders* are a mystery even to the Estrei, who have only rumors of their coming and going from the farthest reaches of the dark beyond. Most believe them to be merely myth, but those Estrei that believe argue that the grown larvae, when they emerge from their stone shells, return unseen to the great darkness where it is supposed there are adult creatures of every size.

The grubs themselves have limited autonomy, though it seems they have some means by which to exert force on their little rocks, guiding them toward and away from heat as needed, turning to keep their warmth even. The shadow of an Estrei mother ship sometimes gathers *asteroid riders* and though they are docile until disturbed, they can become dangerous if threatened.

Upon arrival at your world, some of the *asteroid riders* present with the mothership might make their way to the surface and cause havoc there, both by their impact and by their thrashing about thereafter. While the *asteroid rider's* outer shell can be tough to crack, the creature within is soft and vulnerable, albeit still dangerous.

Rocky Shell

Armor Class 17 (stone)
Hit Points: 40
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine.
Material. The shell is an object made of stone**.**

Asteroid Rider Grub

Large aberration, unaligned
Armor Class 12 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 10 ft.**,** fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	15 (+2)	8 (-1)	14 (+2)	4 (-3)

Senses blindsight 120 ft. (otherwise blind), passive Perception 11
Languages —
Challenge 5 (1,800 XP)

Enveloped. While its shell is intact, the rider has full cover and all attacks directed against it can only affect the shell. For each 2 points of damage greater than 10 the shell takes, the rider takes 1 damage as well.

Innate Spellcasting. The rider's spellcasting ability is Wisdom (spell save DC 13). The rider can cast the following spells without any components:

At will: *floating disc, levitate, telekinesis*

2/day: *wall of force*

1/day: *forcecage*

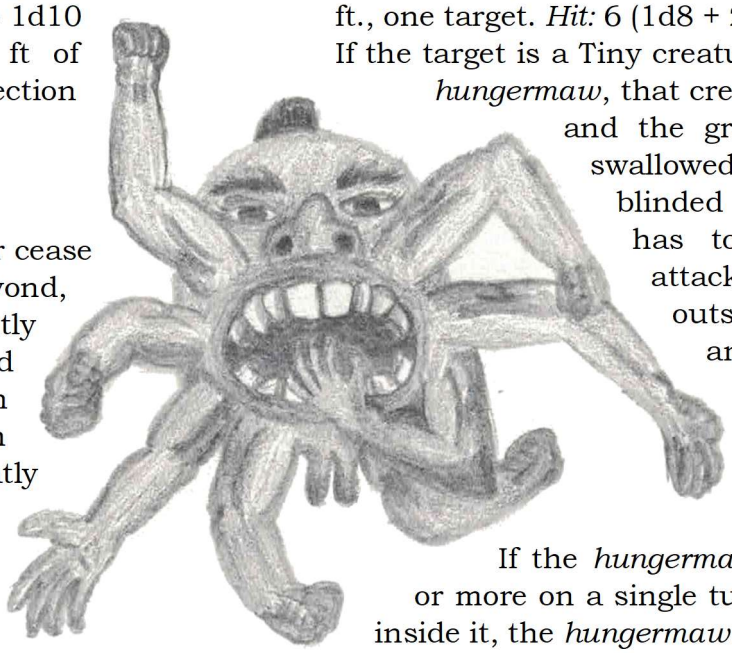
Actions

Multiattack. The rider makes two crush attacks against different targets.

Crush. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (3d6) force damage.

Accelerate. When inside its rocky ball, the rider can increase (or decrease) its movement rate in a given direction by 10 ft. (5 ft. if mostly upward and 15 ft. if mostly downward). This speed stacks round to round up to double the roller's speed (80 ft.) or half that speed mostly upward (40 ft.) or half that speed again if downward (120 ft.). The ball is 15 feet in diameter. Whenever it enters a creature's space or a creature enters its space while it is moving, that creature must succeed on a DC 15 Dexterity saving throw or take 1d10 bludgeoning damage per 5 ft of speed the ball has in the direction of entry.

HUNGERMAW



These horrible creatures never cease to hunger. In the dark beyond, their many arms are constantly grasping and groping for food in rocks or ships that they can get within their grip. In barren space, their growth is greatly limited by the scarcity of accessible food and the largest specimens are perhaps 10 feet long. However, a *hungermaw* that finds its way to a lush world full of prey can grow much larger.

Stunted Hungermaw

Medium Monstrosity, unaligned
Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	7 (-2)	5 (-3)

Skills Perception +0
Senses blindsight 10 ft, passive Perception 10
Languages —
Challenge 1 (200 XP)

Actions

Multiattack. The *hungermaw* makes three arm attacks, one of which can be substituted for a bite attack on a creature the *hungermaw* has grappled.

Arm. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and the target is grappled if it is a medium or smaller creature (escape DC 10). The *hungermaw* has 8 arms, each of which can grapple one target. If it is grappling more than three creatures, it can move only by flying.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a Tiny creature grappled by the *hungermaw*, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 14 (4d6) acid damage at the start of each of the *hungermaw*'s turns.

If the *hungermaw* takes 2 damage or more on a single turn from a creature inside it, the *hungermaw* must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the *hungermaw*. If the *hungermaw* dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Common Hungermaw

Large Monstrosity, unaligned
Armor Class 12
Hit Points 45 (6d10 + 12)
Speed 25 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	8 (-1)	7 (-2)	5 (-3)

Skills Perception +0
Senses blindsight 10 ft, passive Perception 10
Languages —
Challenge 3 (700 XP)

Actions

Multiattack. The *hungermaw* makes three arm attacks, one of which can be substituted for a bite attack on a creature the *hungermaw* has grappled.

Arm. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled if it is a large or smaller creature (escape DC 11). The *hungermaw* has 8 arms, each of which can grapple one target. If it is grappling more than three creatures, it can move only by flying.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a Small or smaller creature grappled by the *hungermaw*, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 14 (4d6) acid damage at the start of each of the *hungermaw*'s turns.

If the *hungermaw* takes 5 damage or more on a single turn from a creature inside it, the *hungermaw* must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the *hungermaw*. If the *hungermaw* dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Overgrown Hungermaw

Huge Monstrosity, unaligned
Armor Class 12
Hit Points 95 (10d12 + 30)
Speed 30 ft.**,** fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	8 (-1)	7 (-2)	5 (-3)

Skills Perception +1
Senses blindsight 10 ft, passive Perception 11
Languages —
Challenge 6 (2,300 XP)

Actions

Multiattack. The *hungermaw* makes three arm attacks, one of which can be substituted for a bite attack on a creature the *hungermaw* has grappled.

Arm. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target is grappled if it is a large or smaller creature (escape DC 13). The *hungermaw* has 8 arms, each of which can grapple one target. If it is grappling more than three creatures, it can move only by flying.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a Medium or smaller creature grappled by the *hungermaw*, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 14 (4d6) acid damage at the start of each of the *hungermaw*'s turns.

If the *hungermaw* takes 9 damage or more on a single turn from a creature inside it, the *hungermaw* must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the *hungermaw*. If the *hungermaw* dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Exceptional Hungermaw

Gargantuan Monstrosity, unaligned
Armor Class 12
Hit Points 174 (12d20 + 48)
Speed 35 ft.**,** fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	19 (+4)	8 (-1)	7 (-2)	5 (-3)

Skills Perception +2
Senses blindsight 20 ft, passive Perception 12
Languages —
Challenge 9 (5,000 XP)

Actions

Multiattack. The *hungermaw* makes three arm attacks, one of which can be substituted for a bite attack on a creature the *hungermaw* has grappled.

Arm. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage and the target is grappled if it is a large or smaller creature (escape DC 13). The *hungermaw* has 8 arms, each of which can grapple one target. If it is grappling more than three creatures, it can move only by flying.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage. If the target is a Large or smaller creature grappled by the *hungermaw*, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 14 (4d6) acid damage at the start of each of the *hungermaw*'s turns.

If the *hungermaw* takes 20 damage or more on a single turn from a creature inside it, the *hungermaw* must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the *hungermaw*. If the *hungermaw* dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

STARRY BEASTS

Beginning in primitive times, humanoids have looked up to the stars and seen shapes to find significance in. Perhaps the commonality of animals in these figures stems from prehistoric encounters with shimmering creatures from the dark beyond. These *starry beasts* come in a wide variety of forms and sizes, mostly conforming to those shapes and sizes known in the world. Their behavior is generally similar to their fleshy counterparts, if a little more aggressive. They come to the world as pests chasing the Estrei scraps.

To convert any beast into a *starry beast*:

- Give it a flight speed with hover equal to its highest speed between walking, swimming, flying, and digging.
    - Remove all other speeds.
- Add resistance to radiant damage and bludgeoning, piercing, and slashing damage from nonmagical attacks.
- Change its attack damage types to radiant
- Change the creature type from beast to aberration
- Remove any breathing restrictions.

Though there is no change to CR, be aware that some creatures will be made significantly more dangerous and some few may become less threatening, such as those that have poison.

Starry Giant Eagle

Large aberration, neutral
Armor Class 13
Hit Points 26 (4d10 + 4)
Speed 0 ft.**,** fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks.
Senses passive Perception 14
Languages Giant Eagle, understands Common and Auran but can't speak them
Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) radiant damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) radiant damage.

Starry Giant Shark

Huge aberration, neutral
Armor Class 13
Hit Points 126 (11d12 + 55)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks.
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) radiant damage.

Starry Lion

Large aberration, neutral
Armor Class 12
Hit Points 26 (4d10 + 4)
Speed fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks.
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) radiant damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) radiant damage.

SHIPS AND SHIP COMBAT

While this module attempts to keep the combat to fantasy encounters on the ground, most paths to the mothership are through the sky. While there are narrative sky-ways available to avoid more science fiction feeling ship to ship combat, the chance that players will seek it out anyway or muck things up enough to make it necessary is high enough that even GMs hoping to avoid a space battle may want to review this section. For those GMs eager to run an epic battle in the skies, this section should give you the tools to do it.

MECHANICS BRIEF

Ships are objects with many of the traits of creatures, including armor class, hit points, speed, and actions. Ships, however, do not take actions. The creatures crewing the ship take actions, such as piloting the ship to determine its movement, firing the ship's weapons, and making repairs to the ship, among other actions.

To this end, a ship is made up of stations, each with one or more available action for players to take when at that station in addition to their existing actions.

STATIONS

A ship consists of one or more stations. Though most stations can be used by only one crew member at a time, there are many exceptions. Moving from station to station within a ship uses a character's movement and sometimes a dash for larger ships.

We do not concern ourselves with the exact layout of ships, instead, the distance from each station to each other station is provided to define the shape of the ship. This implies at least corridors between stations and maybe other facilities. These areas are not described because they do not have special actions, but characters in them can still use their own actions if appropriate.

COCKPIT/HELM

All flying ships have a form of control where a crew member can guide the ship's movement, and maybe a backup. All helm stations have actions pertaining to the movement of the ship, usually dedicated to a single crew member at the helm, but they often have additional functions usable by the pilot or a second crew member including weapons, sensing functions, and defensive resources.

Cockpits with multiple functions often have capacity for more than one crew member, up to as many as four crew members able to occupy the same station.

WEAPONS

Weapon stations are dedicated deck positions or blisters for offensive capabilities. These emplaced weapons have various damage types and dice and though they usually only admit one crew member to fire, some allow for two or more crew members to help with loading actions.

When making a Ship Weapon Attack, apply half your proficiency bonus if proficient in martial ranged weapons and your full proficiency bonus if proficient in ship weapons. You can also choose to apply either your Dexterity or your Wisdom ability modifier. You do not add any modifier to the damage roll.

Unless otherwise specified, Ship Weapons deal double damage to objects and structures, including other ships. Ship Weapon Attacks have disadvantage against creatures or mobile objects smaller than Large, if another source is causing the attack disadvantage (such as being beyond normal range) the attack automatically misses.

Ship weapons have attack ranges and cones in which they can attack. A ship has 6 cones: top,

bottom, left, right, front back. A Ship Weapon attacks in one or more cones.

Losing a Station

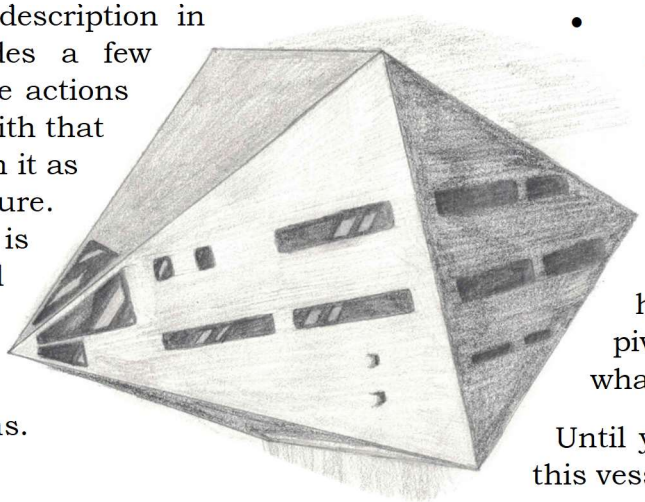
As a ship takes damage, it starts to lose the functionality of individual stations. A station is disabled each time a ship has taken a fraction of its hit points coinciding to the number of stations (i.e. when a ship with three stations has lost a third of its hit points, it loses one of its stations). The station lost is rolled randomly or determined logically at the GMs discretion (if a player is intentionally targeting a station, for example).

If the instance of damage that caused the ship to lose a station was 20% or more of the station hit points, the station is violently destroyed. If a creature is currently using that station, they must make a Dexterity saving throw with DC equal to half of the percentage or take damage equal to half the damage that destroyed the station.

For example, if an Estrei light fighter *is down to 260 HP and suffers 24 damage, this destroys a station, possibly a gun blister. Because it is 20% of the 120 HP each station represents the character crewing that station must make a DC 10 Dexterity saving throw or take 12 damage. Had it been 30 damage (25%), the save DC would be 12 and the damage 15.*

NPC Ships

Individual crew members of NPC ships should rarely merit your consideration as a GM. Rather, each ship description in this section includes a few basic crews with the actions that ship will take with that crew, so you can run it as if it were a creature. Unless the ship is boarded, the actual crew members remain unimportant to the ship's combat actions.



Ship Examples

The Estrei have brought their angular, swift ships to the world for their invasion, but common or rare, the world is assumed to have its own flying ships capable of making their way to the invaders' mother ship. This section contains a few examples of each for use in your campaign.

You are encouraged to craft your own ships appropriate to your world with guidance from these examples. There is still plenty of room to explore, for instance, none of the ships in this section are asymmetric. What race in your world might have a lopsided ship variant?

Estrei Troop Transport

Armor Class: 8
Hit Points: 480 (240 per station)
Speed: flying 80 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Crew Capacity: 24 long term, 50 short term

Stations

Cockpit
Maximum Crew: 3, three-quarters cover

Pilot: 1 action, make a Wisdom (Piloting) or Dexterity (Piloting) check to move the ship at:

- DC 12 for full speed OR half speed and a single 90-degree turn OR a 180-degree pivot.
- DC 18 for full speed and a single 90-degree turn OR half speed and two 90-degree turns.

Failure on either limits the ship to half speed OR a single 90-degree pivot, whichever is most similar to what you were attempting to do.

Until your next turn, piloting checks for this vessel are made at disadvantage.

Fire Forward Battery: 1 action, make two Ship Weapon Attacks. Range 200/800 ft. in the front cone, one target. 20 (4d6+6) force damage and 20 (4d6+6) fire damage.

Until your next turn, this action makes only one attack.

Lower Ramp: 1 action, the *Embarking Ramp* lowers, opening this station to half cover instead of full cover. All other crew on the embarking ramp may disembark as a reaction.

If the ramp is already lowered, this action raises the ramp and restores full cover to the *Embarking Ramp*.

Distance to *Embarking Ramp*: 60 feet

Embarking Ramp

Maximum Crew: 6, full cover

Lower Ramp: 1 action, the *Embarking Ramp* lowers, opening this station to half cover instead of full cover. All other crew on the embarking ramp may disembark as a reaction. You may disembark as a bonus action this turn.

If the ramp is already lowered, this action raises the ramp and restores full cover to the *Embarking Ramp*.

Disembark: 1 movement or 1 action, you exit the ship directly below the rear hatch, taking falling damage as appropriate if the ship is not grounded.

This action cannot be taken unless the *Embarking Ramp* is in the lowered position.

Distance to *Cockpit*: 80 feet

NPC Crews

The Estrei use these *troop transports* to deliver large numbers of constructs to the battlefront. Sometimes they are deployed to undefended locations alone, but often they are escorted by fighters. Their crews can vary wildly due to their function as troop carriers.

The crew examples below do not take the construct troop groups into account, as they have no impact on the functioning of the ship itself and would not come into any conflict until dropped, in which case their own stat blocks should be consulted.

Skeleton

The *troop transport* is the work horse of the Estrei fleet, so it is not uncommon for a ship, whether carrying construct warriors, cargo, or nothing as they return empty, to have only a *pilot* for station crew.

Crew: *veteran pilot* (*green pilot* can be used to make it slightly less challenging)

Armor Class: 8
Hit Points: 480 (240 per station)
Speed: flying 80 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 5 (1,800 XP)

On its turn, the *troop transport* gets no movement but may take one of three actions:

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+5 (+4 if *green*):
  - If under 12, move forward 40 feet or rotate 90 degrees.
  - Otherwise, complete maneuver.
- **Fire:** make two Ship Weapon Attacks against targets in the Troop Transport's front cone**,** +5 to hit (+3 if *green*), range 200/800 ft., one target. *Hit:* 20 (4d6+6) force damage and 20 (4d6+6) fire damage.
- **Lower Ramp:** open the ramp and deploy 6 positioned crew if desired.

Standard

Usually, a troop transport will have two station crew, a *pilot* and a *technomancer*. This allows the craft to attack while moving and makes healing available to it.

Crew: *veteran pilot* (a *green pilot* can be used to make it slightly less challenging), *technomancer*

Armor Class: 8
Hit Points: 480 (240 per station)
Speed: flying 80 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 7 (2,900 XP)

On its turn, the *troop transport* takes a **move** action and one other action:

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+5 (+4 if *green*):
  - If less than the DC, move forward 40 feet or rotate 90 degrees.
  - Otherwise, complete maneuver.
- **Fire:** make two Ship Weapon Attacks against targets in the *troop transport's* front cone**,** +3 to hit, range 200/800 ft., one target. *Hit:* 20 (4d6+6) force damage and 20 (4d6+6) fire damage.
- **Repair Damage:** Recover 9 (1d12+3) hit points. Usable twice per day.
- **Lower Ramp:** open the ramp and deploy 6 positioned crew if desired.

Priority

When a *troop transport* is on a high priority mission where trouble is expected, a *gunner* will sometimes join the *pilot* and *technomancer* in the cockpit.

Crew: *veteran pilot, technomancer, gunner*

Armor Class: 8
Hit Points: 480 (240 per station)
Speed: flying 80 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 8 (3,900 XP)

On its turn, the *troop transport* takes a **move** action, a **fire** action, and one other action:

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+5:
  - If less than the DC, move forward 40 feet or rotate 90 degrees.
  - Otherwise, complete maneuver.
- **Fire:** make two Ship Weapon Attacks against targets in the *troop transport's* front cone**,** +4 to hit, range 200/800 ft., one target. *Hit:* 20 (4d6+6) force damage and 20 (4d6+6) fire damage.
- **Fire Again:** make one Ship Weapon Attack against a target in the *troop transport's* front cone**,** +3 to hit, range 200/800 ft., one target. *Hit:* 20 (4d6+6) force damage and 20 (4d6+6) fire damage.
- **Repair Damage:** Recover 9 (1d12+3) hit points. Usable twice per day.
- **Lower Ramp:** open the ramp and deploy 6 positioned crew if desired.

ESTREI LIGHT FIGHTER

Armor Class: 13
Hit Points: 360 (120 per station)
Speed: flying 120 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Crew Capacity: 4

Stations

Cockpit

Maximum Crew: 1, three-quarters cover

Pilot: 1 action, make a Wisdom (Piloting) or Dexterity (Piloting) check to move the ship at:

- DC 6 for half speed OR a 90-degree pivot
- DC 12 for full speed OR half speed and a single 90-degree turn OR a 180-degree pivot
- DC 18 for full speed and a single 90-degree turn OR half speed and two 90-degree turns.

- DC 24 for double speed OR one and a half speed and a single 90-degree turn OR full speed and two 90-degree turns.

Failure on any limits the ship to half speed OR a single 90-degree pivot, whichever is most similar to what you were attempting to do.

If you exceed the DC of your check by 6 or more, you can take another *Cockpit* action as a bonus action.

Until your next turn, no Piloting checks for this vessel can be made.

Fire Main Gun: 1 action, make one Ship Weapon Attack. Range 150/600 ft. in the front cone, one target. 20 (4d6+6) force damage and 20 (4d6+6) fire damage.

Until your next turn, this weapon cannot attack.

Evasive Maneuvers: 1 action, +2 to ship AC until your next turn. Does not stack.

Distance to *Right Gun Blister*: 30 feet
Distance to *Left Gun Blister*: 30 feet

Left Gun Blister

Maximum Crew: 1, three-quarters cover

Fire Blister Guns: 1 action, make five Ship Weapon Attacks, minus 1 per target above 1. Range 120/480 ft. in the front, left, or bottom cones. 3 (1d6) force damage and 3 (1d6) fire damage.

Until your next turn, this weapon cannot attack.

Distance to *Cockpit*: 50 feet
Distance to *Right Gun Blister*: 20 feet

Right Gun Blister

Maximum Crew: 1, three-quarters cover

Fire Blister Guns: 1 action, make five Ship Weapon Attacks, minus 1 per target above 1. Range 120/480 ft. in the front, right, or bottom cones. 3 (1d6) force damage and 3 (1d6) fire damage.

Until your next turn, this weapon cannot attack.

Distance to *Cockpit*: 50 feet
Distance to *Left Gun Blister*: 20 feet

NPC Crews

Light fighters often travel in groups, usually with full crews. Some are piloted by aces and others lack one of their gunners.

Scrambled

Rarely would a fighter be deployed without its full complement of crew, but if forced to scramble or limping back from previous action, they might.

Crew: *veteran pilot* (*green pilot* can be used to make it slightly less challenging), *gunner*

Armor Class: 13
Hit Points: 360 (120 per station)
Speed: flying 120 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 7 (2,900 XP)

On its turn, the *light fighter* takes a **move** action and one other action:

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+5 (+4 if *green*)
  - If less than the DC, move forward 60 feet or rotate 90 degrees.
  - Otherwise, complete maneuver.
  - And, if greater than the DC by 6 or more, take another action:
    - **Fire:** make one Ship Weapon Attack against a target in the *light fighter's* front cone, +5 to hit (+3 if *green*), range 150/600 ft., one target. *Hit:* 20 (4d6+6) force damage and 20 (4d6+6) fire damage.
    - **Evade:** The *light fighter's* AC is 15 until its next turn
- **Fire left blister:** make five Ship Weapon Attacks against targets in the *light fighter's* front, left, or bottom cones, minus 1 attack per target more than 1**,** +4 to hit, range

120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.

- **Fire right blister:** make five Ship Weapon Attacks against targets in the *light fighter's* front, right, or bottom cones, minus 1 attack per target more than 1**,** +4 to hit, range 120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.

Full

Most *light fighters* have a full crew of a *pilot*, two *gunners*, and a *technomancer* for emergency repairs.

Crew: *veteran pilot* (*green pilot* can be used to make it slightly less challenging), two *gunners*, *technomancer*

Armor Class: 13
Hit Points: 360 (120 per station)
Speed: flying 120 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 9 (5,000 XP)

On its turn, the *light fighter* can take each of the following actions:

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+5 (+4 if *green*)
  - If less than the DC, move forward 60 feet or rotate 90 degrees.
  - Otherwise, complete maneuver.
  - And, if greater than the DC by 6 or more, take another action:
    - **Fire:** make one Ship Weapon Attack against a target in the *light fighter's* front cone, +5 to hit (+3 if *green*), range 150/600 ft., one target. *Hit:* 20 (4d6+6) force damage and 20 (4d6+6) fire damage.
    - **Evade:** The *light fighter's* AC is 15 until its next turn
- **Fire left blister:** make five Ship Weapon Attacks against targets in the *light fighter's* front, left, or bottom cones, minus 1 attack per target more than 1**,** +4 to hit, range 120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.
- **Fire right blister:** make five Ship Weapon Attacks against targets in the *light fighter's* front, right, or bottom cones, minus 1 attack per target more than 1**,** +4 to hit, range 120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.
- **Repair Damage:** Recover 9 (1d12+3) hit points. Usable twice per day.

Ace

And sometimes the *light fighter* has an *ace* at the helm.

Crew: *ace pilot*, two *gunners*, *technomancer*

Armor Class: 13
Hit Points: 360 (120 per station)
Speed: flying 120 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 10 (5,900 XP)

On its turn, the *light fighter* can take each of the following actions:

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+7
  - If less than the DC, move forward 60 feet or rotate 90 degrees.
  - Otherwise, complete maneuver.
  - And, if greater than the DC by 6 or more, take another action:
    - **Fire:** make one Ship Weapon Attack against a target in the *light fighter's* front cone, +7 to hit, range 150/600 ft., one target. *Hit:* 20 (4d6+6) force damage and 20 (4d6+6) fire damage.
    - **Evade:** The *light fighter's* AC is 15 until its next turn
- **Fire left blister:** make five Ship Weapon Attacks against targets in the *light fighter's* front, left, or bottom cones, minus 1 attack per target more than 1**,** +4 to hit, range

120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.

- **Fire right blister:** make five Ship Weapon Attacks against targets in the *light fighter's* front, right, or bottom cones, minus 1 attack per target more than 1**,** +4 to hit, range 120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.
- **Repair Damage:** Recover 9 (1d12+3) hit points. Usable twice per day.

ESTREI HEAVY FIGHTER

Armor Class: 10
Hit Points: 600 (100 per station)
Speed: flying 80 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Crew Capacity: 8 (plus deployment bay)

Stations

Cockpit

Maximum Crew: 1, three-quarters cover

Pilot: 1 action, make a Wisdom (Piloting) or Dexterity (Piloting) check to move the ship at:

- DC 6 for half speed OR a 90-degree pivot
- DC 12 for full speed OR half speed and a single 90-degree turn OR a 180-degree pivot
- DC 18 for full speed and a single 90-degree turn OR half speed and two 90-degree turns.
- DC 24 for one and a half speed and a single 90-degree turn OR full speed and two 90-degree turns.

Failure on either limits the ship to half speed OR a single 90-degree pivot, whichever is most similar to what you were attempting to do.

If you exceed the DC of your check by 6 or more, you can take another *Cockpit* action as a bonus action.

Until your next turn, no Piloting checks for this vessel can be made.

Fire Main Gun: 1 action, make one Ship Weapon Attack. Range 150/600 ft. in the front cone, one target. 20 (4d6+6) force damage and 20 (4d6+6) fire damage.

Until your next turn, this weapon cannot attack.

Deploy: 1 action, you open the deployment bay, dropping the crew there to the ground below the ship. They take applicable falling damage.

Distance to *Right Gun Blister*: 30 feet
Distance to *Left Gun Blister*: 30 feet
Distance to *Top Gun Blister*: 60 feet
Distance to *Bottom Gun Blister*: 40 feet

Left Gun Blister

Maximum Crew: 1, three-quarters cover

Fire Blister Guns: 1 action, make five Ship Weapon Attacks, minus 1 per target above 1. Range 120/480 ft. in the front, left, or bottom cones. 3 (1d6) force damage and 3 (1d6) fire damage.

Until your next turn, this weapon cannot attack.

Distance to *Cockpit*: 50 feet
Distance to *Right Gun Blister*: 20 feet
Distance to *Top Gun Blister*: 50 feet
Distance to *Bottom Gun Blister*: 30 feet

Right Gun Blister

Maximum Crew: 1, three-quarters cover

Fire Blister Guns: 1 action, make five Ship Weapon Attacks, minus 1 per target above 1. Range 120/480 ft. in the front, right, or bottom cones. 3 (1d6) force damage and 3 (1d6) fire damage.

Until your next turn, this weapon cannot attack.

Distance to *Cockpit*: 50 feet
Distance to *Left Gun Blister*: 20 feet
Distance to *Top Gun Blister*: 50 feet
Distance to *Bottom Gun Blister*: 30 feet

Top Gun Blister
Maximum Crew: 1, three-quarters cover

Fire Blister Guns: 1 action, make five Ship Weapon Attacks, minus 1 per target above 1. Range 120/480 ft. in the top, right, left, or rear cones. 3 (1d6) force damage and 3 (1d6) fire damage.

Until your next turn, this weapon cannot attack.

Distance to *Cockpit*: 60 feet
Distance to *Left Gun Blister*: 30 feet
Distance to *Right Gun Blister*: 30 feet
Distance to *Bottom Gun Blister*: 20 feet

Bottom Gun Blister
Maximum Crew: 1, three-quarters cover

Fire Blister Guns: 1 action, make five Ship Weapon Attacks, minus 1 per target above 1. Range 120/480 ft. in the bottom, right, left, or rear cones. 3 (1d6) force damage and 3 (1d6) fire damage.

Until your next turn, this weapon cannot attack.

Deploy: 1 action, you open the deployment bay, dropping the crew there to the ground below the ship. They take applicable falling damage.

Distance to *Cockpit*: 60 feet
Distance to *Left Gun Blister*: 40 feet
Distance to *Right Gun Blister*: 40 feet
Distance to *Top Gun Blister*: 20 feet

Deployment Bay
Maximum Crew: 8 medium or 12 small, half cover

This partially open bay under the ship is for rapid deployment of constructs. Organic crew would find it uncomfortable even for short journeys, especially in maximum numbers. This station cannot be accessed from inside the ship and has no actions.

If this station is violently destroyed, the crew within automatically fail their Dexterity saving throw against destruction damage and are immediately deployed, taking applicable falling damage.

NPC Crews
Heavy fighters are highly specialized craft able to defend themselves while delivering small numbers of troops. The Estrei fleet has few *heavy fighters* and they only ever deploy with complete crews, though various deployable payloads are possible.

Complete
A fully crewed *heavy fighter* has formidable firepower on all sides defending its payload and great damage output and healing.

Crew: *veteran pilot* (*ace pilots* are rare but can be used to make it slightly more challenging), four *gunners*, two *technomancers*

Armor Class: 10
Hit Points: 600 (100 per station)
Speed: flying 80 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 12 (2,900 XP)

On its turn, the *heavy fighter* can take each of the following actions or a **deploy** action instead of **move**:

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+5 (+7 if *ace*)
  - If less than the DC, move forward 40 feet or rotate 90 degrees.
  - Otherwise, complete maneuver.
  - And, if greater than the DC by 6 or more, take another action:
    - **Fire:** make one Ship Weapon Attack against a target in the *heavy fighter*'s front cone, +5 to hit (+7 if *ace*), range 150/600 ft., one target. *Hit:* 20 (4d6+6) force damage and 20 (4d6+6) fire damage.
    - **Deploy:** drop the deployment bay crew to the ground below the ship. They take applicable falling damage.

- **Fire left blister:** make five Ship Weapon Attacks against targets in the *heavy fighter's* front, left, or bottom cones, minus 1 attack per target more than 1**,** +4 to hit, range 120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.
- **Fire right blister:** make five Ship Weapon Attacks against targets in the *heavy fighter's* front, right, or bottom cones, minus 1 attack per target more than 1**,** +4 to hit, range 120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.
- **Fire top blister:** make five Ship Weapon Attacks against targets in the *heavy fighter's* top, right, left, or rear cones, minus 1 attack per target more than 1**,** +4 to hit, range 120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.
- **Fire bottom blister:** make five Ship Weapon Attacks against targets in the *heavy fighter's* bottom, right, left, or rear cones, minus 1 attack per target more than 1**,** +4 to hit, range 120/480 ft., one target each. *Hit:* 3 (1d6) force damage and 3 (1d6) fire damage.
- **Repair Damage:** Recover 9 (1d12+3) hit points. Usable four times per day.

Suggested Deployment Groups

Heavy fighters are often employed in theaters where part of their role is ground troop delivery. With capacity for 8 medium constructs or 12 small constructs, there are many possible cargos, a few are listed below:

- 12 *scuttlers*
- 12 *hornets*
- 1 *captain*, 1 *scout*, 4 *light infantry*, 2 *heavy infantry*
- 3 *infiltrators*, 6 *light infantry*

SERADAL'S SHIP

Armor Class: 13
Hit Points: 480 (120 per station)
Speed: flying 120 feet (hover)
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Crew Capacity: 6

Stations

Cockpit

Maximum Crew: 2, three-quarters cover

Pilot: 1 action, make a Wisdom (Piloting) or Dexterity (Piloting) check to move the ship at:

- DC 6 for half speed OR a 90-degree pivot
- DC 12 for full speed OR half speed and a single 90-degree turn OR a 180-degree pivot
- DC 18 for full speed and a single 90-degree turn OR half speed and two 90-degree turns.
- DC 24 for double speed OR one and a half speed and a single 90-degree turn OR full speed and two 90-degree turns.

Failure on any limits the ship to half speed OR a single 90-degree pivot, whichever is most similar to what you were attempting to do.

If you exceed the DC of your check by 6 or more, you can take another *Cockpit* action as a bonus action.

Until your next turn, no Piloting checks for this vessel can be made.

Fire Main Gun: 1 action, make two Ship Weapon Attacks. Range 200/800 ft. in the front cone, one target. 20 (4d6+6) force damage and 20 (4d6+6) fire damage.

Until your next turn, this action makes only one attack.

Evasive Maneuvers: 1 action, +2 to ship AC until your next turn. Does not stack.

Distance to *Rear Gun Blister*: 40 feet
Distance to *Reality Drive*: 40 feet

Rear Gun Blister

Maximum Crew: 1, three-quarters cover

Fire Blister Guns: 1 action, make five Ship Weapon Attacks, minus 1 per target above 1. Range 120/480 ft. in the rear, right, left, or top cones. 4 (1d6+1) force damage and 4 (1d6+1) fire damage.

Until your next turn, this weapon cannot attack.

Distance to *Cockpit*: 30 feet
Distance to *Reality Drive*: 20 feet

Reality Drive
Maximum Crew: 2, full cover

At initiative 0, the reality drive reduces its instability by 1 level.

At initiative 20, the reality drive has a 10% chance per level of instability of casting *dimensional drift* on its own ship.

Dimensional Drift: 1 action, cast *dimensional drift* on a ship or creature within 200 feet no greater than 40 feet in its longest dimension and no less than 10 feet in its shortest dimension. Increase the reality drive's instability by 2 levels.

Distance to *Cockpit*: 60 feet
Distance to *Rear Gun Blister*: 40 feet

DRAGON BOAT

The *dragon boat* resembles a traditional long ship from the early days of sea faring peoples but imbued with magical flight and the ability for its dragon figure head to breath fire. Its magical flight still relies heavily on the wind or, if the wind cannot be counted on, magical oars to reach significant speeds.

Armor Class: 8
Hit Points: 650 (50 per station)
Speed: flying 20 ft. *see Sails and Oars for speed (hover)
Damage Resistances: Cold, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Crew Capacity: 32

Stations

Helm
Maximum Crew: 1, three-quarters cover

Pilot: 1 action, make a Wisdom (Piloting) or Dexterity (Piloting) check to move the ship at:

- DC 6 for half speed OR a 90-degree pivot
- DC 12 for full speed OR half speed and a single 90-degree turn OR a 180-degree pivot
- DC 15 for full speed and ramming a ship or object for 1d12 damage per 10 feet of speed.
- DC 18 for full speed and a single 90-degree turn OR half speed and two 90-degree turns.

Failure on any limits the ship to half speed OR a single 90-degree pivot, whichever is most similar to what you were attempting to do.

If you exceed the DC of your check by 6 or more, you can take an **evasive maneuvers** action as a bonus action.

Until your next turn, no Pilot actions can be made for this vessel.

Evasive Maneuvers: 1 action, +1 to ship AC until your next turn. Does not stack.

Distance to *Bow Ballista*: 40 feet
Distance to *Sail*: 50 feet
Distance to *Oars*: 20-40 feet
Distance to *Deck*: 10-30 feet
Distance to *Dragon's Belly*: 50 feet

Bow Ballista
Maximum Crew: 4, half cover

Fire: 1 action, make a Ship Weapon Attack. Range 120/480 ft. in the front cone. 26 (4d12) piercing damage. If a tethered bolt deals 20 or more damage, you may take a bonus action to cause the target to become tethered. The tether's length is 10 feet longer than the target's current distance from the *dragon boat*.

A tethered target that is large or smaller cannot move beyond the distance of the tether's length. When the *dragon boat* moves, the target is moved with it.

A tethered target huge or larger moving beyond this distance moves at half speed, moving the *dragon boat* with it. Conversely, the *dragon boat* moves at half speed when moving beyond the distance, dragging the tethered target with it.

The *dragon boat* can only have a single target tethered at any time.

Until your next turn, this weapon attacks at disadvantage.

Draw: 1 action, prepare the ballista to admit a bolt.

Load: 1 action, load a bolt into the ballista ready to fire (choose tethered or untethered). This can be done as a bonus action with Cunning Action.

Reel: 1 action or bonus action, make a DC 14 strength check to shorten the length of the tether by 5 feet.

Distance to *Helm*: 40 feet
Distance to *Sail*: 50 feet
Distance to *Oars*: 40-60 feet
Distance to *Deck*: 10-30 feet
Distance to *Dragon's Belly*: 70 feet

Sail
Maximum Crew: 2, no cover

Loose: 1 action, set the sails to fully open or one fourth more open.

Take in: 1 action, gather up the sails one fourth of the way.

The *dragon boat* gains speed equal to half of the proportion of the wind speed in its direction of flight when the sails are fully open. When partially open, this speed is again multiplied by the proportion which the sails are open. This effect slows the ship when the wind is counter to the *dragon boat's* movement.

Distance to *Bow Ballista*: 30 feet
Distance to *Helm*: 30 feet
Distance to *Oars*: 40-60 feet
Distance to *Deck*: 20-30 feet
Distance to *Dragon's Belly*: 70 feet

Oars x6
Maximum Crew: 2 per *Oar* station, three-quarters cover

Row: 1 action, increase the speed of the *dragon boat* by 5 feet until your next turn.

Distance to *Bow Ballista*: 50-70 feet
Distance to *Sail*: 50-70 feet
Distance to *Helm*: 30-50 feet
Distance to *Deck*: 20-60 feet
Distance to *Dragon's Belly*: 10-30 feet

Deck x3
Maximum Crew: 4 per *Deck* station, half cover

Crew on the deck can make ranged attacks and cast spells freely.

Board: 1 action, make a Dexterity (Acrobatics) check to swing onto a nearby ship. The DC is 8 + 1 for each 5 feet to the other ship.

Distance to *Bow Ballista*: 10-30 feet
Distance to *Helm*: 10-30 feet
Distance to *Sail*: 20-30 feet
Distance to *Oars*: 10-50 feet
Distance to *Dragon's Belly*: 40-60 feet

Dragon's Belly
Maximum Crew: 1, full cover

Dragon Fire: 1 action, you expend one of your spell slots to cause the dragon at the bow to breath fire filling the *dragon boat's* front cone. All creatures in the cone make a Dexterity saving throw against your spell save DC, taking half damage on a successful save. Objects and ships make no save. The range and damage of the cone depends on the level of the spell slot used:

- 1st: 15 ft., 4d10 fire damage
- 2nd: 30 ft., 6d10 fire damage
- 3rd: 45 ft., 8d10 fire damage
- 4th: 60 ft., 10d10 fire damage
- 5th: 75 ft., 12d10 fire damage

- 6th: 90 ft., 13d10 fire damage
- 7th: 100 ft., 14d10 fire damage
- 8th: 110 ft., 15d10 fire damage
- 9th: 120 ft., 16d10 fire damage

Distance to *Bow Ballista*: 80 feet
Distance to *Sail*: 80 feet
Distance to *Helm*: 60 feet
Distance to *Deck*: 50-70 feet
Distance to *Oars*: 10-30 feet

NPC Crews

There are many roles these ships might fill in your particular world. Are there fleets of them used by the advanced militaries of the world? Are they limited to carrying important royalty? Is there just one of them in the world flown by a legendary pirate? Whatever the case, below are two possible crews. The first is a small, skilled crew good for a band of rogues managing the ship, while the second is a full crew that might be found on a military vessel of this kind. Either of these might be used to provide a diversion or back a direct attack to get the party into the mother ship.

Prize Crew

This crew can use the dragon fire, fire the ballista, and maneuver the ship, but is not fit to engage any large ship or take one like a ship with a full crew might.

Crew: *mage*, 8 *thugs*, 4 *sailors*, 1 *helmsman*, 1 *siege engineer*

Armor Class: 8
Hit Points: 650 (50 per station)
Speed: flying 20 ft. *see Crew Shift for speed (hover)
Damage Resistances: Cold, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 7 (2,900 XP)

On its turn, the dragon boat takes a **move** action, a **fire ballista** action, a **crew shift** action, and sometimes a **fire breath** action:

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+4
  - If less than the DC, move forward half speed or rotate 90 degrees.
  - Otherwise, complete maneuver.
  - And, if greater than the DC by 6 or more, the *dragon boat's* AC is 9 until its next turn.
- **Fire ballista:** make a Ship Weapon Attack against target in the *dragon boat's* front cone**,** +4 to hit, range 120/480 ft., one target. *Hit:* 26 (4d12) piercing damage. The target may become tethered.
  - **Reel:** instead of firing the ballista, a tethered target can be reeled in by (1d4-1)x5 feet.
- **Crew Shift:** optimize crew positioning. If the wind is not right for sails, two *sailors* take the sails in over two turns and *thugs* take to the oars, setting flying speed to 60 ft (if fewer than three oar stations have been destroyed). If the wind is usable, the *sailors* set the sails (if the sails have not been destroyed) and the *thugs* move to the deck where they can make *Heavy Crossbow* attacks. This may also involve the *mage* moving on deck from the dragon's belly over 2 turns.
- **Fire Breath:** the *mage* expends a remaining spell slot to create the cone of fire, the slot chosen depending on range and desired damage (14 uses at various power levels).

Packed

This full crew is made up of individuals who are repeatable across multiple ships in a national military, with sufficient training. It includes full use of the ship's weapons, deck personnel with ranged weapons, boarders, and limited use of the fire breath.

Crew: 1 *priest*, 1 *helmsman*, 1 *siege engineer*, 12 *commoners*, 6 *sailors*, 12 *marines*

Armor Class: 8
Hit Points: 650 (50 per station)
Speed: flying 80 ft. *plus additional speed from wind if appropriate (hover)
Damage Resistances: Cold, Lightning,

Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 10 (5,900 XP)

On its turn, the dragon boat takes a **move** action, a **fire ballista** action, a **deck crew** action, and sometimes a **fire breath** action:

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+4
  - If less than the DC, move forward half speed or rotate 90 degrees.
  - Otherwise, complete maneuver.
  - And, if greater than the DC by 6 or more, **the** *dragon boat's* AC is 9 until its next turn.
- **Fire ballista:** make a Ship Weapon Attack against target in the *dragon boat's* front cone**,** +4 to hit, range 120/480 ft., one target. *Hit:* 26 (4d12) piercing damage. The target may become tethered.
  - **Reel:** instead of firing the ballista, a tethered target can be reeled in by (1d4-1) * 5 feet.
- **Deck Crew:** four *sailors* adjust the sails for optimal speed. The 12 *marines* on the deck make *heavy crossbow* attacks. Alternatively, they can take *Board* actions to board an adjacent ship.
- **Fire Breath:** the *priest* expends a remaining spell slot to create the cone of fire, the slot chosen depending on range and desired damage (9 uses at various power levels).

SPARROW FIGHTER

Sparrow fighters are more dedicated sky combat vessels than the *dragon boat* and will very likely find no place in your world. However, in a world where flying vessels like *dragon boats* and more civilian flyers are common, this type of craft would surely emerge for warfare, civilian escorts, and sky pirates.

Armor Class: 15
Hit Points: 160 (80 per station)
Speed: flying 150 ft.
Damage Resistances: Cold, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Crew Capacity: 2

Stations

Pilot Seat

Maximum Crew: 1, three-quarters cover

Pilot: 1 action, make a Wisdom (Piloting) or Dexterity (Piloting) check to move the ship at:

- DC 6 for half speed.
- DC 12 for full speed OR half speed on the diagonal and a 90-degree change in heading.
- DC 15 for full speed on the diagonal and a 90-degree change in heading.
- DC 18 for a 180-degree half circle turn with radius half speed.

Failure on this check limits the ship to either half speed straight forward or on the diagonal with a 90-degree change in heading if a bonus action was used the turn before to prepare to make a turn (*Call Turn).*

If you exceed the DC of your check by 6 or more, you can take an *Evasive Maneuvers* action as a bonus action.

Until your next turn, no Pilot actions can be made for this vessel.

Fire Front Guns: 1 action, make two Ship Weapon attacks. Range 120/480 ft. in the front cone, one target each. 19 (3d12) piercing damage. Creatures within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.

Until your next turn, this weapon can make only a single attack as a reaction.

Evasive Maneuvers: 1 action, +3 to ship AC until your next turn. Does not stack.

Call Turn: 1 bonus action, prepare to make a turn on the next turn, gaining advantage on piloting checks that call for a turn or allowing a turn even on a failure.

Invert: 1 bonus action, pitch the sparrow fighter to allow the tail gun to target the bottom cone at the expense of one of the other non-rear cones.

Responsive Fire: 1 reaction, make one Ship Weapon attack against a target that enters the Sparrows front cone. Range 120/480 ft. 19 (3d12) piercing damage. Creatures within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.

Distance to *Tail Gun*: 10 feet.

Tail Gun

Maximum Crew: 1, three-quarters cover

Fire Tail Gun: 1 action, make three Ship Weapon attacks. Range 120/480 ft. in the top, left, right, or rear cone (unless inverted). 13 (2d12) piercing damage. Creatures within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.

Until your next turn, this weapon can make only a single attack as a reaction.

Responsive Fire: 1 reaction, make one Ship Weapon attack against a target that enters the *sparrow's* top, left, right, or rear cone (unless inverted). Range 120/480 ft. 13 (2d12) piercing damage. Creatures within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.

Distance to *Pilot Seat*: 10 feet.

NPC Crews

If these craft appear in your world, they may be high-end military craft used in attack or counterattack, private protection on a merchant vessel, or a lone adventurer's vessel. Any of these roles should be satisfiable with the two crew variants below.

Lone Pilot

Though it significantly reduces the power of the vessel, someone trying to make fast time or complete a risky mission with minimal loss might pilot a *sparrow fighter* without a gunner. It might make sense to modify an existing NPC like a *mage* or a *knight* to add Piloting proficiency to make this lone pilot more suited to the NPC you intend to present.

Crew: *sparrow pilot*

Armor Class: 15
Hit Points: 160 (80 per station)
Speed: flying 150 ft.
Damage Resistances: Cold, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 7 (2,900 XP)

On its turn, the *sparrow fighter* takes a **move** action and a bonus action. It has a reaction.

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+6
  - If less than the DC, move forward half speed or diagonally with a 90-degree turn if **call turn** was used last turn.
  - Otherwise, complete maneuver.
  - And, if greater than the DC by 6 or more, do one of the following as a bonus action
    - **Evade:** the *sparrow fighter's* AC is 18 until its next turn.
    - **Attack:** make two Ship Weapon attacks, +6 to hit, range 120/480 ft. in the *sparrow fighter's* front cone, one target each. *Hit:* 19 (3d12) piercing damage. Creatures within 10 feet of the

target must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.

- Otherwise, **Call Turn** to gain advantage on its piloting check next turn and be able to turn on a failure next turn.

- **Reaction:** make a Ship Weapon attack against a target that enters the Sparrow's front cone. Range 120/480 ft. in the front cone, one target. *Hit:* 19 (3d12) piercing damage. Creatures within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.

With Gunner

With both stations filled, this formidable fighter can put significant fire on a target it is passing with the tail gunner, even when the pilot is making maneuvers too difficult to fire herself.

Crew: *sparrow pilot, siege engineer*

Armor Class: 15
Hit Points: 160 (80 per station)
Speed: flying 150 ft.
Damage Resistances: Cold, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 7 (2,900 XP)

On its turn, the *sparrow fighter* takes a **move** action, a pilot bonus action, and a **tail gun attack**. It has two reactions it can use once each.

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+6
  - If less than the DC, move forward half speed or rotate 90 degrees.
  - Otherwise, complete maneuver.
  - And, if greater than the DC by 6 or more, do one of the following as a bonus action
    - **Evade:** the *sparrow fighter's* AC is 18 until its next turn.
    - **Attack:** make two Ship Weapon attacks, +6 to hit, range 120/480 ft. in the *sparrow fighter's* front cone, one target each. *Hit:* 19 (3d12) piercing damage. Creatures within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.
  - Otherwise, **Call Turn** to be able to turn on a failure next turn or **Invert** to change the tail gun attack's cones.

- **Tail Gun Attack:** make three Ship Weapon attacks, +4 to hit, range 120/480 ft. in the *sparrow fighter's* top, left, right, or rear cone (unless inverted). Hit: 13 (2d12) piercing damage. Creatures within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.
- **Reaction:** make a Ship Weapon attack against a target that enters the *sparrow fighter's* front cone, +6 to hit, range 120/480 ft., one target. *Hit:* 19 (3d12) piercing damage. Creatures within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.
- **Reaction:** make a Ship Weapon attack against a target that enters the *sparrow fighter's* top, left, right, or rear cone (unless inverted), +4 to hit, range 120/480 ft., one target. *Hit:* 13 (2d12) piercing damage. Creatures within 10 feet of the target must succeed on a DC 14 Dexterity saving throw

or take 1d4 piercing damage. When targeting a ship, the station targeted is rolled randomly unless specified. Creatures with cover have advantage on this saving throw.

MANTA SHIP

If you've decided that ships like *dragon boats* and *sparrow fighters* are common or are going to become common in your world, you may also want to include more unique ships for the various cultures of your world or to be used by the power, rich, and eccentric in it.

The *manta ship* is an example of an organic themed ship that might be a vessel designed by an aquatic race. Alternatively, it could be a relic obtained by the party to aide in their mission against the Estrei, or perhaps the flag ship in a humanoid fleet consisting mostly of *dragon boats* and *sparrow fighters*.

It is a somewhat organic ship and while object healing like *repair damage* is fully effective, healing spells also work to repair the ship.

Armor Class: 12
Hit Points: 500 (100 per station)
Speed: fly 120 ft. (hover), swim 80 ft.
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Crew Capacity: 12

Stations

Bridge

Maximum Crew: 3, three-quarters cover

Pilot: 1 action, make a Wisdom (Piloting) or Dexterity (Piloting) check to move the ship at:

- DC 6 for half speed OR a 90-degree pivot.
- DC 12 for full speed OR half speed and a 90-degree turn OR a 180-degree pivot
- DC 18 for full speed and a 90-degree turn OR half speed and two 90-degree turns.
- DC 24 for double speed OR one and a half speed and a 90-degree turn OR full speed and two 90-degree turns.

Failure on any limits the ship to half speed OR a 90-degree pivot, whichever is most similar to what you were attempting to do.

If you exceed the DC of your check by 6 or more, you can take another *Bridge* action as a bonus action.

Until your next turn, no Pilot actions can be made for this vessel.

Evasive Maneuvers: 1 action, +1 to ship AC until your next turn. Does not stack.

Capture: 1 action, hold an action to activate the *Hangar's* suction to capture a ship in the *Hanger* if the *manta ship* passes within 40 feet of another ship before your next turn. A creature on that ship with a **pilot** action available to it can make a DC 16 Wisdom (Piloting) or Dexterity (Piloting) check to avoid capture. A captured ship can attack the *manta ship* but must make a 180-degree turn before it can move back out of the *Hangar.*

The *Hangar* can only contain one ship of up to 5 maximum crew, two ships with 2 or less maximum crew each, or three ships with 1 maximum crew each.

Sting: 1 action, make a Ship Weapon attack. Reach 60 feet from the rear of the ship, including the area above, below, left, right, and behind, but nowhere in front. 34 (4d12+8) lightning damage and 34 (4d12+8) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be Paralyzed until the end of its next turn. If it is a ship, a random station is disabled until your next turn.

If the **sting** hits, the Manta Ship takes 4d10 damage specifically to the *Tail* station. **Sting** cannot be used if the *Tail* station is disabled or destroyed.

Distance to *Left Gun*: 30 feet.
Distance to *Right Gun*: 30 feet

Distance to *Hangar:* 20 feet
Distance to *Tail:* 50 feet

Left Gun
Maximum Crew: 2, three-quarters cover

Fire Gun: 1 action, make one Ship Weapon attack. Range 120/480 ft. in the top, bottom, left, or front cones. 27 (6d6+6) lightning damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be Paralyzed until the end of its next turn. If it is a ship, a random station makes actions at disadvantage until your next turn (if this disadvantage is stacked twice on the same station, it is disabled).

Until your next turn, this weapon makes attacks at disadvantage.

Static Marker: 1 action, choose a target within 600 feet and mark them with an electrical charge, granting advantage on *manta ship Left Gun* and *Right Gun* attacks against it until the end of your next turn.

Distance to *Bridge*: 30 feet.
Distance to *Right Gun*: 60 feet
Distance to *Hangar:* 40 feet
Distance to *Tail:* 80 feet

Right Gun
Maximum Crew: 2, three-quarters cover

Fire Gun: 1 action, make one Ship Weapon attack. Range 120/480 ft. in the top, bottom, right, or front cones. 27 (6d6+6) lightning damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be Paralyzed until the end of its next turn. If it is a ship, a random station makes actions at disadvantage until your next turn (if this disadvantage is stacked twice on the same station, it is disabled).

Until your next turn, this weapon makes attacks at disadvantage.

Static Marker: 1 action, choose a target within 600 feet and mark them with an electrical charge, granting advantage on *manta ship Left Gun* and *Right Gun* attacks against it until the end of your next turn.

Distance to *Bridge*: 30 feet.
Distance to *Left Gun*: 60 feet
Distance to *Hangar:* 40 feet
Distance to *Tail:* 80 feet

Hangar
Maximum Crew: 4, half cover

Pulse: 1 action, all ships in the *Hangar* have all of their stations disabled until your next turn. All constructs in the *Hangar* must succeed on a DC 12 Constitution saving throw or be Paralyzed until the end of their next turn.

Seal/Unseal: 1 action, if the *Hangar* is open, the door closes, providing the crew there with full cover and preventing ships from departing.

If the *Hangar* is closed, the door opens, reducing the crew to half cover and allowing ships to depart at will.

The *Hangar* can only contain one ship of up to 5 maximum crew, two ships with 2 or less maximum crew each, or three ships with 1 maximum crew each.

Tail
Maximum Crew: 2, full cover

Boost: 1 action, the *manta ship* gains 30 flying speed if airborne or 40 swimming speed if in water until your next turn.

Repair: 1 action, make a DC 12 Intelligence (Medicine) check to heal the *Tail* station 1d10 hit points. If you have proficiency with mechanic's tools, heal it 1d12 hit points.

NPC Crews

This is an unusual ship. If it appears in your world, it is most likely with a full crew capable of using it to the fullest, or else under the control of the party.

Typical
This crew is capable of piloting the ship, firing both guns, and using the sting somewhat consistently. If a Sparrow Fighter is in the hangar, then it's crew should be present in addition to those listed.

Crew: 1 *helmsman,* 3 *siege engineers,* and 4 *sailors.*

Armor Class: 12
Hit Points: 500 (100 per station)
Speed: fly 120 ft. (hover), swim 80 ft.
Damage Resistances: Cold, Fire, Lightning, Radiant, Thunder
Damage Immunities: Necrotic, Poison, Psychic
Condition Immunities: Charmed, Grappled, Incapacitated, Paralyzed, Poisoned, Prone, Stunned
Challenge: 12 (2,900 XP)

On its turn, the *manta ship* takes a **move** action, two **gun attack** actions, a **bridge attack** action, a **repair** action, and sometimes a **hangar** action.

- **Move:** Choose a maneuver and match its difficulty, roll 1d20+4
  - If less than the DC, move forward half speed or rotate 90 degrees.
  - Otherwise, complete maneuver.
  - And, if greater than the DC by 6 or more, evade as a bonus action.
    - **Evade:** the *manta ship's* AC is 13 until its next turn.
- **Left Gun Attack:** make a Ship Weapon attack at advantage, +4 to hit, range 120/480 ft. in the top, bottom, right, or front cone. *Hit:* 27 (6d6+6) lightning damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be Paralyzed until the end of its next turn. If it is a ship, a random station makes actions at disadvantage until your next turn (if this disadvantage is stacked twice on the same station, it is disabled).
- **Right Gun Attack:** make a Ship Weapon attack at advantage, +4 to hit, range 120/480 ft. in the top, bottom, right, or front cone. *Hit:* 27 (6d6+6) lightning damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be Paralyzed until the end of its next turn. If it is a ship, a random station makes actions at disadvantage until your next turn (if this disadvantage is stacked twice on the same station, it is disabled).
- **Bridge Attack:** choose either to make a **sting** attack or **capture**:
  - **Sting**: make a Ship Weapon attack, +4 to hit, reach 60 feet from the rear of the ship, including the area above, below, left, right, and behind, but nowhere in front. 34 (4d12+8) lightning damage and 34 (4d12+8) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be Paralyzed until the end of its next turn. If it is a ship, a random station is disabled until your next turn.
    - If the **sting** hits, the *manta ship* takes 4d10 damage specifically to the *Tail* station. **Sting** cannot be used if the *Tail* station is disabled or destroyed.
  - **Capture:** if the *manta ship* passes within 40 feet of another ship next turn, capture it. A creature on that ship with a pilot action available to it can make a DC 16 Wisdom (Piloting) or Dexterity (Piloting) check to avoid capture. A captured ship can attack the *manta ship* but must make a 180-degree turn before it can move back out of the *Hangar*.
    - The *Hangar* can only contain one ship of up to 5 maximum crew, two ships with 2 or less maximum crew each, or three ships with 1 maximum crew each.
- **Repair:** Restore 1d10 hit points to the tail station.
- **Hangar: open/close** the *Hangar* or **pulse**.
  - **Open/Close:** Either trap a ship inside or prepare to launch a ship.
  - **Pulse:** all ships in the *Hangar* have all of their stations disabled until your next turn. All constructs in the hangar must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of their next turn.

SPELLS

The spells in this section are designed to evoke themes of time and space suited to the content of this module. Estrei use them and so might your PCs if you allow it.

BARD SPELLS

Cantrips (0 Level)
Time Stutter

1st Level
Repair Damage
Repairing Word
Spatial Ripple
Star Shape

2nd Level
Falling Sky
Noncausal Distress Call

4th Level
Kinetic Motes
Assemble Constructs

5th Level
Agglomerate
Mass Repair

CLERIC SPELLS

Cantrips (0 Level)
Glimpse of Eternity

1st Level
Repair Damage
Repairing Word

2nd Level
Prayer of Repair
Noncausal Distress Call

5th Level
Agglomerate

6th Level
Dimensional Drift

DRUID SPELLS

Cantrips (0 Level)
Astral Spray

1st Level
Star Shape

2nd Level
Falling Sky

3rd Level
Enhance Gravity
Star Fall

9th Level
Black Hole

PALADIN SPELLS

1st Level
Repair Damage
Repairing Word

2nd Level

5th Level
Mass Repair

RANGER SPELLS

1st Level
Star Shape

3rd Level
Enhance Gravity

SORCERER SPELLS

Cantrips (0 Level)
Astral Spray
Time Stutter

1st Level
Repair Damage
Repairing Word
Spatial Ripple
Star Shape

2nd Level
Falling Sky

3rd Level
Enhance Gravity

4th Level
Kinetic Motes

6th Level
Dimensional Drift

7th Level
Alternate Reality

8th Level
Time Well

9th Level
Black Hole

WARLOCK SPELLS

Cantrips (0 Level)
Glimpse of Eternity

1st Level
Star Shape

2nd Level
Falling Sky

6th Level
Dimensional Drift

9th Level
Black Hole

WIZARD SPELLS

Cantrips (0 Level)
Astral Spray
Time Stutter

1st Level
Repair Damage
Repairing Word
Spatial Ripple
Star Shape

2nd Level
Falling Sky
Noncausal Distress Call

3rd Level
Enhance Gravity

4th Level
Assemble Constructs

5th Level
Agglomerate
Mass Repair

6th Level
Dimensional Drift

7th Level
Alternate Reality

8th Level
Time Well

9th Level
Black Hole

SPELL DESCRIPTIONS

AGGLOMERATE

5th-level transmutation

Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (silver chain with charms)
Duration: Concentration, up to 1 hour

You draw together a construct servant from assorted materials in the area filling a 10-foot cube in total. The materials assemble themselves into a construct of challenge rating 5 or lower appropriate to the materials: a *flesh golem* if organic or a *juggernaut* if inorganic are obvious options. The construct falls to pieces when it drops to 0 hit points or when the spell ends.

The construct is friendly to you and your companions for the duration. Roll initiative for the construct, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the construct, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the construct doesn't disassemble. Instead, you lose control of the construct, it becomes hostile toward you and your companions, and it might attack. An uncontrolled construct can't be dismissed by

you, and it disappears 1 hour after you assembled it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

ALTERNATE REALITY

7th-level conjuration

Casting Time: 1 action
Range: Self
Components: V
Duration: Instantaneous

You reach across infinite realities, transitioning to a random version of yourself that made a different decision at a point specified by you. You describe the point of difference with as much precision as desired, whether "when we chose to go left or right at the third fork in this labyrinth" or "when we were looking for jobs at the tavern last week." Up to 10 willing creatures who were complicit in the decision can travel with you. The spell cannot affect the decisions made by those not included in the spell, but those included in the spell can decide to act when they previously did not (or vice versa) to change the outcome.

The GM has the ultimate say in how the outcome of this change plays out. The new reality is a random one, so the GM may determine what choice was made instead and how the intervening events leading to the current time went, relaying this information in story form. Alternatively, the GM may allow the travelers to replay the chosen decision and all the content going forward from the new decision. Variations between the two on the spectrum are also viable options.

ASSEMBLE CONSTRUCTS

4th-level transmutation

Casting Time: 1 minute
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 hour

You gather local components into constructs in unoccupied spaces that you can see within range. You choose one of the following options for what forms:

- One construct of challenge rating 2 or lower (*light infantry*)
- Two constructs of challenge rating 1 or lower (*animated armor*)
- Four constructs of challenge rating ½ or lower (*scuttler* or *hornet*)
- Eight constructs of challenge rating ¼ or lower (*flying sword*)

A construct created by this spell falls apart when it drops to 0 hit points or when the spell ends.

The created constructs are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

ASTRAL SPRAY

Evocation Cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

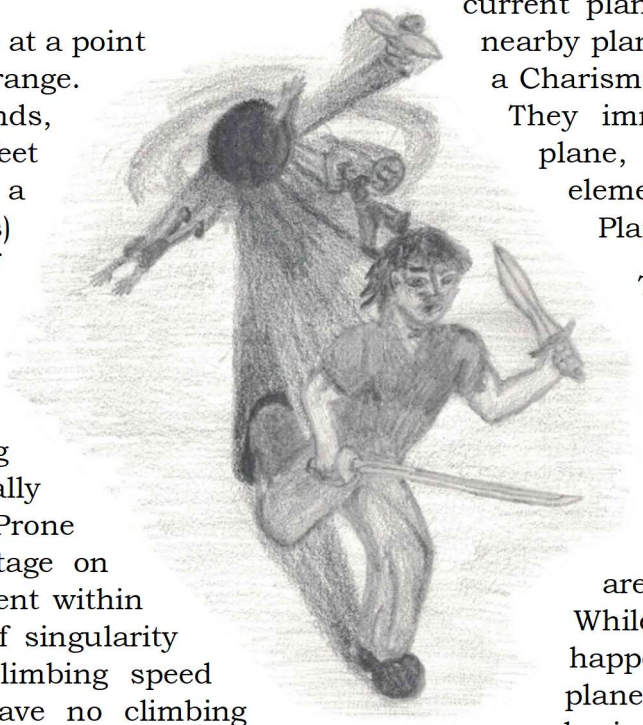
A star (point of light) forms on each of your three outstretched fingers. Each star shoots out and strikes a creature of your choice that you can see within range that does not have cover. A star deals 1 radiant damage to its target. You can direct the stars to strike one creature or several. Any effect that blocks magic missile also blocks this spell.

This spell's damage is increased by 1 per star when you reach 5th level (2), 11th level (3), and 17th level (4).

BLACK HOLE

9th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a black pearl worth at least 500 gp and a pinch of tar)
Duration: Concentration, up to 1 minute



A sucking rift opens up at a point you can see within range. Until the spell ends, creatures within 120 feet of it must succeed on a Strength (Athletics) check at the start of their turn or be pulled 20 feet closer to the point and become restrained until its next turn. Flying creatures automatically fail this check and Prone creatures have advantage on this check. All movement within 80 feet of the point of singularity uses the creature's climbing speed (half speed if they have no climbing speed). Additionally, terrain within 40 feet of the singularity is considered difficult terrain.

If a creature occupies the same space as the black hole as it forms, it makes a Dexterity saving throw to move 5 feet in any direction before it opens. If a large or smaller creature or object occupies the same space as the singularity for any reason, it takes 20d6 force damage and 20d6 bludgeoning damage (or half as much on a successful Constitution saving throw) and is sucked into the black hole until the spell ends. Creatures inside the black hole are blinded, deafened, and restrained and cannot be seen, heard, or targeted with attacks.

If a huge or larger creature or object shares a space with the black hole, it takes 20d6+40 force damage and 20d6+40 bludgeoning damage and the spell ends immediately.

DIMENSIONAL DRIFT

6th-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (forged travel papers)
Duration: Instantaneous

You attempt to set one creature adrift from your current plane to travel at random through nearby planes. The target must succeed on a Charisma saving throw or be cast adrift. They immediately travel to a random plane, usually one of the inner elemental planes if on the Material Plane.

The target drifts in the planes for 2d4+2 rounds before returning to the space it left or the nearest unoccupied space if that space is occupied. Each round they are adrift, there is a 25% chance they drift into another plane than the one they are in or the one they came from. While drifting, the target inevitably happens upon active regions of these planes. Three sample encounters for each inner plane can be found in Appendix A: Planar Encounters.

ENHANCE GRAVITY

3rd-level transmutation

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (a lump of lead)
Duration: Concentration, up to 1 minute

This spell increases gravity in a 20-foot-radius, 60-foot high cylinder centered on a point within range. Flying creatures in the area immediately descend to the bottom of the area and the distance fallen to it beyond the bottom. If a solid object, (such as a floor) is encountered in this fall, falling objects and creatures take falling damage as normal. Creatures standing

in the area must succeed on a Strength saving throw or be knocked Prone. Climbing creatures must succeed on a Strength saving throw or fall, taking damage as if from double the height.

For the duration of the spell, a creature rising from prone must succeed on a Strength check against your spell save DC. Creatures in the area cannot fly, Strength (Athletics) checks made to jump, swim, or climb in the area are made at disadvantage. Movement speeds in the area are reduced by half and flight requires the creature to succeed on a Strength check at disadvantage against your spell save DC.

GLIMPSE OF ETERNITY

Enchantment cantrip

Casting Time: 1 action
Range: 60 feet
Components: S, M (a ring of steel)
Duration: Instantaneous

A creature you can see within range has its mind opened to the infinity of time and space. It must succeed on a Charisma saving throw or take 1d4 psychic damage and the next attack made against the creature before the end of its next turn is at advantage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FALLING SKY

2nd-level illusion

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute.

You describe a terrifying natural disaster to all creatures you desire in a 20-foot cube that understand the language in which you describe it. They must succeed on a Wisdom saving throw or see the disaster you are describing in progress. Any creature that fails the saving throw becomes Frightened and suffers disadvantage as a result but can move freely due to the generalized area of the terror.

As an action, an affected creature can determine that it is an illusion with a successful Wisdom (Perception) check against your spell save DC. On a success, it is no longer Frightened.

KINETIC MOTES

4th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (1 glass bead per mote)
Duration: Concentration, up to 1 minute

You create up to four specks of force in your space that on this turn and each of your turns for the duration move 40 feet, each mote not crossing its own path during the turn. Each creature occupying a space passed through by a mote must make a Dexterity saving throw at disadvantage. A creature takes 1d4 force damage on a failed save, or no damage on a successful one. You can instruct a mote to pass through an occupied space without striking the occupant, unless it occupies the whole space (such as a gelatinous cube).

If a mote goes two consecutive turns without passing through your space, it vanishes.

An individual mote may strike a creature occupying multiple spaces multiple times. It must save each time.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you summon an extra mote for each slot level above 4th.

MASS REPAIR

5th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A wave of repairing energy washes out from a point within range. Choose up to six constructs or objects in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d12 + your spellcasting ability

modifier. A single large object may be chosen up to twice, a huge object up to 3 times, or a gargantuan object up to 4 times.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d12 for each slot level above 5th.

NONCAUSAL DISTRESS CALL

2nd-level evocation

Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a small brass horn)
Duration: Instantaneous

You send a message back in time to a creature with which you are familiar, informing it of your location and need for help. The time prior to casting that the creatures receives your message is early enough for it to make its way to your position. If it is able and willing to come to your aide, the creature arrives at your location in 1d4-1 rounds.

The GM determines the conditions of the creature's arrival (health, direction, companionship) and if they arrive at all, whether stopped by unwillingness or failure. The GM also determines what kinds of timeline incongruencies emerge as a result of the creature diverting to your rescue.

PRAYER OF REPAIR

2nd-level transmutation

Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

Up to six creatures or objects of your choice that you can see within range each regain hit points equal to 2d12 + your spellcasting ability modifier. A single large object may be chosen up to twice, a huge object up to 3 times, or a gargantuan object up to 4 times.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d12 for each slot level above 2nd.

REPAIR DAMAGE

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A construct or object you touch regains a number of hit points equal to 1d12 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d12 for each slot level above 1st.

REPAIRING WORD

1st-level transmutation

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

A construct or object of your choice that you can see within range regains hit points equal to 1d8 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

SPATIAL RIPPLE

1st-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: 1 minute

You designate a 10-foot cube in unoccupied spaces you can see within range. The next creature to enter the cube is teleported 20 feet in a random direction. If it would arrive in a place already occupied by an object or a creature, it takes 4d6 force damage, and the spell fails to teleport it.

The effect ends if you dismiss it as an action or cast this spell again.

STAR SHAPE

1st-level illusion (ritual)

Casting Time: 1 action
Range: Sight
Components: S
Duration: 1 hour

You manipulate up to 12 stars' positions to appear differently in the sky to anyone observing them. They slowly move into position and anyone outside observing the sky must have a passive Perception greater than your spell save DC to notice the change happening. Wisdom (Survival) checks made to navigate by the affected stars are made at disadvantage for the duration if the change was not detected. Someone who knows what to look for can recognize the change if they are watching for it.

The effect ends if you dismiss it as an action or cast this spell again.

STAR FALL

3rd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous

Ardent stars scream down from the sky and strike three different spaces you can see within range. All creatures in or above each point you choose must make a Dexterity saving throw. A creature takes 4d6 radiant damage on a failed save, or half as much damage on a successful one.

A space cannot be targeted if it is not directly exposed to the sky overhead. If cast at night in clear conditions, the spell's damage increases by 1d6.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, you may choose one additional space for each slot level above 3rd.

TIME STUTTER

Transmutation cantrip

Casting Time: 1 action
Range: 120 feet
Components: S
Duration: Concentration, up to 1 minute

You choose one creature you can see within range. It must succeed on a Wisdom saving throw or its temporal perception becomes flawed for the duration of the spell. While affected, the creature has disadvantage on Investigation, Perception, and Stealth checks as well as Dexterity saving throws.

TIME WELL

8th-level transmutation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (sand timer)
Duration: Concentration, up to 1 minute

You create a time slowed area centered at a point you can see within range. When a creature starts its turn within 100 feet of the center point, its speed is reduced to a percentage equal to its distance from the center (reduced to the nearest multiple of 5 feet to a minimum of 5 feet, for example, a creature with a speed of 30 that begins 35 feet from the center has a speed of 10.5 feet, reduced to 10 feet).

Its distance from the center is also its percent chance of taking an action and bonus action this turn (they can be rolled together or individually). Ranged attacks against targets more than 40 feet further from the center than the nearest point to the center the attack passes through are made at disadvantage. Ranged attacks against targets 60 feet or less from the center point and 40 or more feet closer than the attacker to the center are made at advantage.

ARTIFACTS FROM THE STARS

This module might mark the commencement of an Age of Stars in your world. Magical items appearing in the world might be portents of the coming shift and be available even before the Estrei are known to the players. Other unusual weapons and tools are brought to the world by the Estrei to be taken while driving them back.

ESTREI WEAPONS

The Estrei bring with them some advanced and powerful weapons that may come into the PC's hands in addition to appearing in their stat blocks.

BLASTER

Martial Ranged Weapon
Damage: 1d6 fire
Weight: 1 lb.
Properties: Ammunition (range 40/160), light

LASER RIFLE

Martial Ranged Weapon
Damage: 1d8 fire
Weight: 3 lb.
Properties: Ammunition (range 80/320), heavy, two-handed

LONG SPEAR

Martial Melee Weapon
Damage: 1d6 piercing
Weight: 4 lb.
Properties: Heavy, reach, versatile (1d8)

MAGIC ITEMS

No age of the world can go on without its own magical and technological advancements and items. Some of these might have been developed by the influential individuals of your world, others might have come with the arrival of the Estrei, appeared mysteriously, or re-emerged from a prior age of advancement.

ANTI-SHIP AMMUNITION

Weapon (any ammunition), rare

You deal double damage to ships and other objects. Once it hits a target, the ammunition is no longer magical.

MOON DUST

Wondrous item, common

The Estrei, and perhaps other spacefarers, harvest this powder from the surface of the moon as an oddity. When found, a bag contains 2d6+1 ounces.

As an action, you can throw up to 3 ounces of dust in the air, creating bright light to 20 feet and dim light an additional 20 feet per ounce used. The light lasts 1 minute. A *lycanthrope* exposed to bright light created by the moon dust suffers the effects of a full moon for the duration.

NONCAUSAL WHISTLE

Wondrous item, uncommon

As a bonus action, you can blow the whistle, which disintegrates as it is blown. An ally, one who would not be missing anything important to do so, immediately arrives within sight of you. The DM determines who, if anyone, is able to respond to the call.

ROD OF MOTES

Rod, uncommon (4), rare (6), very rare (8)

You can cast *kinetic motes* as an action, creating a number of motes equal to the number of stones on the rod. As a bonus

action, you can gather any motes in your space back into the rod. At the end of the spell's duration, any unrecovered motes vanish.

When a mote vanishes, its stone is destroyed until recovered. The maximum number of stones is determined by the rarity of the rod.

The rod regains 1 stone daily at dawn. If the rod's last stone is destroyed, roll a d20. On a 1, the rod explodes, dealing 4d4 force damage to you.

SCANNER, ADVANCED

Wondrous item, rare

You can use an action or Cunning Action bonus action to determine the percentage of its starting hit points a creature or object within 120 ft. has remaining.

SCANNER, BASIC

Wondrous item, uncommon

You can use an action or Cunning Action bonus action to determine the percentage of its starting hit points a construct, ship, or other object within 120 ft. has remaining.

SCROLLS

Even if your players don't have access to the spells this module adds for the Estrei, consider adding these spells as scrolls discoverable in treasure hoards, especially when looting Estrei casters and bases.

SHIP BREAKER

Weapon (maul), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a ship or other object with it, the ship or object takes double damage and if it is a ship, the nearest station is disabled until it receives at least half as much healing as damage was done.

WAND OF STARS

Wand, common

This wand has 7 charges. While holding it, you can use an action to expend 1, 3, or 6 charges to cast the *astral spray* cantrip from it as if a 1st, 5th, or 11th level wizard, respectively.

The wand regains 1d6 + 1 expended charges daily at midnight. If you expend the wand's last charge, roll a d20. On a 1, the wand bursts in a shower of star dust and is destroyed.

WAND OF REPAIR

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *repair damage* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ash and is destroyed.

WAND OF AN ANGRY SKY

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *star fall* spell from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ash and is destroyed.

NEW HEROES FOR A NEW WORLD

Danger is coming from heaven above, the sky itself harbors a malicious nation, the world will never be the same. This is a new world, and it is going to require new heroes to save it. The resources below are intended to be player options meant to help them specialize their characters to this new world. As the GM, you are encouraged to review them and if you deem them reasonable, present them to your players as options for character building.

FEAT: PILOT

Prerequisite: passive Perception 13 or higher

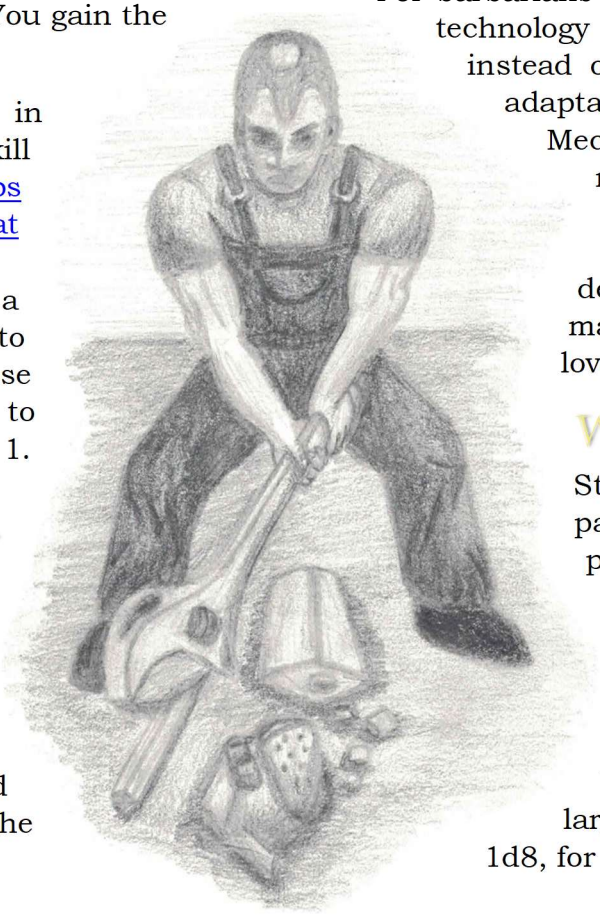
You have gained experience with flight and the controls of flying vehicles. You gain the following benefits:

- You have proficiency in the Piloting skill described in the Ships and Ship Combat section (pg. 39)
- When you make a Piloting skill check to move a ship, you can use your bonus action to increase the ship AC by 1.

FEAT: GUNNER

Prerequisite: Proficiency with Martial Ranged Weapons

You've learned the ins and outs of ship weapons and other emplaced weapons. You gain the following benefits:



- You have proficiency with Ship Weapons as described in the Ships and Ship Combat section (pg. 39)
- You may use your reaction to make a ranged or Ship Weapon Attack against creatures or objects that make a flying movement that ends closer to you than it began.

BARBARIAN PRIMAL PATH: PATH OF THE PERCUSSIVE MECHANIC

For barbarians expected to exist in a world of technology and civilization, hitting things instead of people may be a necessary adaptation. The Path of the Percussive Mechanic is a path of channeling rage to the improvement of technology, whether that means the best robot is a dead robot or that an old machine just needs a little rough love.

WRENCH MONKEY

Starting when you choose this path at 3rd level, you gain proficiency with bludgeoning implements, including improvised weapons that would reasonably deal bludgeoning damage. While raging, your attacks using bludgeoning weapons use a larger damage die (a 1d6 becomes 1d8, for example).

Mechanical Malice

Beginning at 6th level, you have advantage on attacks made against constructs while raging. On a successful hit against a construct, your rage damage is doubled. As a bonus action, you can make an attack against a construct that if successful incapacitates the construct for 1 round but deals no damage.

Field Mechanic

Beginning at 10th level, you are proficient with artisan's tools (mechanic's tools). During a short rest, you may spend one of your Rage usages to perform one of the following acts:

- *Repair.* Restore 2d12 + your Strength modifier hit points to an object or construct.
- *Improve.* Until the device (or ship station) takes damage, checks made using it are at advantage.
- *Create.* You create a construct with CR ½ or less that operates until your next long rest.

Bludgeon Specialist

Starting at 14th level, your attacks ignore bludgeoning resistance. In addition, successful hits with a bludgeoning weapon have a 25% chance to stun the target for one round.

Bard College: College of Sky

Bards of the College of Sky long to go beyond every horizon they can see. They are not content to learn by study or by story; they must go out and see for themselves. Though they see the value of tomes and tales to know where the best things are, once they know of it, they inevitably depart to go and see it.

Sky bards are fully driven by their wanderlust and though they may get to know an area well enough to be a guide there for a time, they cannot be relied upon in the long term. They will certainly be called away by the sky they cannot see to wander other domains.

These bards are found all over, but never in the same place for long. When they meet, they know a kindred wild spirit and they will share some of their recent experiences and seek directions to the next great adventure, but rarely are their paths compatible enough to shackle themselves to each other as traveling companions.

Bonus Proficiencies

When you join the College of Sky at 3rd level, you gain proficiency with the Piloting skill described in the Ships and Ship Combat section (pg. 39). You also gain proficiency with Martial Ranged Weapons.

Marksmanship

Also at 3rd level and beyond, you may use your bonus action to gauge the distance to a target. Doing so doubles the normal range of your ranged weapons for the rest of your turn.

Restless Feet

Again at 3rd level and beyond, you may use your bonus action to expend one of your uses of Bardic Inspiration to take a Dash or Disengage action.

Unfettered Spirit

At 6th level, you learn magics that protect you from harm and entrapment. When you are attacked, you can use your reaction to cast *misty step* without expending a spell slot, causing the attack to be at disadvantage. If the attack hits, you must succeed on a concentration check or the spell fails. You can choose to use this feature when an attack is declared on you, but before the attack is rolled. You can do this up to a number of times equal to your charisma modifier. You regain any expended uses of this ability after completing a long rest.

Once per long rest, you can also take an action to gain the effects of the *freedom of movement* spell for 1 round.

On Wings of Hope

Starting at 14th level, you can sometimes leap into flight. You gain the ability to use a bonus action to gain a flight speed of 80 feet for the rest of your turn. You can do this up to a number of times equal to your charisma modifier. You regain any expended uses of this ability after completing a long rest.

Druid Circle: Circle of the Stars

The Circle of the Stars circumscribes those druids that operate in darkness to bring light to a world growing ever more devoid of it. In new and rapidly changing times, this fledgling circle honors the lights of the firmament in opposition to the lights of cities that blemish the sky with their constant glow. The circle's leadership are somewhat brash and young for now and lead opposition groups in many nations of the world. As a member of this circle, you have been initiated as a night predator of incredible skill.

Night Hunter

When you choose this circle at 2nd level, you gain proficiency in Stealth (or another skill from the Druid list if you are already proficient in Stealth).

When attacking a surprised creature, whether in beast form or not, you can deal an extra 1d6 damage on the first attack. This increases to 2d6 at 6th level, 3d6 at 10th level, and 4d6 at 14th level.

When you use Wild Shape, you can choose for your beast to be a starry beast: shadowy with points of light, more like a constellation of a beast than a beast. When you are in this Star Beast form, you apply double your proficiency bonus to Stealth checks whether or not the beast is proficient in Stealth.

Star Mastery

Starting at 6th level, you can cast *star shape* as a ritual without having it prepared.

Also starting at 6th level, you can see in starlight as if it were daylight. You have advantage on Wisdom (Perception) checks that rely on sight on clear nights when the stars are out.

Predator's Mark

Starting at 10th level, as a bonus action you can outline each creature you choose in a 20-foot cube with star-light pricks of light if it fails a Dexterity saving throw against your spell save DC. These constellation outlines last for 1 minute and create bright light in a 10-foot radius and dim light another 10 feet.

Invisible creatures so outlined can be seen by creatures using normal or dark vision so that attacks do not suffer disadvantage.

Your attacks against outlined creatures are at advantage and deal an extra 1d6 damage on a hit. This increases to 2d6 at 14th level.

You can do this up to a number of times equal to your Wisdom modifier. You regain any expended uses of this ability after completing a long rest.

Astral Being

Starting at 14th level, you can choose for your weapon attacks, whether in beast form or not, to deal radiant damage instead of their normal damage type.

Fighter Martial Archetype: Hot-Shot

Hot-shots have an exceptional level of natural talent belied by their lack of dedication to training and propensity for boasting. These braggarts are excellent marksmen and physically impressive. They enamor the general public and their personal reputation precedes them.

On the Fly

Starting at 3rd level when you choose this archetype, after you use your action to Dash or Disengage, you can use a bonus action to make a single ranged weapon attack.

Nimble Sportsman

At 7th level and beyond, you can use your Dexterity modifier in place of Strength when making Athletics checks to swim, climb, and jump. You can also use your Dexterity modifier in place of Charisma when making Intimidation, Performance, or Persuasion checks.

Flying Ace

At 10th level, you gain proficiency in the Piloting skill and with Ship Weapons as described in the Ships and Ship Combat section (pg. 39) and either Acrobatics or Sleight of Hand.

Provoke

Starting at 15th level, you can use a bonus action to taunt an opponent. They must succeed on a Wisdom saving throw against 8 + your Charisma modifier + your proficiency bonus or become fixated on you until the start of your next turn. While fixated, attacks by creatures other than you on the target are at advantage and the creature has disadvantage on attacks against targets other than you.

Deadly Aim

Starting at 17th level, your ranged weapon attacks score a critical hit on rolls of 19 or 20 and the damage from the critical hit die is the maximum possible result.

Monastic Tradition: Way of the Infinite Mind

The Way of the Infinite Mind guides its acolytes to expand their minds to be capable of great feats. These monks are trained in methods of mental manipulation that allow them to divine truths, project psychic force, and escape the limits of the mortal body.

The Knowing Path

Starting when you choose this tradition at 3rd level, you can open your mind to use your *ki* to produce the effects of particular divination spells.

As an action, you can spend 2 *ki* points to cast *augury*, *detect thoughts*, *locate objects*, or *see invisibility* without material components. You also know the *true strike* cantrip.

The Far-Reaching Fist

Beginning at 6th level, you are able to project your punches through mental discipline. You can use a bonus action to give your unarmed strikes a range of 60 feet and make them do force damage for the rest of your turn. These unarmed strikes are considered melee attacks.

The Mind Eye

Starting at 11th level, as a bonus action you can spend 1 *ki* point to be aware of all conscious, organic minds within 300 feet. You know their intelligence, wisdom, and locations relative to your position perfectly. You can instead spend 2 *ki* points to also be able to detect sleeping minds. This awareness lasts for 1 minute or until you use this ability again.

This ability can penetrate most barriers, but it is blocked by 1 inch of common metal or a thin sheet of lead.

Mind Break

Also at 11th level, you gain the ability to strike a creature's mind. As an action, you can spend 4 *ki* points to deal psychic damage equal to 4 unarmed strike dice (4d8 at 11th level) and cause the target to be Stunned. On a successful Wisdom saving throw against 8 + your Wisdom modifier + your proficiency bonus, the creature takes half damage and is not stunned.

A stunned target may make a Wisdom saving throw at the end of each of its turns, ending the stunned condition on a success.

You may target any creature you can see or are aware of through **The Mind Eye** within 120 feet of you with this attack.

Unassailable Mind

Upon reaching 17th level, you become immune to being Charmed, Frightened, or Stunned. You are also immune to effects like *detect thoughts* that read your mind.

Ranger Archetype: Star Tracker

You transcend traditional tracking methods through a brotherhood with the sparkling heavens above. This intimate relationship with the stars enlightens your hunting and your combat, both night and day, for you know the stars so well as to spot them through clouds and beyond the blue sky.

The Sky Path

Starting at 3rd level, you can make a Wisdom (Survival) check to track flying creatures and ships by the disturbance they make in the star lines. It is as if they have left a track you can see as a walking creature would.

You also gain proficiency in the Piloting skill described in the Ships and Ship Combat section (pg. 39).

Star Marked Foe

At 3rd level you learn the *faerie fire* spell. It does not count against the number of spells you can know. When you make a successful attack against a target, you can cast *faerie fire* as a bonus action on an area that includes the target, regardless of distance.

Inescapable Stalker

Starting at 7th level, you can track any kind of travel, including teleportation and creatures and effects that leave no tracks such as *pass without trace* or a hag's *Invisible Passage*.

Death From Above

Also at 7th level, you learn the *falling sky* spell. It does not count against the number of spells you can know.

You gain proficiency with Ship Weapons as described in the Ships and Ship Combat section (pg. 39).

Star Shower

Starting at 11th level, when you make a successful attack against a creature, you may cast the *astral spray* cantrip as if 5th level (2 damage per star) as a bonus action. Range to targets is determined as if the target of the original attack were the origin of the spell.

Storm of Stars

At 15th level, you learn the *kinetic motes* spell. It does not count against the number of spells you can know. You ignore the concentration requirement of the *kinetic motes* spell.

Your *astral spray* effect from **Star Shower** is cast as if 11th level (3 damage per star).

Roguish Archetype: Tinker

You have adapted your illicit set of skills to the rapidly changing world. You have turned your deft hands and inquisitive mind to invention and understanding the inner workings of things rather than people. Things are simple, they are practically made to be manipulated.

Invention

At 3rd level when you choose this archetype, you gain proficiency with artisan's tools (mechanic's tools and tinker's tools).

You can spend 1 hour working with scavenged materials using tinker's tools to make a single-use device only you can operate. You can maintain a number of such devices equal to your Intelligence modifier (minimum of 1).

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

- *Pesterer.* This flying device naturally and repeatedly darts toward the nearest person after being thrown at them as an action. For 1 minute or until the device is destroyed (AC 12, 1 hp) the target has

disadvantage on Wisdom (Perception) checks and their passive Perception is reduced by 5.

- *Flasher.* As a reaction when an enemy attacks you or as a bonus action, you can flash a bright light in their eyes. It has disadvantage on the attack if it is attacking and must succeed on a DC 12 Constitution saving throw or be Blinded for 2 rounds.
- *Feint.* As a bonus action, you perform a ranged attack with range 10/40 that deals 1 damage. Your next attack against the target this turn is at advantage, regardless of whether the feint attack hits as a swirling metal implement flies toward the target.
- *Mine.* As an action, you can plant the mine. Make a Dexterity (Stealth) check to determine the Intelligence (Investigation) DC to find the mine. The Wisdom (Perception) DC is the same but made at disadvantage. Any character that enters the mined space suffers 7 (2d6) thunder damage.
- Any of the options available from the Rock Gnome *Tinker* racial trait.

SABOTAGE

Starting at 9th level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Mechanic's Tools) check to disable a machine or disarm a trap.

Alternatively, this bonus action can be used to make an attack against a construct. If the attack is successful, the construct is incapacitated until your next turn. It deals no damage.

When you use an action to make a Dexterity (Mechanic's Tools) check to disable a machine or disarm a trap, you make the check at advantage.

MECHANIC

Starting at 13th level, you can cobble together local materials to repair, improve, or create mechanical devices. During a short rest, you can spend up to your Intelligence modifier hit dice to perform that number of the following acts:

- *Repair.* Restore 1d12 + your Int modifier hit points to an object or construct. (Repeatable)
- *Improve.* Until the device (or ship station) takes damage, checks made using it are at advantage. (Repeatable for different devices or ship stations)
- *Create.* You create a construct with CR ½ or less that operates until your next long rest. (Repeatable)

DECONSTRUCT

Starting at 17th level, when you deal Sneak Attack damage against a construct, your Sneak Attack dice are 1d10 rather than 1d6. The construct must succeed on a Constitution saving throw (DC 8 + your Intelligence modifier + your proficiency bonus) or die instantly.

Also at 17th level, you can make Dexterity (Mechanic's Tools) checks to disable machines or disarm traps at a range dependent on your weapon. Checks made at long range are at disadvantage just as attacks would be.

SORCEROUS ORIGINS: STAR-TOUCHED

You were born under remarkable celestial signs and the astral and planetary alignment that oversaw your birth left you marked for great things. Somewhere on your body is a birthmark of several bright points reflecting the constellation under which you were born. You can feel the power of your spells flow from it.

GLEAMING SIGN

At 1st level, you choose a constellation for your birth mark to imitate. Some of the features you gain later will depend on this constellation's nature.

You gain a variation of the *dancing lights* cantrip that can be cast as a bonus action, requires no material components, and creates a number of lights sufficient to form your constellation. The lights always imitate the

points of your birthmark but can be rotated or resized as long as the other limitations are met. It does not count against the number of cantrips you know.

MARK PROFICIENCIES

At 1st level, you gain proficiencies related to your birthmark (see table 2).

ASTRAL CHAMPION

At 6th level, you gain new spells related to the stars that do not count against the number of spells you know. You learn the *astral spray* cantrip (or another Sorcerer cantrip if you already know it), *star shape* and the ability to cast it as a ritual, and *star fall*.

When you cast *star shape* to affect the constellation with which you are marked, its duration is until dawn.

Once per long rest, you can cast *star fall* at 3rd level without using a spell slot.

STAR-CHASER

At 14th level, you gain proficiency in the Piloting skill described in the Ships and Ship Combat section (pg. 39).

CONSTELLATION CASTER

Also at 14th level and beyond, whenever you cast a spell other than a cantrip during your turn, you can activate an effect determined by your constellation's nature as a bonus action.

Offensive: You make one weapon attack.

Defensive: A shimmering barrier surrounds you until the start of your next turn. You gain a +2 bonus to AC and creatures making melee attacks against you suffer 2 radiant damage per attack, whether they hit or not.

Natural: You cast Healing Word at 1st level. It does not use a spell slot.

Occult: You spend a sorcery point to cast a non-cantrip spell you know. It uses a spell slot normally.

LIVING STAR

At 18th level, you gain immunity to radiant damage.

As an action, you can spend 4 sorcery points to radiate a blinding light until the start of your next turn. Any creature that can see you when it is triggered must succeed on a Constitution saving throw or be Blinded for 1 minute. Until the start of your next turn, attacks against you are at disadvantage due to the blinding light.



Category	Example Constellations	Proficiencies	Casting Effect
Offensive	A sword, bow and arrow, a hunter	Two Martial Weapons	Weapon attack
Defensive	A shield, a helmet, a guardian	Light Armor and Shields	Radiant shield
Natural	A fish, a deer, a tree, a bird	Nature and Survival	Healing word
Occult	An eye, a cross, a scale	Perception and Stealth	Extra spell

Table 2: Star-touched Constellation Features

Warlock Patron: The Glimmering Dark Beyond

You have made a pact with the mysterious powers of the dark beyond, the force that keeps the stars, moon, and sun moving in their assigned courses in the heavens. It is a neutral power, not caring at all about the strife between good and evil and seeking a proper, sustainable balance between order and chaos. It can seem to be an arbitrary and capricious force, sometimes calling on you to foment disorder in organized places and sometimes instructing you to tame a wild place. There are many tasks, large and small, needed to keep all things in their proper measure; the Glimmering Dark takes many warlocks into its power to achieve its ends.

Expanded Spell List

The Glimmering Dark grants you additional spell options when you learn a warlock spell. These spells are added to the warlock spell list for you.

- 1st-Level: *command*, *spatial ripple*
- 2nd-Level: *noncausal distress call*, *rope trick*
- 3rd-Level: *enhance gravity*, *star fall*
- 4th-Level: *kinetic motes*, *private sanctum*
- 5th-Level: *geas*, *telekinesis*

One With The World

Starting at 1st level, you gain a limited awareness of the matter of space itself akin to the oversight available to the Glimmering Dark. You gain blindsight to 30 ft. and tremorsense to 60 ft.

Shadow of the Beyond

Starting at 6th level, you gain the ability to present the Glimmering Dark's own shadow in the world. As an action, you create a magical pall that reduces dim light to darkness and bright light to dim light in a 120 feet radius around you. Light sources, including the sun, look like pin pricks in the darkness. The darkness continues to flow out from you for 1 minute.

The darkness is thickest near you and ranged attacks against you are at disadvantage.

You cannot use this feature again until after you have completed a short or long rest.

Immovable Object

Starting at 10th level, you have resistance to force damage and whenever a creature deals force damage to you, that creature takes the damage prevented by your resistance.

You also have advantage on Strength or Constitution saving throws to resist being moved and Wisdom or Charisma saving throws to resist planar travel effects such as *banishment* and *dimensional drift*. When you succeed on such a saving throw, the creature or object that caused you to make the saving throw suffers the movement instead in the opposite direction. For example, if a creature casts *thunderwave* and you succeed on your saving throw, the creature is pushed 10 feet away from you.

The Glimmering Pall

Beginning at 14th level, you can spend an hour each day spreading your patron's presence over an area 1 mile in radius in which you reside. This presence manifests as softened light and shimmering specks. You choose whether the presence is one of Hope or of Dread. The number of consecutive days you have spent spreading the presence determines the magnitude of its effect (see table 2), the mechanical effects have social fallout as determined by the GM (cities growing or collapsing, communities forming, barren waste land emerging, etc.). These effects end if you leave the affected area, do not perform the hour ritual for a week consecutively, or dismiss the pall.

The effects of the pall on creatures end if the creature takes a short or long rest outside the affected area. You are not affected unless you desire to be.

This power is granted by your patron for executing large-scale changes in the order-chaos balance of the world. Misuse of this power wakes the ire of your patron at the GMs discretion.

Time\Intent	Hope	Dread
1 day or more	Creatures in the area are optimistic about the future. Charisma (Persuasion) checks to produce cooperation are made at advantage.	Creatures in the area feel a sense of impending doom. Bardic inspiration by bards lower level than the number of days fails. Leadership efforts are at disadvantage.
1 week or more	Creatures that sleep the night in the area wake with a number of temporary hit points equal to your charisma modifier per week of spreading the presence (minimum 1 per week).	Creatures that sleep the night in the area wake with their hit point maximums reduced by a number of hit points equal to your charisma modifier per week (to a minimum of 1).
1 month or more	Creatures passing close to the area must succeed on a Wisdom saving throw against your spell save DC or be drawn to enter the area and at least stay a night.	Creatures approaching the area must succeed on a Wisdom saving throw against your spell save DC or choose to find a way around the area or go a completely different direction.

Table 3: The Glimmering Pall Effects by Time and Intent

APPENDIX A: PLANAR ENCOUNTERS

You are of course more than capable of inventing encounters on the Inner Planes, but since I'm thrusting a spell on you that has every potential to require several such encounters (dimensional drift), here are a few per plane to help make the spell interesting.

PLANE OF FIRE

1) A *salamander* (SRD pg. 344) battles 3d4+1 *steam mephits* (SRD pg. 331). Perhaps the battle is going well enough for the *mephits* that 1d4 of them break off to investigate the new arrival. Maybe neither party notices the new arrival. Or maybe the *salamander* moves the battle nearer to the wild card, drawing all the *mephits* with it.
2) Four *azers* (SRD pg. 265) are in the middle of negotiations with a *fire giant* (SRD pg. 312). Upon seeing the new arrival, each side accuses the other of treachery and a fight breaks out, probably involving the new arrival in it.
3) An *efreeti* (SRD pg. 310) in its lair. It does not consider the new arrival an immediate threat, but curiously investigates this new opportunity to manipulate a mortal.

PLANE OF EARTH

1) A *xorn* (SRD pg. 356) battles 3d4+1 *magma mephits* (SRD pg. 331). Maybe the new arrival appears right in the middle of things. Maybe the *xorn* retreats through the stone leaving the new arrival to deal with the *mephits*. Maybe the *mephits* are forced to retreat leaving an angry and wounded *xorn*.
2) A group of 3d6 ambitious *svirfneblin (deep gnomes)* (SRD pg. 315) mining precious stones. On seeing the new arrival, they become defensive, but cautious. The situation can be kept peaceful if handled calmly and they may even be convinced to offer some aide.
3) In the midst of 2d6 *dust mephits* (SRD pg. 330) scavenging. The *mephits* attack, maybe all at once or maybe just a couple at a time.

PLANE OF WATER

1) Atop the shell of a *dragon turtle* (SRD pg. 303) on which a band of 1d4+2 *merrow* (SRD pg. 332) have made a camp. The *merrow* may start a fight, but they also don't want to disturb the *dragon turtle*.
2) In the lair of a *sea hag* (SRD pg. 320) who immediately tries to neutralize the sudden threat.
3) A pack of 2d4 *ice mephits* (SRD pg. 331) harass 3d6 *merfolk* (SRD pg. 332) who call out desperately for aide.

PLANE OF AIR

1) A seemingly open space through which an *invisible stalker* (SRD pg. 323) is moving. It notes the new arrival and may choose to attack.
2) A *djinni* (SRD pg. 310) battles 6d6 *dust mephits* (SRD pg. 330). He attempts to keep the *mephits* from attacking the new arrival but may be overwhelmed and in need of help.
3) In the midst of 2d6 *ice mephits* (SRD pg. 331) scavenging. The *mephits* attack, maybe all at once or maybe just a couple at a time.

Appendix B: Alternative Introductions

The hooks in the Invasion Story section of this document are sudden ways to throw your players into a changing world, a world in which they must repel an invasion that has already begun. This appendix suggests some other ways to introduce the themes of this module.

The Unusual Counselor

How would your players react if they entered the great hall of a Lord they have seen before and found he has new counselor: an unusual, tall, four-armed humanoid? Whether or not they question this counselor's motives, when other events bring them into conflict with the Estrei, they will recognize this earlier hint in the Lord's court.

Finding a Beacon

It is often fun to have the players be the cause of the problem they are trying to solve. If you are using this content to fill out an existing sandbox, consider having the players encounter an Estrei facility in the world, long abandoned. In the course of their exploration, they activate a beacon that calls the Estrei invaders down on the world, but maybe they come forth with their own powerful Estrei weapons or even a ship.

Space Farers

For a more illustrious and flashy beginning more directly connected to the incoming invasion, have the players join the first fleet of space explorers taking flying ships out into the beyond. These explorers draw the attention of the Estrei, who destroy and drive back the fleet before beginning their invasion of the world.

Space Monsters

For a more indirect hint at the arrival of the Estrei, the party might first encounter one of the Monstrous Creatures. After the encounter, they may choose to investigate the creature's origins or, if they are completely uncurious, the Estrei themselves may begin to interfere with them.

Abduction

Maybe the party comes upon a wandering madman who claims to have had his clothes stolen by aliens and has strange markings. Or maybe the party is abducted themselves, whether to be put in a zoo or experimented on, and find themselves needing to escape. When they have escaped, can they get the necessary powers to believe them in time?

Mass Destruction

The top gun on the Estrei Mother Ship is mostly intended as a siege weapon. Perhaps the first the party hears of the invasion is a major city being razed in a single day by the arrival of a powerful ship from the sky. Perhaps the players are in that city when it is attacked and help with the evacuation.

Appendix C: Roleplaying Seradal

Seradal, if introduced in your campaign, is intended to be a sticky NPC who the players will interact with a lot. That being the case, this section contains some helpful touchstones to keep the character consistent and interesting.

Gratitude

Seradal is first encountered after the party rescues her from attack after her ship is shot down. She will begin her relationship with the party understandably grateful for their aide and is timid about requesting further helps from them, though her desire to return to her reality is enough to drive her to it.

Over time, however, as she makes herself useful to the party she becomes entitled to their service. After all, it is her ship they are using to travel place to place and fight off these invaders in their world. Of course they are helping with her mission, they need her.

If reminded of her rescue, and of the fact that she is still in need of their help, Seradal becomes gracious again, thanking the party for each task they help with.

Arrogance

Seradal recognizes that the party is working with forces that are new to them and perhaps beyond their understanding. Whenever she and the party interact with Estrei technology, she is dismissive of the party and may even imply that they are incompetent.

Especially if her ship is needed, Seradal considers herself in command of the mission, expecting obedience to her orders and deference to her preferences.

Bewilderment

Serdal is from a reality where the Estrei are beloved paragons in society, regarded with respect and gratitude for what they have done to bring the world into a new age. When the people of this reality view her with suspicion for being of the same race as the invaders, it is jarring to her.

Almost as confusing is the wicked nature of the invading Estrei. The Estrei she is used to are good, gentle, and benevolent people, but these invaders are robotic and ruthless. She has never been treated this way by another Estrei.

Death

Whether the party fails to protect her during the battle at her crashed ship or chooses to kill her later, losing Seradal takes away one of your tools for driving the story as well as a valuable resource to the party. If her death cannot be avoided, consider relaying some of the information she provides through the ship, whether its scanners or logs. Some information might not be available and lead to later difficulty, especially if they don't know the fragile nature of the reality drive.

Gender

Seradal is intended to be a gender-neutral name. You know your players, and if your table would run more smoothly with a male major NPC, or even if you just don't want to have to do a feminine voice, Seradal can just as easily be a male Estrei.

APPENDIX D: SKYFARING HUMANOIDS

In an age when the sky is the new frontier, some of the best people of the world apply their skills to the trades needed on these ships. Some come with transferable skills that served them well in war or on the sea. Others discover something new within themselves with which to confront the brave new world before them. These are the NPCs who crew the sky skips.

These NPCs are used as crew in the Ship Examples of the Ships and Ship Combat section, but the party may also want to hire some for their ship.

HELMSMAN

Adept at guiding large vessels and little else, these mariners face the peril of the skies with the weight of the whole crew on their efforts.

Medium humanoid (any), any alignment

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills Piloting +4
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

SAILOR

Brave folk who, though otherwise average, dare to take a place on flying vessels, reloading weapons, manning the oars, changing the sails, and otherwise supporting the critical crew.

Medium humanoid (any), any alignment

Armor Class 11
Hit Points 3 (2d4 - 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Senses passive Perception 10
Languages Common
Challenge 0 (10 XP)

Brave. The *sailor* has advantage on saving throws against being frightened.

Actions

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

MARINE

These elite soldiers take pride in being the muscle on the ships that begin to ply the sky. They let fly barrages at enemy ship crew and ground targets and when the opportunity arises, they are the boarders who finish a battle.

Medium humanoid (any), any alignment

Armor Class 13 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Skills Acrobatics +4
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The *marine* makes two melee attacks.

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

SIEGE ENGINEER

Operating everything from ballistae to catapults to *sparrow fighter* tail guns to *manta ship* lightning guns, these masters of siege and ship weapons are critical to the offensive capability of ships.

Medium humanoid (any), any alignment

Armor Class 12
Hit Points 30 (4d10 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	10 (+0)	9 (-1)

Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Proficient with Ship Weapons. (+4)

Actions

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Long Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

SPARROW PILOT

Adrenaline junkies who have turned their great skill to flying the hardest to pilot of world ships, they are often cocky and popular and love the glory their job gives them.

Medium humanoid (any), any alignment

Armor Class 13
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Skills Perception +4, Piloting +6
Senses passive Perception 14
Languages Common
Challenge 2 (450 XP)

Proficient with Ship Weapons (+6)

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

APPENDIX E: ESTREI RACE

Though the Estrei are portrayed here as invaders of your world and enemies to all the people in it, there is always the possibility that you will allow a player to be one, if not going into the content of this module, then perhaps in a subsequent campaign or arc where the Estrei have been integrated with the native peoples of your world. This section provides the necessary tools to create an Estrei player character.

ESTREI TRAITS

The Estrei are a largely homogenous race with innate abilities common to their kind.

Ability Score Increase. Your Intelligence score increases by 2.

Ability Score Decrease. Your Strength score decreases by 1.

Age. The Estrei are typically longer lived than humans, attaining a recognized adulthood in their late 20s and living sometimes as long as 200 years.

Alignment. Estrei have strong lawful tendencies, appreciating order in society and being well accustomed to following orders. Though most of those participating in the invasion of the world are evil, perhaps future arrivals or those born in the world are more benign.

Size. Estrei are tall, but slender, usually ranging from just under 6 to nearly 7 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Extra Arms. You have four arms. You can benefit from only one shield at a time, but you can wield a two-handed weapon or a second, light weapon in conjunction with it. Other possible combinations include a pair of two-handed weapons or a two-handed weapon and a light weapon.

Arcane Descent. You are yourself magical in nature and find bonds with magic easy. You can attune a fourth magic item.

Languages. You can speak, read, and write Common and Estrei. Estrei is a complex, mathematical language with advanced patterns that are difficult for non-Estrei to learn. It is a natural gateway to calculus and other higher mathematics.

Subrace. There are two subraces of Estrei defined by the nature of their connection with magic items.

ARCANE LOVE

Estrei who bond with magic out of a deep sense of love form those bonds slowly and cannot break them.

Mother's Love. You require a long rest to attune to magic items. Once attuned to a magic item, you cannot break the attunement voluntarily.

ARCANE LUST

Estrei who bond with magic out of a desire for power do not allow others to take that power from them.

Spiteful Wrath. Before you lose attunement with a magic item against your will (due to being apart from it or someone else attuning it), it is destroyed. When an item you are attuned to is destroyed, you lose 2 Constitution (and therefore one hit point per level) until you attune a magic item in its place or one month passes, whichever comes first.



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