

DQ#2

1E-5E
COMPATIBLE

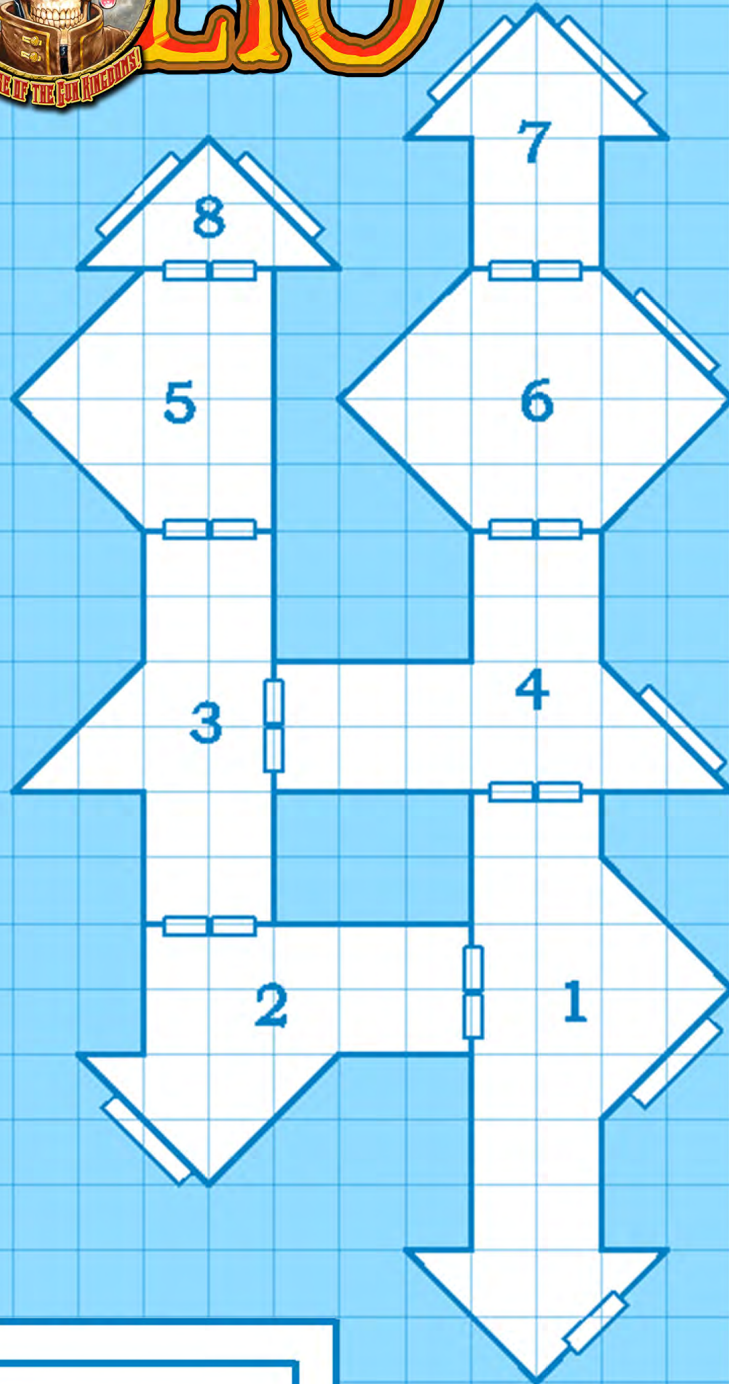


CONTINUING ADVENTURES IN
THE GUN KINGDOMS TIMELINE!
A STEAMPUNK INSPIRED ADVENTURE
FOR CHARACTERS LEVEL 3-5

GK2 The Druid Child
New Monster: Air Pirate
Handbook NRGK2 Air Sailing in the Gun Kingdoms



THE
NAMELESS
REALMS





Digital Quarterly HANDBOOK

Folio Digital Quarterly #2

Well, as unlikely as it seemed, we managed to do another Gun Kingdoms, and I have to think that it is because I just can't let the setting go. I was playing a session once and a group of renegade Enlightened were trying to pass as Samaya and needed to get across a bridge that was heavily guarded. One player was an Aspara, and was being perfectly whimsical in the role, having gotten obsessed with a bowler hat as part of the A.D.D. that his character had. Meanwhile, his human partner was trying desperately to not only focus the Aspara on the task at hand, but also deal with the town sheriff who was questioning them. At some point during the discussion, the human was so flustered by his partner's lack of focus he had to make a saving throw or lose his cool, which would result in his spark coming alive for all to see. Well, he rolled a natural 1 and everyone at the table lost it, imagining a kind of nuclear explosion because not only was the character frustrated, but so was the player. It is that kind of action and role-play that makes the Gun Kingdoms so special to me. If you can set the frontier tone alongside the struggle for survival of two distinct races, then you should find stories like the above giving your players memories that last a lifetime.

Scott Taylor

The Gun Kingdoms as a Setting

In this particular adventure, the players will get their first taste of air travel in the Gun Kingdoms, and we will also see the heroes moving across the Halo Ocean and encountering some of the old legends of the world, including a run-in with the infamous White Ship. As the Gamemaster, you'll need to keep up the feel of high pulp and western adventure, and I suggest taking a page from 20,000 Leagues Under the Sea and having a sense of these strange ships and their captains as men apart from society. The world in which the air sailors still travel is a shrinking one, where each death is knowledge lost that will likely never be regained. There should be a sadness about that that penetrates all things in the Gun Kingdoms setting. The era of magic is coming to an end, and with it will go the skyships. Keep that in mind.

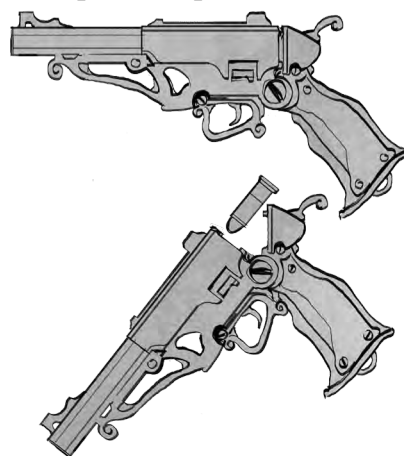
Air Sailing

This is an old tradition in the Nameless Realms, and one that dates back many eras of men when ships were lifted into the skies by high magic. In the Gun Kingdoms, however, such magic no longer exists and ships are instead lifted skyward by utilizing gas collected from sky whales and refined into a non-combustible and lighter-than-air lift. Still, the very basis for airships that were born during the centuries before the Final War depended on mage-craft, and thus a great number

of airships still operating in the skies of the world have need of magically adept services to keep them running. This in turn has made the act of air sailing something of a heresy in most countries as ships, their crews, and their captains are being forced farther and farther to the fringes of society. New developments in air sailing utilizing no magic (like early 20th century zeppelins) is now coming into vogue, but these ships are ponderous, fragile, and relate very little to the Final War airships that still share their skies.

Sky Sailors Code

There is an unwritten code of conduct that runs deeply through the ranks of all those who travel through the sky. This code is something that keeps men and woman alive, and even pirates are known to adhere to it with stringent rigidity, although some of their rules might be modified a bit from the standard. Many reference a 'sky journey' which is to say walking a plank and falling to earth from the ship. Below are ten examples of the workings of the code, but all codes vary from ship to ship.



1. Every man is to keep to thy own board, and thievery among members of the crew will be punishable by a sky journey.

2. No person is to game at cards or dice for money while aboard a ship.

3. No weapon is to be discharged, with intent, into the buoyancy cells of any ship.

4. To keep their piece, pistols, and cutlass clean and fit for service.

5. A flag of truce or parley is to be honored.

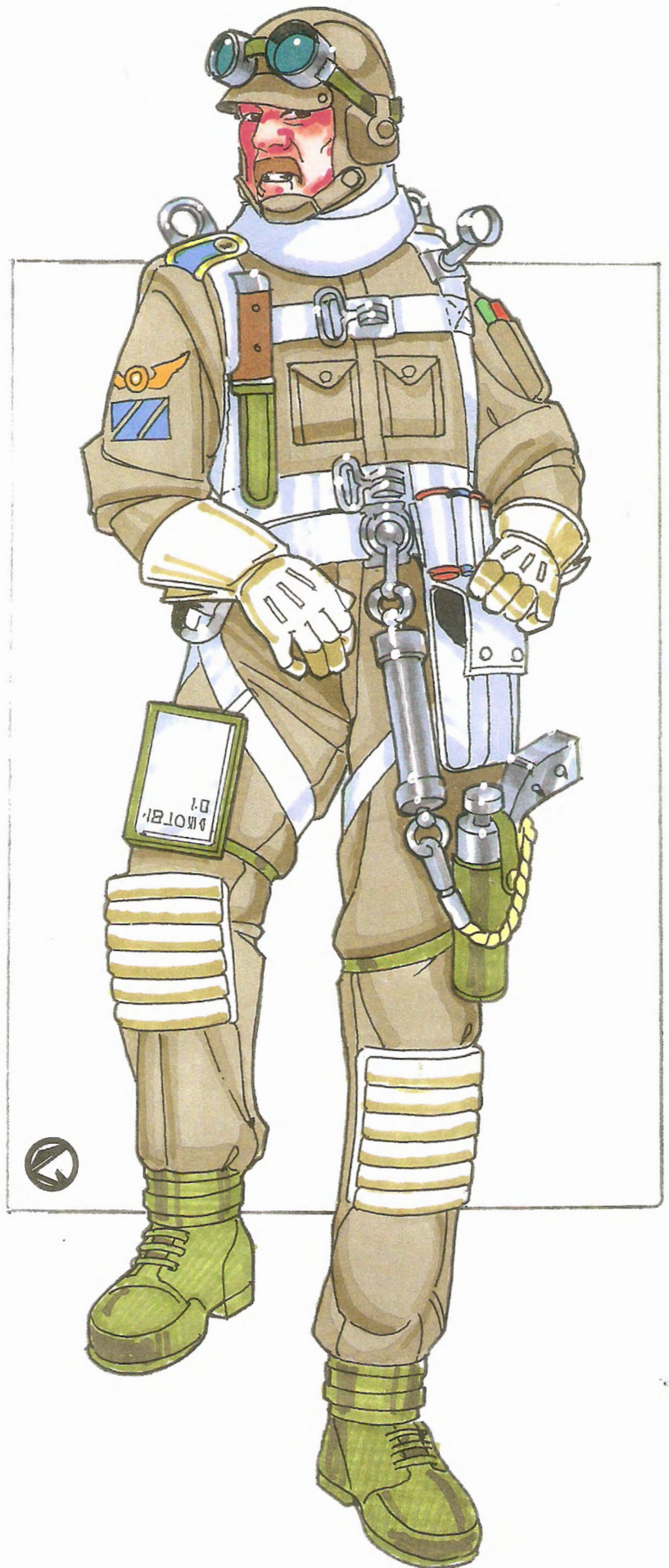
6. To desert the ship or quarters in battle is punishable by a sky journey.

7. No striking one another on board, but every man's quarrels to be ended on shore, at sword and pistol.

8. Any ship seen as crippled or in jeopardy of falling from the sky is to be attended as expediently as allowed by the weather and battle conditions.

9. (Pirate) The captain and quartermaster to receive two shares of a prize; the master, boatswain, and gunner, one and a half shares; and other officers one and quarter.

10. (Pirate) Every man has a vote in affairs of pillage, has equal title to the fresh provisions or strong liquors at any time seized, and may use them at pleasure, unless a scarcity makes it necessary for the good of all to vote a retrenchment.



Running Ship-to-Ship Combat

Although travel and ship-to-ship combat aren't something readily addressed in this adventure, they are nonetheless mechanics that should be taken into account. My suggestion here is that unless you have a rules set you've run and enjoyed over the years concerning such combat, you simply utilize small arms combat with the ships being little more than 'floating dungeons' that have little to no impact on the game at all. This is especially true of air combat in which ships aren't as particularly sturdy as oceangoing vessels and massive damage is frowned upon by combatants in a kind of 'honor among air sailors', because if your ship goes down, the results are far more catastrophic than simply floating on the surface of the ocean. This air sailor creed is something that could readily be incorporated into the campaign as a training or warning by the air sailors to the heroes as they take their first flight. Otherwise, I'd suggest some high flying (no pun intended) feats employed in air combat, with swinging on ropes for boarding, and blade-to-blade combat that doesn't threaten to puncture lift bladders on the ships.

Druids & the Enlightened

Druids are an amalgamation of elemental energy in the Nameless Realms. While the distinct elemental races have been intermingling since the dawn of time, there

are occasions where two separate races produce offspring. In the bulk of these cases, one elemental spark will go dormant and the more powerful of the union will manifest in the child. However, there are those times when a child is born with multiple elemental magics. Such gifted progeny are considered Druids, those who are born with a dual nature and can control multiple aspects of the elemental wheel. The greatest Druid in the world, Belmarilian the Watcher, is said to have been the child of two Druids, both with conflicting elements, and yet was born with the ability to harness all four elements drawn from his parents. His power was so great that when the Streambenders came to the Nameless Realms, he was able to thwart their advances utilizing his power over all elements, including the essence of Shadow from which they were born. In so doing, he maintained his home in the great forest of the Strangler's Deep, calling to him magical creatures and other Druids during the thousand year occupation by the Benders. Thus, he and his people were never housed within the Shining Cities and therefore cannot be considered Enlightened. However, such a distinction is not seen by the Samaya, who fear all magic, and therefore the life of a Druid is in the same jeopardy at their hands as those of a standard Enlightened.

Mechanically, Druids receive equal benefits in their dice pools for BOTH sides of their elemental heritage as an Enlightened. Thus a 7th level Druid who has Earth and Fire heritage would gain access to dice from both sides as though he was 7th Earth Enlightened and 7th Fire Enlightened. The dice type is still determined by the high, medium, or low nature of the parent's connection to the element.

In this particular adventure, you'll be dealing with a child born with dual elements, and the promise of finding a home within the secret covens of the Druids is the key to the heroes' success. Although not meant to fight, the girl, Sonya, is considered a 4th level Druid with the elements of Air (High) and Water (Low).

New Equipment

Reaper Scatter Pistol

Loading a single shot-filled slug, this scatter-gun is heavily employed by air sailors because of its inability to penetrate structures while still effectively damaging flesh.

Cost: 500 SP

Dam: 2d8 12 lb.

Rate of Fire: 1/1

[Cost: 500 SP

Dam: 2d8 12 lb.

Piercing, Ammunition

[1] (range 40/80), loading, special]

Tether System

Grapple Gun

Meant for use in boarding, this isn't an effective weapon, but can fire a rope attached to a small barbed spear up to 150 feet. If shot into a person, the results can be messy.

Cost: 500 SP

Dam: 2d10 18 lb.

Rate of Fire:

Every 3 rounds

[Cost: 500 SP

Dam: 2d10 18 lb.

Piercing, Ammunition

[5] (range 30/70), loading, special] Enchantment +1 (or higher)]



New Monster

Air Pirate

Lawful Evil

Armor Class: 6 or 4 (Dexterity & Leather)

HD: 4+4

Hit Points: 30

Move: 9"

No. of Attacks: 1*

Damage/Attack: 1d8 (Gun) or 1d6 (Blade)

Special Attacks: Elemental Residue (2–12 points of extra elemental damage 1/day)

Special Defenses: Sky Legs (+2 to strike and Dexterity checks while airborne)

Magic Resistance: Standard

Intelligence: Very

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

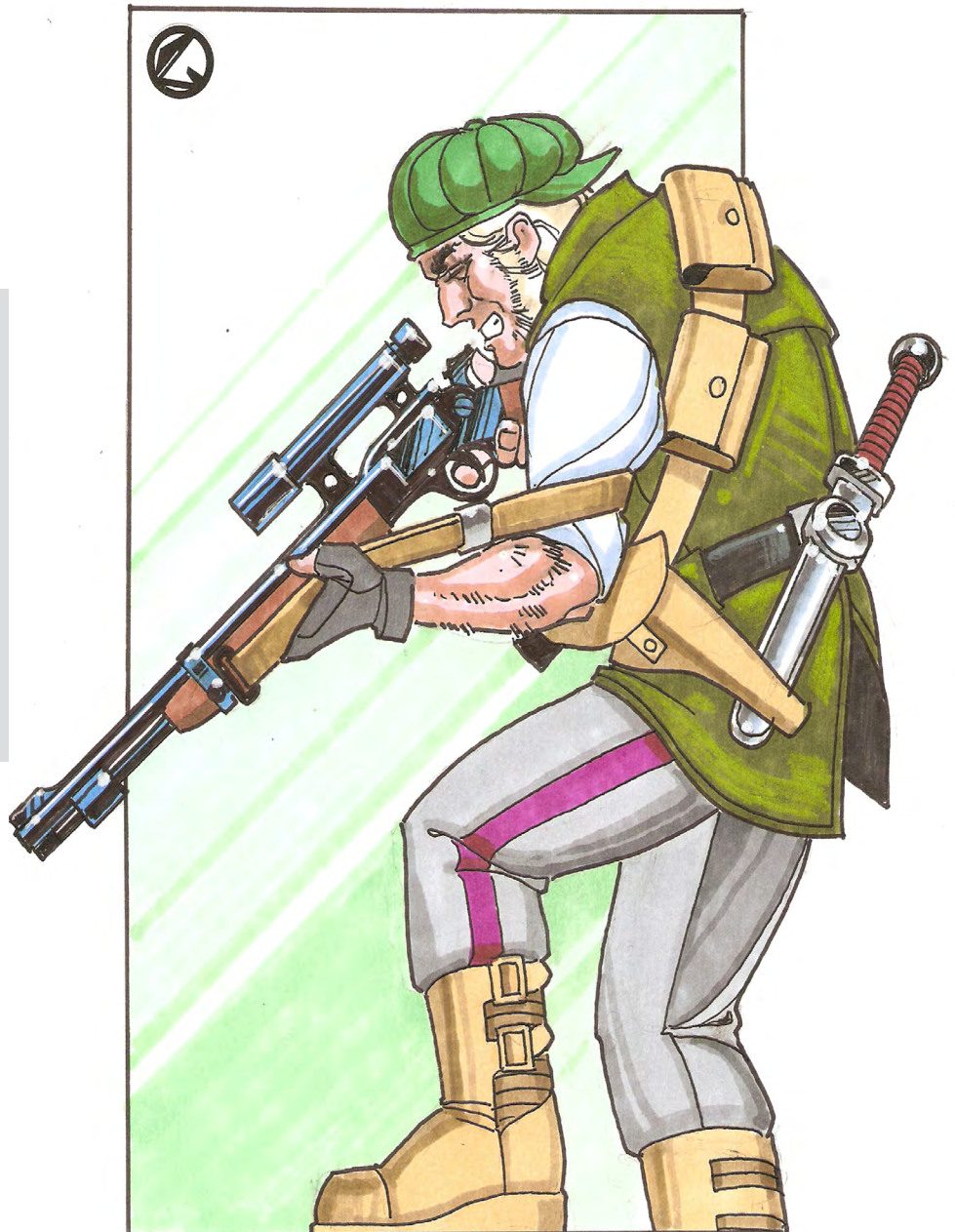
[Air Pirate: [AC 14, Speed 30 ft., HD 4d10+8, HP 28, #Attack: 1*, Hit +6, Damage Gun 4 (1d8) and Blade 10 (1d6+2), Sky Legs (+2 hit and all athletics rolls when on an airship), Elemental Residue (Can add 2d6 damage to an attack 1/day)]

*Attacks vary depending on weapon type where guns are concerned.

Air Pirates have been in 'business' since the dawn of the sky era nearly a century before the Final War. Many are descended from coupling

of Samaya and Enlightened who became outcasts and then bred down through the years with other Samaya until most vestiges of their elemental spark are no more. Still, many have residual powers that can manifest during combat, and stronger air pirates have been known to have an even greater array of power stemming from their elemental heritage.

Skilled at combat in the sky, all air pirates receive bonuses for being in their element, especially during combat situations. They also adhere to a strong code of conduct and will very rarely deviate from it.

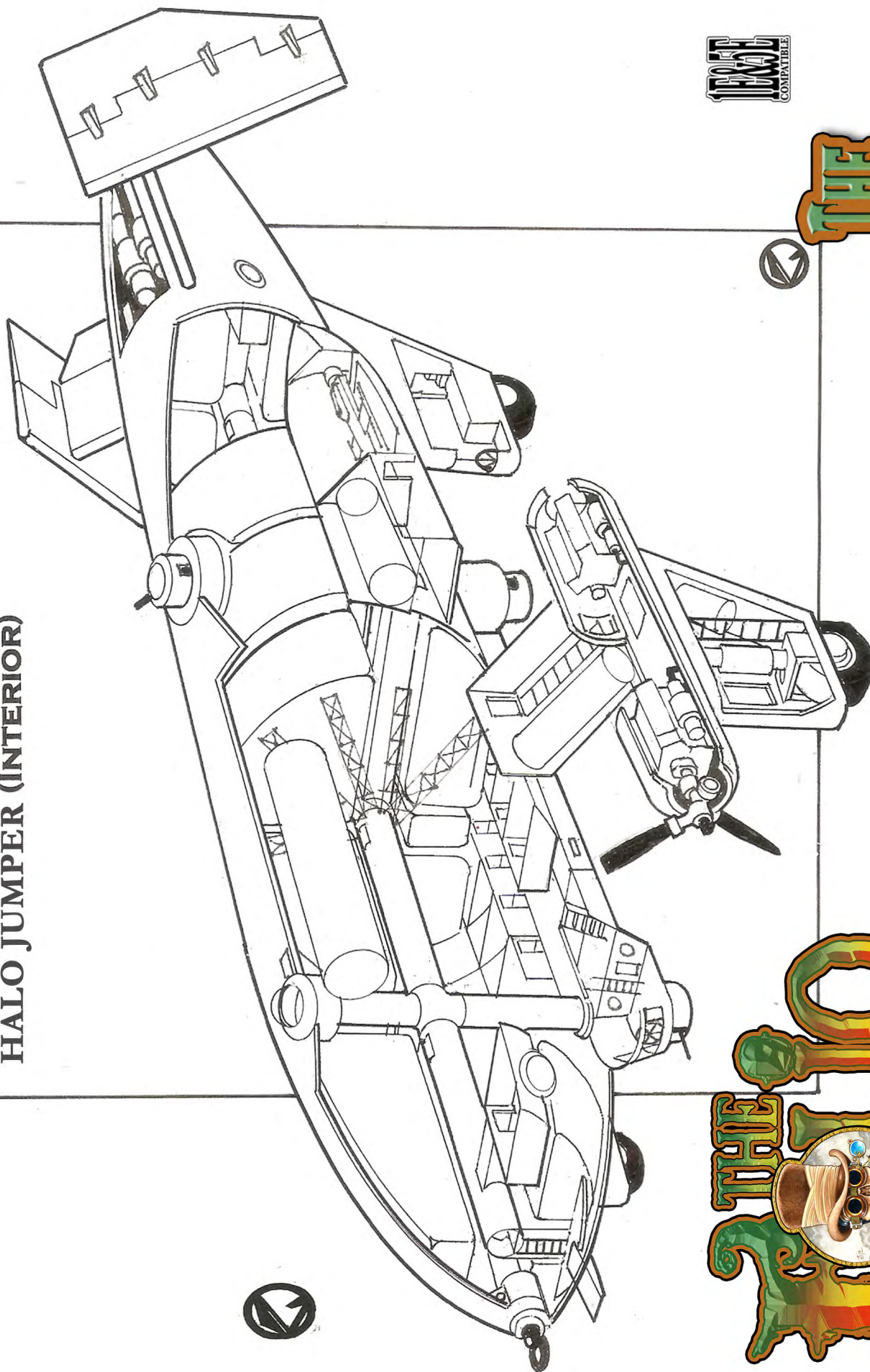


DQ#2

LEGO
COMPATIBLE

THE
DROD CHILD

HALO JUMPER (INTERIOR)



GUN KINGDOMS ADVENTURE



Players' Intro

Again, as the Gamemaster it is your responsibility to incorporate the concept of bullets within a fantasy mechanic such as D&D. I will fall back once again to the action movie principle of lots of flying bullets that never seem to hit or hinder the main character. The same principle should be used for running guns in the Gun Kingdoms setting. Although characters are 'taking damage' from bullets, they should not be considered to have hot lead filling their bodies, but instead they are just getting worn down by being part of the action as bullets fly past, so keep that in mind.

Also, I think it is important to deliver a concept of the magically gifted when dealing with sky sailors and air pirates. These men and woman should be seen as something other than standard Samaya (which they are), and each should have an unexplainable quality that sets them apart from the norm, especially when considering the job they do in the skies above the Nameless Realms.

All 'grey blocks' are for 5E conversions in this section.

Adventure Breakdown

This adventure is broken into 4 parts, and revolves around the seeming delivery of a girl born with the powers of a Druid. Her safety will fall to the captain of the ship as the powers that be (a secret cabal of Enlightened) look to have her delivered to a specific location above the waters of the Halo Ocean. To achieve this, the heroes must take their ship to an illegal airship station located far off the coast of Findalynn and gain passage on a rogue airship. Once in flight, they will have to deal with air pirates and legendary flying creatures before finally coming to the location they've been given, which is a floating citadel of long forgotten Aspara (high air Enlightened) magical origin. Unbeknownst to the heroes, however, their mission has been compromised by the captain of the airship and more pirates await them inside the safe house in the sky.

Ships

Two ships will be required over the course of this adventure, the sailing vessel used to get the heroes to the air station and the skyship used to get them to the floating safe house. If the players have played both DQ1 and DQ1.5, then hopefully they will have their own version of the Sand Tyger prototype ship, and thus will have the first leg of the journey taken care of. However, if they are without a ship, they will need to

acquire passage in some way to get them, and their young charge, to the air station. Once there, they will meet with Barnum Tate, the captain of the Halo Jumper, a Final War scout class airship that he has converted to cargo and passenger transit. A map of that particular ship can be found within.

Suggested Adventure Arc

The thread that runs through this adventure revolves around the players' relationship with the Druid girl Sonya. She is a feral child, roughly eleven years old and just blossoming into her tween years, which makes her emotional and erratic. There is no trust within her of any Samaya, but you should be sure to have her 'attach' herself to one of the heroes because of some incident in her past where she was saved by someone who reminds her of the hero in question. She will follow the character closely throughout the adventure, and it is the duty of the Gamemaster to create and foster a bond between the two. Without it, the desire to see this entire adventure through is going to be very hard considering the level of challenge.

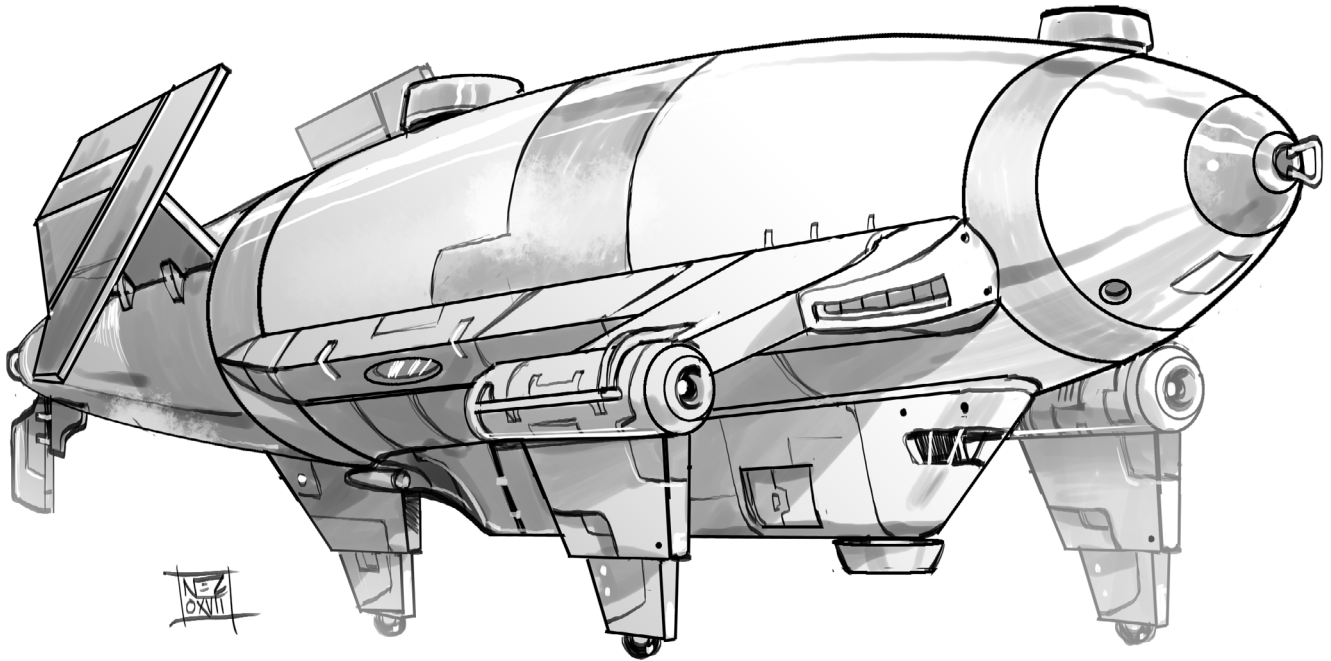
Part One: The Druid Child

Life as a freebooter is never an easy one on the Halo, and the heroes have hit a run of very lean times since their last mission went sideways. One can only go so far as

their reputation, and many in the ports of the Western Halo whisper that the members of their particular crew are 'Enlightened lovers', which doesn't help matters where commerce is concerned. Still, there are those in the world who prefer a certain 'leaning of alliances' toward the Enlightened cause, and for that reason the heroes have caught the eye of a patron looking to move a very specific type of cargo.

'Two offers for the ship have already been turned away, but slip fees at the Port of Findalynn weigh heavily on the empty bank account of all those involved. Without an influx of funds, the third offer might prove to be impossible to deny, but a note has come at last concerning a possible cargo, and so you travel once again into the heart of the city and the darkness that lies there.'

The heroes find themselves in Shay's Circle, the most notorious den of iniquity in all of Findalynn. Their fixer, Parm Relva, has another mission for them, should they wish to accept it. As always, a negotiation will take place which pits Relva's Charisma (CHA 15) against that of the negotiating hero. Successfully defeating Relva in the negotiation will provide the crew members with a full 10,000 SP, and a failed roll will force them to settle for 8,000, which is still



a hearty sum, especially for their current situation. Once the price is agreed on, Relva will have a girl of perhaps twelve years brought out from a back room. She is blonde and has a feral quality about her that is exacerbated by one green eye and one blue. He will introduce her as Sonya, and provide you with a set of coordinates, the first two of which mark a location in longitude and latitude, but the third seems to indicate a height. If pressed about it, Relva will simply point skyward and say, *‘Not all ships are made for the sea.’*

Sonya is to be taken to these coordinates in less than two weeks. At the end of the conversation, Relva is approached by a woman who whispers in his ear, and he excuses himself, saying he has other pressing business to attend. At this point,

members of the crew can make Wisdom checks **[DC 14]** to remember the location of an illegal air station located several days off the coast to the south of the city. From there, it should be likely that the heroes can dock their ship and find air passage to the coordinates given to them by Relva.

Part Two: The Crossing

Fog greets the ship upon its exit from Findalynn harbor, and lights from the port quickly disappear as whispered warnings by sailors on the dock concerning the weather still ring in the ears of the crew.

1. White Ship Fog

Just before morning after the first day of travel southeast, sentries on the ship's deck will report a sighting. Anyone rushing to the deck will have a 2 in 6 [DC 16 Perception] of seeing a massive structure drifting through the fog to the north of the ship. Some will insist it is an island, others a floating city, but the older members of the crew will make Amanda's Cross and whisper that it is the White Ship, come to take the living to the Isle of the Dead.

Ten minutes after they lose sight of the structure, figures will appear within the fog on the ship's deck, their dull eyes and pale skin setting the hairs on the back of the neck at attention.

(# varies) White Ship Zombies [AC 8, HD 3+1, HP 20, #AT 1, D 1–8 (sword)]

TREASURE

EACH ZOMBIE HAS TWO BLACK PEARLS FOR EYES
WORTH 30 SP EACH.

(# varies) White Ship Zombies [AC 12, HD 3d10+6, HP 21, #AT 1, Initiative +1, Hit +4, Dam Sword 5 (1d8+1)]

2. Tidal Air Station

Three days into the journey southeast of Findalynn Harbor the fog breaks, and the sun blazes down on calm seas. Amid the azure beauty, a rocky set of eight small islands, each no bigger than a large oceangoing vessel, jut up from the breaking waves and are connected to each other by long bridges. Three towers of stone and steel have been constructed on them, and at two of the towers airships pull against tether lines.

This is Farway Station, a former military supply station during the Final War now converted into one of the last air docks in the northwest of the Halo. A single sea dock lies empty and can accept the heroes' ship. Above it, an old warehouse stands, and attached to it a barracks that has been converted into a bar with the words 'Raven's House' painted on the side. As the ship docks, one of the airships takes flight, its great engines humming as it lays in a course to the south.

Within the bar, a dozen men and woman mingle, mostly drinking quietly or playing games of chance.



A single musician plays a sad melody on a harmonica, and a portly bartender with an ink-vine scar along his forehead greets you as you enter.

The only air captain here is a thin rake of a man with bald pate and long yellow whiskers named Seb the Tallow. He runs the ship, Tallow's Pride, which sits in air dock above. He will negotiate with the party

(Charisma 13) a price for travel of 2,000 SP for a journey to the coordinates in question. If he's successful, he'll get the 2,000, if not, the party can talk him down to 1,500 SP. He said it will only take two days to get to the destination, and that his weather-teller has called for clear skies along that stretch for the next four days. Once all prices are settled, the heroes can leave their ship and crew behind and take to the old elevator

that leads to the airship above. Small cabins will be provided, as well as a tour of the ship's main deck, but most of the ship is listed as 'off limits' to the passengers for safety sake. The crew are a dark lot, and eye the party with suspicion, but give no disservice. Tallow will offer to dine with the party members at sunset in the captain's cabin if they so choose.

Part Three: Taking to the Air

1. Air Raid

During the morning after their first night in flight, as the sun rises red and the horizon is painted shades of crimson, an alarm is raised by the ship. Another vessel, this one recognizable as the airship that left the station before the crew made the deal to travel, has come in 'dark' behind the ship and is looking to board.

The crew will be asked to repel boarders, and within moments sounds of combat can be heard on the lower decks.

(# varies) Air Pirate [AC 4, HD 4+4, HP 30, #AT 1*, D 1–8 (Pistol) or 1–6 (blade), *Attacks vary with weapon type, Sky Legs, Elemental Residue (2–12 extra damage 1/day)]

TREASURE

17 SILVER PIECES BETWEEN THEM

(# varies) Air Pirate: [AC 14, Speed 30 ft., HD 4d10+8, HP 28, #Attack: 1*, Initiative +3, Hit +6, Damage Gun 4 (1d8) and Blade 10 (1d6+2), *Number of attacks varies with weapon, Sky Legs (+2 hit and all athletics rolls when on an airship), Elemental Residue (Can add 2d6 damage to an attack 1/day)]

The full impact of this attack is up to the Gamemaster, but it should be repelled by the sailing prowess of Captain Seb and the fighting skills of his crew. You should vary the number of pirates for whatever effect you need to give the heroes experience fighting these enemies and also show the power of Sonya, if you so choose.

2. Roc Attack

After the decks have been cleared and the pirate menace is out of the way, the ship returns to relative normality with the crew doing repairs. Several hours later there is a scream from the top of the ship, and a shadow passes over the rail near one of the heroes.

A 2 in 6 [DC 15 Perception] will reveal a large eagle swooping away from the ship with a sailor in its talons. Before action can be taken, another huge raptor appears and takes a swipe at the ship's superstructure, prompting the captain to call for battle stations.

1 Roc [AC 4, HD 18, HP 108, #AT 2 or 1, D 3–18 (2 Talons Attacks) 4–24 (1 Bite Attack)]

TREASURE

NONE

1 Roc [AC 15, HD 16d20+80, HP 248, #AT 2, Initiative +5, Hit +13, Dam Beak 27 (4d8+9) Talon 23 (4d6+9), Multiattack, Grapple (escape DC 19) on talon strike]

Part Four: Citadel in the Clouds

As the coordinates draw near, spotters on the ship signal a shadow in the distance. As the ship draws closer, a strange structure made of wood and glass can be seen floating in the sky. It is angular and almost looks to be made of triangular sections bound together by passages. A single door opening directly to the sky is located on one point of the structure, and the captain brings the ship in close so that a boarding plank can be extended.

1. Runed Entry

The surface of the door is a smooth mahogany set with a scrolling pattern that depicts vines and subtle runes along the panel. It is slightly ajar, and the wind from the airship's engines blows it open to reveal a long chamber, forty feet at its widest angled point and ninety feet in length. Natural furnishings, all of wood and woven grass, decorate the interior as a single sheet of glass more than eight feet wide and six feet tall provides light to the chamber. Two sets of double doors, one on the north wall and one on the west, are the only visible exits to the room.

There is nothing in the room of particular value, and the highly Spartan nature of it doesn't seem overly warm or inviting to the characters. The huge glass window is spotted with dirt and grime but still provides ample light and the ability to see great vistas in the horizon.

2. Meditation Chamber

The doors open to reveal a roughly fifty-by-forty-foot chamber with another large eight-foot window and a set of double doors in the northern

wall. Flowering vines slither up the walls and breach the ceiling in places.

This is a room of sky meditation and has little value save that the flowers produce a calming fragrance, and the tranquil view from the window sheds a pure golden light about the room.

3. First Ambush

The double doors open to reveal a dark room that is roughly twenty feet wide and sixty feet long with an angular recessed alcove near the middle that remains deep in shadow. As you enter, a flare of light bursts from the shadow as a match is lit, the fire illuminating the grim faces of 5 armed men, the leader lighting a cigar clenched in his teeth.

The five men are air pirates, sent here in advance once the coordinates were first seen by Captain Seb. They have weapons drawn and will fire first and ask questions later, hoping to kill the party and secure the girl.

5 Air Pirates [AC 4, HD 4+4, HP 30, #AT 1*, D 1–8 (Pistol) or 1–6 (blade), *Attacks vary with weapon type, Sky Legs, Elemental Residue (2–12 extra damage 1/day)]

TREASURE

17 SILVER PIECES BETWEEN THEM

5 Air Pirates: [AC 14, Speed 30 ft., HD 4d10+8, HP 28, #Attack: 1*, Initiative +3, Hit +6, Damage Gun 4 (1d8) and Blade 10 (1d6+2), *Number of attacks varies with weapon, Sky Legs (+2 hit and all athletics rolls when on an airship), Elemental Residue (Can add 2d6 damage to an attack 1/day)]

4. Hall of Pigments

The doors open to another chamber with a single large window and two sets of double doors, one to the north and one to the west. A cacophony of color has been bound into the grains of the wood in this room, giving it an otherworldly feel, and several woven pallets lay on the floor.

The chamber is empty other than the pallets.

5. The Aerie

The roof of this large chamber twists in an odd natural shape like a wave, and within its design a direct opening to the sky is visible. A single set of double doors are set into the north wall, and the floor of the chamber is covered in large brown feathers.

This is the chamber of the griffon, the beast having taken flight when the air pirates arrived, but will return once the young Druid enters its home. It will not attack the heroes, but will approach the girl once it lands, seemingly offering her a ride as it kneels before her. She will choose to go with it, saying her goodbyes before it takes flight. Just before the griffon lifts off, it will pull a small locket from its claws and toss it to the leader of the party. Getting Sonya to this chamber is the completion of the contract, and where she goes from here will be beyond the heroes' knowledge.

For getting Sonya to this point, the heroes should receive an experience bonus (up to the Gamemaster). The locket is magical, and acts as a protective ward for all allies within 15', providing everyone in the radius a +2 bonus to armor class. It is also a sacred symbol of the Druidic Order, and can provide safe passage in most Enlightened enclaves remaining in the world.

6.

Second Ambush

This large hexagonal chamber has a single window and a set of double doors in the northern wall. A low bed, desk, and some pillows have been placed in a makeshift pile before the ajar northern doors, and a rifle lays haphazardly to the east of the pile with a smear of blood next to it.

The pirates were preparing another ambush for the party in this room when a scout peering through the doors into chamber 7 awoke the lurker there. The creature quickly killed the pirates and now waits beyond the doors for other intruders.

7.

The Sky Garden

A slight rise, perhaps a foot, marks the verge to this chamber. Dirt covers the floor and the sounds of flowing water splashing into a pool can be heard. Around the entry, flowering vines grow. Beyond, two large windows provide light to the forested chamber, and several small trees, many heavy with fruit, decorate the interior.

As the heroes move inside, they will find the bodies of five dead air pirates. All look to have been beaten to death or strangled. During the investigation, a roper will attack using surprise if possible 4 in 6 chance **[DC 17 Perception]**.

1 Roper [AC 0, HD 11, HP 66, #AT 6, D 5–20, Poison Strands (save vs. poison or lose 50% of STR for 1–3 rounds)]

TREASURE

20 GEMS INSIDE ITS GIZZARD WORTH 50 SP EACH

1 Roper [AC 20, HD 11d10+33, HP 93, #AT 5, Hit +7, Dam Tendril (Escape DC 15), Bite 22 (4d8+4), Multiattack (4 Tendrils, 1 Bite), Reel (pulls a grappled victim up to 25 feet for a bite)]

8. Storage Room

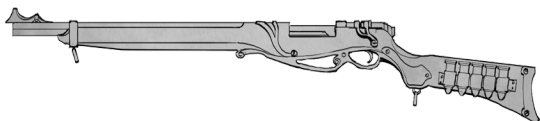
Within this small angular chamber, a single window provides light to dozens of dried hanging plants and preserved fruits. A functional beehive buzzes here, with access to the sky from a hole organically grown in a knot in the northeastern wall. Two tables dominate the central portion of the room, and hold four gourds that smell of fermented spirits, all heavy with liquid.

TREASURE

EACH GOURD HOLDS ENOUGH LIQUID FOR 3 DOSES OF POTION OF EXTRA HEALING [GREATER HEALING].

Final Resolution

Once delivery of Sonya to the griffon takes place, the party members can freely exit the building. However, when they approach room 1 for the second time, Seb and eight members of his twelve-man crew are waiting with weapons drawn. Seb will step forward, saying:



‘I’m sorry, my friends, but this is where the sky and the sea must part ways. I’d hoped it wouldn’t come to this, but you’ve proved more resilient than I first calculated, so I must personally collect the bounties on your heads for collusion with the Enlightened’ (or ‘harboring an Enlightened’ if any of the players are playing one).

A fight will then ensue, and if things are going poorly for Seb, he will attempt to escape back to his ship, thus marooning the heroes at the sky house. If Seb is killed, the heroes can force the remaining crew to take them back to the air station, or if he is captured, he will bargain for his life by offering to return them to the air station as well as providing them with access to his treasury housed there of 10,000 SP. If pressed about the bounty, Seb will indicate that a standing bounty of 10,000 SP for an Enlightened head or 1,000 SP for each known Enlightened sympathizer is available in Findalynn’s Samaya Expansion Office.

8 Air Pirates [AC 4, HD 4+4, HP 30, #AT 1*, D 1–8 (Pistol) or 1–6 (blade), *Attacks vary with weapon type, Sky Legs, Elemental Residue (2–12 extra damage 1/day)]

TREASURE

30 SILVER PIECES BETWEEN THEM



8 Air Pirates: [AC 14, Speed 30 ft., HD 4d10+8, HP 28, #Attack: 1*, Initiative +3, Hit +6, Damage Gun 4 (1d8) and Blade 10 (1d6+2), *Number of attacks varies with weapon, Sky Legs (+2 hit and all athletics rolls when on an airship), Elemental Residue (Can add 2d6 damage to an attack 1/day)]

Seb the Tallow [AC 3, HD 8+8, HP 76, #AT 1*, D 2–8 (Pistol) or 1–6 (blade), *Attacks vary with weapon type, Sky Legs, Elemental Residue (Greater) (3–18 extra damage 1/day)]

TREASURE

RING OF PROTECTION +1, REAPER SCATTER
PISTOL (AREA EFFECT)

Seb the Tallow [AC 17, Speed 30 ft., HD 8d10+16, HP 56, #Attack: 1*, Initiative +5, Hit +8, Damage Gun 8 (2d8) and Blade 10 (1d6+2), *Number of attacks varies with weapon, Sky Legs (+2 hit and all athletics rolls when on an airship), Elemental Residue (Greater) (Can add 3d6 damage to an attack 1/day)]

Should the heroes wish to commandeer the ship, that is their prerogative, but the Gamemaster should be prepared to adjust the campaign accordingly from a land based setting to an air based setting.

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HALO JUMPER (EXTERIOR)

