# The Pirates of the Unknown Horizon

**A Patreon Extra adventure primer for A Broken Sky: Boundless Horizons!**

# Table of Contents


| | |
|---|---|
| Who Are The Unknown Horizon? | 2 |
| Using This Adventure | 2 |
| History Of The Green Island | 3 |
| Map Of The Horizon Hideout | 5 |
| Reading The Encounter Map | 6 |
| The Opposition's Goals | 10 |
| The Opposition's Forces And Tactics | 11 |
| OGL DECLARATION | 17 |


# Credits and Thanks


**Written by**

Jim Milligan

**Editor**

Paul Fields

**Additional Artwork by**

Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games
Encounter Map created using resources found at inkarnate.com

**Layout And Production**

Jim Milligan

**With Special Thanks to:**

Jim's Patreon Supporters
*(Guild Member and Guild Master Tiers: Matthew Elliot, Paul Fields, James Jandebeur, Rebecca Larson, José Luis Porfírio, and Matthew Regan)*



**A Broken Sky: The Pirates Of The Unknown Horizon** is © 2020 Evil Robot Games and James Milligan.

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinder to learn more about Pathfinder.

# Who Are The Unknown Horizon?

Striking out from a series of hidden bases throughout the Shard Sea region, the freebooters and corsairs of The Unknown Horizon are a well-kept secret, a clandestine organization that operates in open sight: hiding themselves among the ranks of pirate crews and scavenger fleets, even being so bold as to infiltrate the tight-knit crews of the mighty Eel Haulers of Renaum. All but the most daring of their work is done in secret, with their members siphoning funds and supplies away from their cover enterprises, helping the hidden masters of The Unknown Horizon build up their fleet and their faithful.

On the surface, The Unknown Horizon are pirates, pure and simple. They steal money, goods, and even ships, all to improve their power and keep their fleet in the air. Dig deeper, and the truth becomes far more complex. The Unknown Horizon operate on a similar — but ultimately far more mysterious — principle to the Finder Knights of Renaum: they are searching for new lands, new opportunities, and forgotten lore. Their ships fly out into the unknown skies beyond the Seven Shards, searching through the broken world for forgotten treasures and lost lore, which they bring back to their hidden holds, where many are sold to the highest bidder in secret auctions across the Shard Sea. Their agents are drawn from all of the ancestries and all of the lands of the Shard Sea region, and are just as likely to be common sky sailors as they are highly-skilled specialists; craftsmen, lore-keepers, soldiers, spies, thugs and brigands all find their way into the ranks of the Horizon.

Ultimately, the true goal of The Unknown Horizon is unknown. Many of their ships never return from their explorations, making the pursuit of simple, pure profit unlikely — the loss of such expensive ships and highly trained crews make such losses unacceptable to anyone concerned with making a fortune — but not impossible. The leaders of the Horizon are hidden behind layers of hierarchy and obfuscation, their operatives working as stand-in's and decoys where necessary to keep their master's true identities secret. Some believe that the leaders of the Horizon are high-ranking members of the Finder Knights, who have created The Unknown Horizon to work outside the system, while others hold to the idea that the Horizon doesn't actually *have* any leaders, but instead is operated by a constantly-changing, anarchic system, in which the heads of the largest cells take charge of any given operation based on their skills and experience.

It's difficult to say whether or not the Horizon is "good" or "evil," in the traditional senses of the words. Posing as pirates, they take hostages and ransom them for great profits, steal cargo from merchant fleets, and hijack entire Skyships when they can. And yet, they also rescue castaways and deliver them to safety without asking to be paid, sabotage pirate ships to help prevent attacks against small, struggling merchant concerns, and (or so the rumor goes) brought their forces to bear against the forces of darkness during the last Nightfall. Ultimately, who they are and what they want remains a mystery. Only the slow turn of time will provide the answer.

# Using This Adventure

So what should you expect, here?

Good question!

For those of you familiar with adventure paths, modules, and other pre-packaged adventure products, I fear you may be a little disappointed. There are no numbered encounters to be found, here, no step-by-step road maps to the ultimate encounter with a nefarious boss villain. Instead, you'll find a map of a hidden pirate stronghold on a long-forgotten island outside the Shard Sea Region, along with a history of the area, the goals of the Horizon forces in the area, their numbers and their strengths. This adventure primer (and it *is* just a primer) is a retelling of the first major encounter of my *Boundless Horizons* home game for **A Broken Sky**. You're getting it exactly as it was prepared for my own group, whose adventures you can read about on my Patreon. The encounter map presented on the next page is the same map I used in that game (and you can import it into Roll20, should you like!), and all of its pertinent locations will be explained in the following pages.

The overall goals, tactics, and motivations of the Horizon crew camping out on the Green Island hiding away in a pocket of clear sky beyond the Shard Sea Region will be explained, as will their numbers and composition. GM's will have plenty of tools given to them to create an adventure that is a challenge for characters between 3rd and 6th level, with notes on how to handle various "game changers," such as the two Wyvern Riders (who can be used both as plot points for lower-level groups, and actual combatants for higher-level teams), the Sister Twins, and the Headman himself.

This primer takes a more holistic approach to the encounters and combat in the pirate camp because it needs to. It's not designed to be a fully-fledged module, nor is it supposed to be a point-by-point combat narrative. The goal of your players may not be a rescue, but may instead be a desperate raid to gain supplies, or revenge, or anything in between. Have fun with it!

# History Of The Green Island

Hidden a mere full day's flight away from the outermost edge of the Shard Sea Region, a small bright pocket of clear sky serves as a secret oasis for those who know where to find it. Tracing back along Hadravel's ancient course, the path to the oasis lies hidden in archaic maps and ancient texts: the story of Hadravel's journey through the broken skies are complex and arcane, as much a tale of legend that borders on myth as actual truth. For many, the idea that the Libary City's original course could actually be retraced is unbelievable, but it *can* be done, and, in fact, has.

In his obsession with preventing — or fighting — the impending Nightfall, Taneth of Hadravel spent nearly a year deciphering the hundreds of references to the Libarary City's origins; the path it had traveled, the way the winds turned it this way and that, even the meter and timbre of the songs written about the Hungry Years were pored over by the insatiable eyes of the Avalar wizard. Before his death, he believed he had discovered the original path that Hadravel had traced on her long, perilous journey. The night before his fateful encounter on the Nightfall Fortress, Taneth completed his calculations, leaving them in his workshop, locked behind a sturdy door. Had Taneth known of The Unknown Horizon, if he had some contact or familiarity with them and their methods, perhaps he could have saved himself so much effort. It may have put him on a different path. Or, perhaps, his fate was decided all along.

In the end, The Unknown Horizon has known of this span of clear skies for some time, using it as a bolt-hole and staging area in the hazy space beyond the Seven Shards for at least the last ten years. Recently, however, some Horizon members have begun to detect strange emanations from the oasis: magical vibrations of an unknown type, as well as the increased appearance of strange and unusual creatures, have some within the Horizon concerned that they may soon have to abandon their secret space, for the safety of their vessels, if nothing else.

Most travelers who find this small patch of clear sky do so by accident. Strong winds at the edge of the Shard Sea Region often gather into storms, many of which can pull debris, small chunks of land, new volumes of water, and other articles into the skies around the Seven Shards with tremendous force. Likewise, they can also *eject* such small, relatively lightweight objects into the obscuring haze around the region. Once thrown into these hazy expanses, it can be very hard for small, unprepared vessels to navigate their way back to the Shard Sea Region, especially if they were not equipped for long-distance navigation. Once beyond the Seven Shards, an *anchor star* may not point at the shards anymore, and compasses will surely point toward the east and The Brightness Of Day, but they will be of little use without proper navigational tools. Those who find themselves in this blessed oasis may soon regret ever finding it.

Composed mostly of scattered islets and fragmented bits of rock, the oasis is mostly stable, though its islands do not orbit a center point as do the Seven Shards: instead, they hold their positions, drifting only slightly toward and away from The Brightness Of Day in time with the seasons. Wide, shallow ribbons of water trace courses through the oasis, twisting and turning around the largest islands, dispersing into clouds at the western edge of the pocket of clear skies, which are then pulled back toward the eastern border, where their rains and foggy drizzles again coalesce into the airborne rivers. Flocks of birds travel from island to island, feasting on small insects and wild fruits, while small populations of birds of prey take their pick of the smaller birds, squirrels, rabbits, and fish from among the islands.

Three large islands — each roughly half the size of Marrakh — float in a rough triangle near the center of the oasis, best described as

the Rock Island, the Brown Island, and the Green Island. The Rock Island is just that: mostly barren rock, showing the signs of having been horribly scoured by wind and time. Its surface shows evidence of having been used as a quarry in the past, and veins of coal and iron are shot throughout its depths. The Brown Island is covered in rich, loamy earth, with little beyond grass and low-growing shrubs dotting its surface. Once upon a time, it may have been used for farming, but now it is dotted in rough, boggy patches. No one has tended to it in centuries.

Covered in lush trees and vegetation, the Green Island is the only island suitable for long-term habitation, and the only island where any creature larger than a rabbit can be found. Deer, boar, and even a small pack of wolves make their home on the island, though they all studiously avoid humanoids or other creatures. In the distant past, a group of Avalar abandoned Hadravel as it traveled through the oasis, seeking to make a home on the surface of the Green Island. The ruins of their dwellings still stand deep within the island's forests, though they themselves their bitter ends at the hands of evil during the previous Nightfall. Today, their only remnants are a few decaying, scattered trinkets, perhaps, or the broken shards of a weaver's loom. Some of the colonists survived long enough to record the names of the dead, scratched into the crumbling brick and stone walls of their homes. In the end, they are all long gone, their graves and corpses scavenged by the animals of the island and lost to time.

At a few points across the Green Island, copses of desiccated, brittle trees still stand in ashen, sterile soil, a testament to the ravages of the last Nightfall. Large, unnatural scars mar the sides of many of the low earthen hills that pepper the Green Island's surface: ragged gouges cutting down through the soft earth to the hard bedrock beneath. Along her underside, the Green Island shows signs of having been ravaged by some manner of impossibly hot, sterilizing fire; the spars, outcroppings, and rough fingers of rock that typify most islands throughout the world have been melted smooth by an unknown, horrible blaze.

Today, forces of The Unknown Horizon have revitalized the large clearing that the settlement was based around, using it to house not only their personnel, but also provide roosts for the pair of wyverns that they use both for long-range scouting and bringing down any intruding vessels that may find their way into the oasis. The wyverns and their riders are far too valuable for the Horizon to risk in large-scale battles, but they are very useful for quick, diving attacks, their large claws and terrible jaws serving as the perfect tools to rend sails, collapse balloons, and snatch hostages from poorly-defended decks. Diving down from the clouds at the eastern edge of the oasis and retreating to them just as quickly, the pirates use their tamed drakes to their tactical advantage whenever possible. Keeping the wyverns fed requires a weekly supply drop from another Horizon ship, which also brings in fresh skiff crews every other week.

Vessels that find themselves damaged by the hit-and-runt tactics of the Horizon wyverns would do well to put in at one of the closest islets, floating high in the clear spaces of the oasis, and in fact the Horizon members count on this. The most likely islet is a quarter-mile wide, half-mile deep shard of land, notable for its forested surface and a small lake that promises fresh water (and possibly fish). Approximately ten miles away from the Green Island, the islet's trees are all soft woods, rendering them useful for emergency repairs, but of little value otherwise. There are no fruiting trees on the islet, and no fish in the lake (though it does hold a very few frogs and salamanders). The islet has little in the way of wildlife other than small birds and squirrels, making for slim pickings indeed for shipwrecked crews whose supplies are dwindling. As well, the Horizon pirates patrol the skies with their skiffs and wyverns at irregular intervals whenever they know other ships are in the oasis, looking out for potential salvage or hostages. In some cases, they may seek to recruit the survivors, offering them safety and employment in exchange for loyalty and a strong back. Rarely, perhaps, they may simply allow the survivors to buy their way back to the Shard Sea, giving them safe passage out of the oasis in exchange for all of their belongings, navigational data, and (of course) their money.

Skiff Dock
Headman's Camp
Ruined Building
Isolation Cages
Crew Huts
Skiff Dock
Crew Huts
Skiff Dock
Nest One
Nest Two
Crew Huts
Skiff Dock
Ruined Building
1 sq. = 5'

# Reading The Encounter Map

As you can see on the previous page, the encounter map takes place in a moderately-sized clearing in the middle of what was once a settlement on the Green Island. Long ago, this island was a forgotten Avalar colony, left behind by Hadravel as it made its way through the sky into what would become the Shard Sea Region. The ruins of the colony's buildings still spot the area, each of them close to water and a good distance away from one another: after centuries spent in close quarters with the remaining survivors of Hadravel, the idea of space to live appealed to the colonists, but they still remained within easy sight of one another. Sadly, the colony was destroyed during the previous Nightfall, leaving behind nothing but ruined buildings and fading, ancient warnings left by dying survivors against the threat of that which killed them.

The clearing is located roughly in the center of the island, and is approximately an hour's walk through trees and undergrowth from the island's major water source, a sizable (~1/4 mile round) freshwater lake, with small but stable populations of fish and turtles living in it. Fed by the frequent rains and heavy fogs of the clouds passing over the island, the lake is in no danger of stagnating. Several small streams run into and out of the lake, bringing water to and from the rest of the island.

Today, the former colony site is a staging area for a sizable, well-equipped detachment of The Unknown Horizon, who are — possibly to the dismay of the player characters — quite good at what they do.

**Terrain Notes:** While the clearing is surrounded by trees and low hills, it should be noted that only the trees that lie well outside the area of the Horizon camp (at least 50 feet off of the edge of the map) can be easily used by characters as cover. When moving into the area, the pirates used any large, strategically significant trees they could in the construction of their camp. Most of the heavy, thick trees around the old colony were cut down and used as building materials for the skiff docks and the fencing around the Headman's Camp (listed below). Areas marked as rivers or water, the five feet of terrain on either side of that water, and the terrain inside each of the Ruined Buildings (see below) count as difficult terrain and greater difficult terrain, respectively.

**Ruined Buildings (2):** At the southern and eastern edges of the clearing, situated nearby reliable water sources, two ancient, crumbling buildings stand a silent testament to the long-dead inhabitants of this island. The buildings are little more than rubble at this time: overgrown with shrubs and riddled through with grass, moss, and berry vines. One some few bricks and blocks of stone that still stand, the doomed survivors of the last Nightfall have carved the names, ages, and family lines of those who died on this island. Next to each name, in the traditon of the Avalar, the method of their deaths has been recorded: to the last of them, the Void Crescent is found. This chilling revelation shows that children as young as a year old were slaughtered by the forces of the Nightfall Lords.

Explorers attempting to uncover artifacts of the past within these ruins will find very little of value, though a successful DC 22 Perception check (a level 5 Hard task) can find a few

**ABOUT GLIDERS IN PF2E**

The *Pathfinder Second Edition Gamemastery Guide* details an official glider that can be used in tactical, vehicular combat. You can find it in *Chapter 3: Subsystems*, and it is a perfectly serviceable, functional glider. In fact, it is a level 0 item (instead of the level 5 *glide wing harness* found in **A Broken Sky: Boundless Horizons**). The glider found in the GMG can be swapped out for the *glide wing harness* if the GM and the players agree: we certainly won't mind if you do. However, the official glider only travels at about 2.5mph (assuming a flight speed of 25, the glider has a travel speed of 250 feet per minute per the *Exploration Mode* section of the *Pathfinder Second Edition Core Rulebook*). This is well below even the most basic real-world glider dynamics, even without using modern materials and methods. When magic and alchemy enter the equation, there's simply no reason for these gliders to be so slow.

We suggest that — if you want to use the glider specifics from the GMG — you explore the idea of using all of the game statistics present there for combat, but that you ignore the 8 Miles Per Day value in favor of the speeds we list, which will bring them more in line the real-world counterparts of these devices.

bits of memorabilia such as a leatherworkers burnishing tool made from a wyvern's rib bone, or a tarnished metal flash that once contained something close to corn whiskey. With a DC 29 Perception check (a level 8 Very Hard task) and at least two hours time, very persistent searchers may find a few (1d3+1) old coins scattered under centuries of dirt. Because of their age, the coins could be worth as much as 20gp each to the right collector.

**Skiff Docks (4):** Four twenty-foot high watch towers stand at roughly cardinal points around the camp (north, south, east, and west), from which the Horizon pirates launch their small patrol skiffs. Each of these towers is staffed by one (1) Sentry and two (2) Dockhands at all times, rotating in shifts every six hours (each tower has a total of 2 Sentries and 4 Dockhands broken into two teams, requiring each team to do two shifts a day). When a tower's skiff is docked and sitting idle, two (2) Guards are added to this number. At any given time, a particular skiff has a 50% chance to be present, decreasing by 10% for each skiff already on site. Therefore, if two skiffs are present, there is only a 30% chance that a third skiff will be on station, and a 20% chance that all four skiffs will be docked simultaneously.

When all four skiffs are docked and their crews are present on the island, the total number of pirates present between the skiff docks and crew huts (below) are eight (8) Sentries, sixteen (16) Dockhands, and eight (8) Guards, not counting the four (4) Commoners who man the isolation cages (also below). When the camp is fully manned, these people alone account for thirty-six (36) individual foes of various level and skill.

Various pieces of equipment and scrap are scattered about the skiff docks. With a properly trained eye, enough bits and pieces can be gathered from these surplus materials to craft a single pair of *buzz wings* (see the *New Equipment* section of **A Broken Sky** for full statistics of *buzz wings*), and counts as the required materials equal to half the items cost. Gathering these items requires both a DC 20 Perception check (a level 5 task) as well as a DC 18 Crafting (Alchemical or Mechanical) check used for the Recall Knowledge action to recognize the value of these individual components. Player characters specifically examining the materials around the towers with the intent of obtaining components to craft *buzz wings* have these DC's reduced by 5, since they are purposely trying to make such observations.

**Crew Huts (3):** These huts are small, sturdy shacks approximately twenty feet long by ten feet wide, with enough room for eight to ten of the pirates to sleep and store their equipment. The beds are simple hammocks hung from posts in the walls, and each team member has a storage locker to keep their valuables. Various small stools, chairs, tables, and sundries are scattered about within and outside the shacks, as the crew spread out to occupy their space. At any given time, at least one (1) Sentry and two (2) Dockhands are present in each of these huts, or are somewhere nearby, spending their off-shift hours sleeping, eating, or otherwise occupying their time. One or more of the Commoners (mentioned below) may also be present. Two of the three huts are located near the streams and ponds that help feed the various trees and plants in the area, providing fresh water when needed.

**Isolation Cages (4):** Situated in clear view of three of the four watchtowers, as well as all of the crew huts and the Headman's camp, four sturdy steel isolation cages can be found. These cages are used to hold dangerous prisoners (as well as hostile animals that have been captured for bounties) securely. The cages are six feet wide and four feet tall, with sturdy locks (rated as average locks, requiring four Thievery successes at DC 25 to pick) to keep their residents in place. These cages are guarded by four (4) Commoners: average members of the Horizon's roster, they are skilled enough to watch restrained prisoners, raise an alarm in the event of an escape, and dogpile on anyone trying to run.

**Wyvern Nests (2):** These roosts are each approximately eight feet off the ground, and are built from various trees, bits of lumber, and thick, gnarled shrubs that have been torn up and jammed into place upon a sturdy framework. A skilled woodworker can (with a DC 18 Perception check) determine that the basic frames were built by hand, while the remaining embellishments were done by the wyverns themselves. The creatures rotate through long, meandering patrols across the oasis, and are often absent from the camp, as their riders allow the beasts to roost and prowl in various locales among the islands and debris. Either of the Horizon wyverns and their riders have a 40% chance of being in the camp at any given time, and there is only a 50% chance that if one of them is present, the other will be, as well. See **The Opposition's Forces And Tactics**, below, for more on the wyverns, their riders, and their role within the Horizon stronghold in the oasis.

The area surrounding the nests is littered with the leavings of the drakes and their appetites: bits of bone, cast off pieces of hide, and the heavy stains of splattered blood cover the bases of the nests and the ground around them. The soil is trampled and dug up in many places, showing signs of having been carved and furrowed by the wyverns' powerful claws. Souls brave enough to dig through the piles of refuse and dung around or near the nests will find little of interest, though buried deep within a pile of cast-off debris, trash, and rotting meat, a particularly lucky observer who makes a DC 26 Perception check (a level 8 Hard task) find either a *crafter's eyepiece* (roll 1-10 on a d20) or a *dancing scarf* (roll 11-20 on a d20). In either case, the item is severely soiled and damaged, and will require time to clean and repair, a task requiring at least two days and 15gp worth of materials. Any character attempting to repair the item must have the Magical Crafting skill feat and will need to make a DC 20 Crafting check (a level 3 Hard task) each day. If they miss the check, they can try again the next day, but must start over from the beginning (including finding more materials).

**Headman's Camp:** The final point of major interest within the outpost is the Headman's Camp. The camp itself is surrounded by a ten-foot high wall of sharply-pointed logs that make up a 60-by-60 foot perimeter around the buildings within. The walls have a single visible entrance at their southern side: a pair of six-foot wide doors that can be barred from within the camp, preventing easy access by anyone attempting to rush the command center. The doors are usually left open during the day, so that the crew can communicate with their leaders easily. At night, there is a 60% chance that the doors are closed. Hidden along the northern wall, a concealed escape route is built into the wall. Opening onto the bank of the large pond behind the camp, this door can be found with a DC 22 Perception check (a level 6 task), which can be reduced to 18 if the observing character is trained or better in Woodworking Lore. The emergency door only opens from the inside, however, and must be forced (or destroyed) to be accessed from the outside. The door is made up of four sturdy logs, of which at least two must be destroyed in order to access the door from the outside. Each log has Hardness 10, 40 Hit Points, and a Broken Threshold of 20. Forcing the door, instead of destroying it, requires a DC 20 Thievery check, using the Force Open action, as described in the *Pathfinder Second Edition Core Rulebook*.

Two (2) Guards are present at the front doors of the enclosure 50% of the time. When they are not guarding the doors, they are performing other tasks around the camp for the Headman. A total of four (4) Guards are assigned to the headman's camp, and operate on two six-hour shifts per day, as with the rest of the camp. These guards reside inside the enclosure, as they are the personal guard for the outpost's leadership. The guards do not know about the secret door at the back of the headman's camp, and if forced to evacuate the enclosure, will attempt to leave via the front exit, by climbing over the walls, or by boarding the headman's skiff.

Inside the small fort are five buildings, laid out in a rough star pattern around a central courtyard. The northernmost building is the headman's residence and office, the only building with more than one room. Here is where the headman and his consorts the Sister Twins live, carrying out the plans and commands of their Horizon superiors. The north-western and north-eastern huts are used as residences and offices for the navigator and senior sailors, respectively. The headman's guards reside in the south-eastern hut, splitting their time within or around it in the same manner as the skiff tower crews, described above. Finally, the hut at the south-eastern corner is used as a supply hold, where the personal items of any prisoners or other "guests" of the pirates are held during their stay. The pirates take great care to keep any magical items or other clearly valuable items intact and in good condition, knowing that their value lies as much in their worth to their captives as it does on any market. The various chests and lockers that hold these items are secured with average locks (requiring four DC 25 Thievery checks to pick), but are not otherwise protected or warded against tampering. This building also holds the payroll for the pirates staffing the camp, as well as most of the camp's dry goods and long-term rations. Lastly, kept secured under a heavy tarp, the headman's skiff rest just outside the headman's hut. This and all of the other skiffs mentioned in this section are detailed in the sidebar on this page, although the headman's skiff is obviously of a higher quality and in better condition than the others.

Unlike the rest of the camp (such as the skiff crews, who have a variable chance of being in camp at any given time), the Headman, the Sister Twins, and the rest of the command crew are always within the camp. They only leave if and when the Headman calls a retreat, or when the Sister Twins receive the message they've been waiting for. The Headman's Camp accounts for ten (10) total combatants in the event of an encounter with the player characters.

If searched following an evacuation (or, even more unlikely, a defeat of the pirates by the player characters), the full wealth of the pirate encampment can be found within the storage hut. Each pirate is paid half of their coin at the start of their tour, and the second half at the end of their two-week rotation, and the payroll amounts to a total of 10gp per each of the rank-and-file pirates (300gp total, of which only 150gp is held in the payroll chest). The headman and his crew are paid directly by their superiors at the end of each of the headman's deployments, and thus their payroll is not held in the camp. The pirates split any bounty from salvaged ships or ransomed hostages equally among them. If the pirates have recently secured a ransom (a 20% chance at any given time), they will have an additional 20 to 50gp split between them (1d4+1 x 10gp).

On incredibly slim chance that the pirates' skiffs are somehow captured by the player characters, the ships become the real spoils of the adventure: the skiffs are valuable, have enough *fuel tablets* to keep them in the air for several days, and can easily be used as additional transport or as repair materials for the player characters' own Skyship. They could even be sold on the open market, if the characters are in need of additonal funds.

**SKIFFS IN THE GAME**

The basic conceit about skyships in **A Broken Sky** — whether they're skiffs, fishing boats, lifeboats, or galleons — is that they are more or less *set dressing*, meaning that they fly more or less as quickly as they need to in order to advance the plot. When they are damaged, it's never enough to destroy them unless it's appropriate to the story, and the "hero ship" almost never gets destroyed: it always limps home, with barely enough of its frame holding together to keep it from being a total loss. A little time, a little money, and a repair montage later, and it's ready to get back out there… even if it does look a little worse for wear.

If the GM and players decide that they want to take the game in a more tactical direction, there are a few options that can be used, which can be found within the GMG. We suggest using the statistics for a *rowboat*, with the following changes:

- Change price to 20gp
- Increase *size* to Large (15' x 10' x 3')
- Increase *crew* to 2 and *passengers* to 6
- Increase HP to 30 (BT 15)
- Change Speed to *Fly 20*
- Change Collision to 3d4 (DC 16)
- Double the number of Medium or Large creatures needed to portage a grounded skiff.

# The Opposition's Goals

The Unknown Horizon pirates serving at this outpost aren't simple thugs hellbent on seizing any ship that enters their airspace: they have a very specific criteria for who, what, and when they choose to attack. The wyvern riders lurk in the clouds at the eastern edge of the oasis, where ships are most likely to enter the clear patch of sky as they journey out from the Shard Sea Region, while the skiffs patrol the remainder of the space, sticking to the shadows and coastlines of the islands, where they are less likely to be seen by lookouts and observers. Using a complex set of visual signals (flags, mirrors, and puffs of smoke), the wyvern riders and the skiff crews can communicate with the headman and his advisors, giving them information on the intruders. If the ship is too heavily armed or is from a well-known fleet, they leave it alone, taking pains to ensure that their camp remains unfound. Their primary goal in this oasis is to keep their existence secret, so that they can continue to use it as a staging point for deeper-ranging expeditions and explorations, as well as a relatively secure safehouse to stash stolen goods, hostages, and ships until such time as they can be fenced, ransomed, or repurposed. Allowing their operation to be found out or disrupted means both a terrible tactical and monetary loss, as well as the potential forfeit of whatever has been creating the strange emanations within the oasis for the last several months.

The current headman, Yusef Bannon (see **The Opposition's Forces And Tactics** on the next page) and his command crew were sent here specifically to take over and investigate the emanations. His goal is to find their source, and, if he can, uncover its secrets. At the very least, he is to report back to his superiors if he finds nothing. While he has no qualms about engaging small skyships that make their way into the oasis, and will happily hold hostages brought to the oasis until their ransom can be paid, his primary goal and his supreme focus during his detachment is to root out the strange emanations that have so captured the curiosity of his superiors. Somewhere, out there in the clear skies of this small region of clean air, something is stirring, sending out almost imperceptible waves of raw magical energy. The source appears to be one of the smaller islets traveling through the skies of the oasis, but the precise location has so far eluded the divinations of the Sister Twins. The emanations don't appear to be harmful or destructive: if anything, they seem to be unusually pure, undifferentiated arcane energy. Whatever their source, it seems to be getting stronger, bit by bit, day by day. In the past month, the energy has grown sufficiently powerful that it can sometimes be seen as a shimmering ripple passing across the sky, like a soap bubble bursting in midair. It causes no damage, and has no notable effect other than this unusual visual distortion.

As this outpost is still actively being used by the Unknown Horizon as a staging area, it should come as no surprise that their skyships have the potential to arrive at inopportune times for any adventurers who choose to stick around for too long after encountering the pirates on the Green Island. As you'll see in **The Opposition's Forces And Tactics**, each day that the player characters remain in the oasis after the pirates depart (or are defeated), there is a cumulative 10% chance that a Horizon gunship — a large, well-armed skyship equipped with numerous bomb lobbers or cannons, and staffed by very competent archers — will arrive. Savvy PC's (or their GM) should remember that sometimes, discretion is the better part of valor: there is no shame in retreating in the face of a vastly superior foe, and this is one such case.

However your party's encounter with these particular Horizon members goes, it is important to note that they have no ties to the Nightfall Lords. If properly entreated via conversation or parley, they might even be convinced that the PC's are simply searching for a way to stop the forces of the Nightfall Lords, whom (perhaps surprisingly!) the members of The Unknown Horizon all firmly believe must be defeated, no matter the cost.

# The Opposition's Forces And Tactics

It's time to discuss the enemies and foes your adventurers may encounter within the Green Island's airspace. Presented below are the game statistics for each of the three groups of Horizon opponents in and around the Green Island. These groups are broken down between the Headman's Command Crew, the Skiff Crews, and the Wyvern Riders. The Commoners who guard the isolation cages are counted among the Skiff Crews. It's important to note that not all of these groups get along: the headman and his command crew are overall respected by the Skiff Crews and the Wyvern Riders, but the Wyvern Riders see themselves as clearly above and beyond the rank-and-file Skiff Crews, and are not actually under the ultimate command of the headman — they follow his orders because he's in charge of this outpost, but they don't actually work for him. What this means in terms of game play is that while the headman and his crew will act in the best interests of themselves and the other two groups, the Skiff Crews and Wyvern Riders work together because they're paid to do so, not because they owe the other group any kind of loyalty. They won't actively betray one another, but neither will they go out of their way to save the other group at their own expense unless they have a clear tactical advantage or benefit to gain from doing so.

When referring to the statistics of each of these individuals, understand that only the named or senior opponents will have individual stat blocks. Opponents that could be easily interchanged with one another, such as the Guards who pilot the skiffs, the Sentries that stand atop their watchtowers, and so on, will be given a single stat block with the number of individuals that make up that group listed in parentheses next to their name. So, as there are eight total Sentries, the number (8) will be shown after their entry title.

GM's should understand that if all of the combatants are present — a very slim, but not impossible, chance — the forces of the Green Island can very easily overpower, or even kill, a group of player characters in an outright melee. Thankfully, the Horizon forces have a series of conditions that will cause them to retreat or evacuate their compound should a combat ensue. These conditions (combat and non-combat) should be tracked by the GM once the pirates are aware of the PC's, and are listed below. Surrender or negotiation conditions are given under the entry for the headman, Yusef Bannon, below.

As a final note, the Horizon forces on the Green Island *do* have a skyship waiting for them should they need to retreat. The ship is kept in a small aerial cove beneath the surface of the Rock Island, where it can be readily accessed. The mouth of the cove is hidden behind a camouflaged blind that can be moved (or crashed through) easily. The ship is rigged for speed and light combat, but relies on simply diving into the obscuring haze outside the oasis as its primary defense: once in the haze, it is easily lost by even the most canny observer.

**Evacuation Conditions:** If the Horizon pirates believe that they have been discovered by a vastly superior force (if the PC's skyship is geared for combat rather than exploration, for instance), or if they believe that the PC's have the ability to reveal their location to the Finder Knights, for example, the camp can be evacuated in a matter of minutes, or an hour at most.

**Retreat Conditions:** If the PC's manage to eliminate half or more of the Horizon pirates present in the camp during a combat encounter, Yusef immediately calls for a retreat. The pirates will also attempt a retreat if the PC's somehow manage to down or kill one of the wyverns and its rider (even though both of the Wyvern Riders are not intended to be engaged in combat at all during this adventure).

## THE HEADMAN'S COMMAND CREW

### Yusef Bannon, Unknown Horizon Headman (Human Bosun 3)

N MEDIUM HUMAN HUMANOID

**Perception** +8
**Languages** Common
**Skills** Acrobatics +9, Athletics +9, Diplomacy +9, Sailing Lore +11
**Str** +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2
**Items** dagger, cutlass (functions as scimitar)

**AC** 19; **Fort** +6, **Ref** +11, **Will** +8
**HP** 45

**Speed** 25 feet
**Melee** fist +13 (agile, nonlethal), **Damage** 1d6+5 bludgeoning
**Melee** ❖ cutlass +11, **Damage** 1d6+5 slashing
**Melee** ❖ dagger +13 (agile, versatile S), **Damage** 1d4+5 piercing
**Ranged** ❖ dagger +13 (thrown 10'), **Damage** 1d4+5 piercing
**Bosun's Command** ❖ (auditory, concentrate, emotion, linguistic, mental) **Frequency** once per round; **Effect** The bosun orders an ally to attack or to get in position. Until the end of the ally's next turn, they gain the bosun's choice of a +2 status bonus to attack rolls or a +10-foot status bonus to their Speeds.
**Primal Prepared Spells** DC 18, attack +10; **1st** *feather fall, gust of wind (×2)*; **Cantrips** (1st) *electric arc, guidance, know direction, light, tanglefoot*

Yusef is an efficient, tactically-minded leader. He understands that the importance of the magical emanations within the oasis have the potential for far greater profit and advantages than might be readily apparent, and is dedicated to finding the source of the power if he can. Yusef can be negotiated with (in fact, the Bosun's Intimidation skill has been replaced with Diplomacy for Yusef), and will always attempt to secure safe passage for his underlings in the event that capture or defeat seems imminent. Yusef isn't above lying to opponents, and will always attempt to secure a better deal if he can. If pressed, Yusef will offer himself and his command crew as prisoners on the condition that his pirates are allowed to gather their dead or wounded comrades and escape unharmed. In the event that they are taken hostage, Yusef and his team (most of whom he's worked with for some time) will always attempt to escape and flee at their first opportunity (preferably with any unsecured loot or treasure they can grab on their way out). Yusef prefers to keep his small spellcasting abilities secret unless absolutely necessary, and will use them to escape captivity if he can.

In combat, Yusef prefers to command his troops strategically, using *Bosun's Command* every round to help move his troops into position. Once he has them where he wants them, he uses the ability to give the best positioned crew member an attack bonus (typically this is given to one of his crew who is flanking or has a clear line of sight to an opponent). When engaged in combat, he opens with his cutlass, and will fight a strategic battle, working to keep one of his crewmates at his side at all times, hoping to isolate and surround his opponents.

### Yana and Mara, The Sister Twins (2 Human Mage For Hire 3)

N MEDIUM HUMAN HUMANOID

**Perception** +7
**Languages** Common
**Skills** Arcana +11, Society +9, Stealth +7, Thievery +9
**Str** +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** +1
**Items** crossbow (20 bolts), *invisibility potion*, spellbook, staff, thieves' tools

**AC** 17 (18); **Fort** +8 (+9), **Ref** +9 (+10), **Will** +10 (+11)
**HP** 31

**Speed** 25 feet
**Melee** ❖ staff +7 (+8) (two-hand d8), **Damage** 1d4 bludgeoning
**Ranged** ❖ crossbow +9 (+10) (range increment 120', reload 1), **Damage** 1d8 piercing
**Arcane Prepared Spells** DC 20, attack +12 (+13); **2nd** *flaming sphere (x2), see invisibility*; **1st** *mage armor, magic missile (x3)*; **Cantrips** (2nd) *dancing lights, daze, detect magic, electric arc, mage hand, message, shield*
**Wizard School Spell** 1 Focus Point, DC 20; **2nd** *diviner's sight*
**Sisterly Bond** when standing within 10 feet of one another, the sisters gain a +1 status bonus to their armor class, saving throws, and attack rolls. These values are listed in parentheses, above.

Yana and Mara (no known surname) are well-trained, studious magical investigators who refuse to allow their status as Yusef's long-term consorts to define them. Highly accomplished members of the Unknown Horizon in their own right, the Sister Twins have earned a reputation as being able to find items and locations that not even the Finder Knights have been able to uncover. The Sister Twins claim to have been raised by the Red Braids of Waran, and taught by the Silk Mothers themselves; they dress in the brightly colored, layered clothing of certain communities on Waran, and speak with the appropriate regional accents, so these stories may be true. Their primary loyalties are to one another and Yusef, and little else. In combat, they follow his orders first, and their own tactics second. If at all possible, they do not engage in close combat, and will remain at range whenever they can, resorting to their *flaming sphere* and *magic missile* spells above other tactics. They prefer to target any identified spell-caster or ranged attacker first, and will alternate their attacks upon that preferred target: one will use her crossbow while the other casts spells on one round, then switch to her crossbow as her sister uses spells on the next. The pair are so used to working together that they gain a +1 status bonus to their armor class, saving throws, and attack rolls when standing within 10 feet of one another, as listed in their stat block.

### Dalton Hope — Human Navigator 2

N MEDIUM HUMAN HUMANOID

**Perception** +9
**Languages** Common
**Skills** Acrobatics +6, Nature +11, Sailing Lore +14, Society +8, Survival +9
**Str** +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +3, **Cha** +0
**Items** dagger, scroll case with ship's charts, writing set
**Chart a Course** (concentrate) By spending 10 minutes of work and succeeding at a DC 22 Sailing Lore check, the navigator plots an optimal course. The severity of environmental conditions other than temperature are reduced by one step for 24 hours (two steps on a critical success). This changes moderate damage to minor damage, winds that create greater difficult terrain cause only difficult terrain, and so on.

**AC** 18; **Fort** +7, **Ref** +8, **Will** +9
**HP** 28

**Speed** 25 feet
**Melee** ❖ dagger +8 (agile, finesse, versatile S), **Damage** 1d4+4 piercing plus navigator's edge
**Ranged** ❖ dagger +8 (agile, thrown 10', versatile S), **Damage** 1d4+4 piercing plus navigator's edge
**Navigator's Edge** The navigator deals an additional 1d6 weapon damage when on a ship.

Dalton is Yusef's long-term navigator, and next to the Sister Twins is his most trusted associate. Dalton is deeply loyal to Yusef, who has saved his life more than once. In combat, he stays by his leader's side, helping coordinate the actions of those around him if at all possible. As with the senior sailors, he works to isolate and surround any opponents he can.

Dalton will not retreat unless ordered to do so, and while he has no desire to die in a fight, he will absolutely fight to cover his leader and the Sister Twins if they decide to withdraw, surrendering once they're clear. In the event that Dalton is captured and taken aboard the PC's skyship, remember to factor in his *Navigator's Edge* in the event of any escape attempts.

### Senior Sailor — Human Pirate 2 (2)

CN MEDIUM HUMAN HUMANOID

**Perception** +6
**Languages** Common
**Skills** Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Sailing Lore +8
**Str** +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** + 2
**Items** cutlass (functions as a scimitar), crossbow (10 bolts), dagger, padded armor
**AC** 18; **Fort** +7, **Ref** +8, **Will** +6
**HP** 32

**Attack of Opportunity** ↻
**Bravery** When the pirate rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

**Speed** 25 feet
**Melee** ❖ cutlass +10 (forceful, sweep), **Damage** 1d6+5 slashing
**Melee** ❖ dagger +11 (agile, versatile S), **Damage** 1d4+5 piercing
**Ranged** ❖ dagger +11 (agile, thrown 10', versatile S), **Damage** 1d4+5 piercing
**Ranged** ❖ crossbow +11 (range increment 120', reload 1), **Damage** 1d8 piercing
**Boarding Action** ❖❖ The pirate swings on a rope or Strides, moving up to double their Speed. If the pirate boarded or disembarked a boat during this movement, they can make a melee Strike at the end of their movement that deals one extra damage die on a hit.

The two Senior Sailors are loyal crewmen, having served under Yusef for some time. They're quite used to his eccentricities and patterns, and are able to second-guess his needs in most situations. He treats them well, and has earned their loyalty: it will take a great deal of bribery or extortion to get them to betray him. In combat, they are unlikely to their *boarding action* ability, as the opportunity to swing into an area will be hard to come by. They stay close to Yusef and the twins whenever possible, and will work with Yusef to isolate and flank single opponents whenever possible.

### The Headman's Personal Guard

**Human Guard 1 (4)**

N MEDIUM HUMAN HUMANOID

**Perception** +7 (+8 to find concealed objects)
**Languages** Common
**Skills** Athletics +7, Intimidation +5, Legal Lore +3
**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1
**Items** crossbow (10 bolts), club, dagger, sap, studded leather, signal whistle

**AC** 17; **Fort** +7, **Ref** +5, **Will** +5
**HP** 20
**Attack of Opportunity** ↻

**Speed** 25 feet
**Melee** ❖ shortsword +9 (agile, finesse, versatile), **Damage** 1d6+4 piercing
**Melee** ❖ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning
**Ranged** ❖ crossbow +7 (range increment 120', reload 1), **Damage** 1d8 piercing

Yusef's personal guard are (mostly) loyal to him: he treats them well, pays them on time, and gives them a fairly wide range of personal freedoms when they're not on duty. He expects them to be professional, and doesn't tolerate any disrespect between his guard and the rest of the Horizon forces on the Green Island, meting out fair and equitable punishments when anyone breaks the rules. In combat, the guard position themselves between Yusef and any foes, holding their ground and peppering the enemy with their crossbows. Once the enemy has closed to melee range, they draw their shortswords and work with Yusef, Dalton, and the senior sailors to isolate and surround the enemy.

## THE SKIFF CREWS

### Lookout

**Human Archer Sentry 2 (8)**

LN MEDIUM HUMAN HUMANOID

**Perception** +11
**Languages** Common
**Skills** Acrobatics +8, Athletics +6, Intimidation +4, Legal Lore +4
**Str** +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +0
**Items** composite longbow (100 arrows), shortsword, leather armor, signal whistle

**AC** 19; **Fort** +7, **Ref** +10, **Will** +7
**HP** 30

**Speed** 25 feet
**Melee** ❖ shortsword +10 (agile, finesse, versatile P), **Damage** 1d6+3 slashing
**Ranged** ❖ composite longbow +10 (deadly 1d10, range increment 100', reload 0, volley 30'), **Damage** 1d8+2 piercing
**Sentry's Aim** ❖❖ (concentrate) The archer sentry aims carefully and fires. They make a ranged weapon Strike with a +1 circumstance bonus. The Strike ignores the concealed condition, lesser cover, and standard cover, and reduces greater cover to standard cover.

### Skiff Pilots

**Human Guard 1 (8)**

LN MEDIUM HUMAN HUMANOID

**Perception** +7 (+8 to find concealed objects)
**Languages** Common
**Skills** Athletics +7, Intimidation +5, Legal Lore +3
**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1
**Items** crossbow (10 bolts), shortsword, dagger, sap, studded leather, signal whistle

**AC** 17; **Fort** +7, **Ref** +5, **Will** +5
**HP** 20
**Attack of Opportunity** ↻

**Speed** 25 feet
**Melee** ❖ shortsword +9 (agile, finesse, versatile P) **Damage** 1d6+4 slashing
**Melee** ❖ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning
**Ranged** ❖ crossbow +7 (range increment 120', reload 1), **Damage** 1d8 piercing

### Dockhands Human Dockhand 0 (16)

N MEDIUM HUMAN HUMANOID

**Perception** +3
**Languages** Common
**Skills** Acrobatics +3, Athletics +5, Intimidation +3, Labor Lore +4
**Str** +3, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1
**Items** empty bottle (3), shortsword, leather armor, whiskey (1 bottle)

**AC** 14; **Fort** +7, **Ref** +5, **Will** +3
**HP** 20

**Speed** 25 feet
**Melee** ❖ fist +7 (agile, nonlethal), **Damage** 1d4+3 bludgeoning
**Melee** ❖ shortsword +7 (agile, finesse, versatile P) **Damage** 1d6+3 slashing
**Ranged** ❖ bottle +5 (agile, thrown 20 feet), **Damage** 1d6+3 bludgeoning
**Heft Crate** ❖❖ (manipulate) **Requirements** The dockhand is adjacent to a crate; **Effect** The dockhand picks up a crate and heaves it up to 15 feet. Upon landing, the crate breaks open in a 5-foot burst. Each creature within the area takes 2d6 bludgeoning damage (DC 13 basic Reflex save), and the area becomes difficult terrain until cleared.
**Swig** ❖❖ (manipulate) The dockhand Interacts to either draw a bottle of alcohol or pick up a nearby unattended bottle of alcohol and drink the whole thing. For 1 minute, the dockhand gains a +2 item bonus to melee damage rolls and saving throws against fear, but they become clumsy 1.

### Cage Guards Human Commoner –1 (4)

N MEDIUM HUMAN HUMANOID

**Perception** +3
**Languages** Common
**Skills** Athletics +5, Sailing Lore +6, Society +2
**Str** +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0
**Items** club

**AC** 13; **Fort** +6, **Ref** +3, **Will** +3
**HP** 10

**Speed** 25 feet
**Melee** ❖ club +5, **Damage** 1d4+2 bludgeoning
**Ranged** ❖ club +5 (thrown 10 feet), **Damage** 1d6+4 bludgeoning
**Ranged** ❖ rock +3 (thrown 10 feet), **Damage** 1d4+2 bludgeoning
**Power of the Mob** When three or more commoners are adjacent to each other, each commoner gets a +1 circumstance bonus to Athletic checks to Shove, attack rolls, and damage rolls.

When not in combat, the members of the four skiff crews and the cage guards spend their time performing their various duties. For those of them who are not on patrol in the skiffs (essentially everyone but the guards), this includes patrolling the perimeter of the encampment, keeping watch from the four watchtowers/skiff docks, and otherwise maintaining the camp. Off-duty personnel spend their time relaxing in and around their huts, or may sometimes take a brief break to attempt and catch some fish in the nearby streams. Once a day, one of the skiffs heads to Green Island's lake to obtain several barrels of fresh water, most of which heated by the Wyvern Riders and used to water and wash their mounts.

In combat, the skiff crews engage at range for as long as possible. For the sentries, this means that half of their number will attack from the tops of their towers, while the other half (once alerted and on guard) will attack from ground level or move to the tops of the towers to fight at their fellows' side. Skiff pilots who are on site also attack at range for as long as possible, working in pairs to single out targets. Dockhands guard the bases of their towers until otherwise ordered by Yusef, at which point they close with their foes, seeking to flank or otherwise surround individual opponents. In all cases, their ultimate goal is to protect the watchtowers and the skiffs, and are ready to retreat to the skiffs the moment the command is given. If ordered to close ranks around the headman's camp, they immediately move (taking as many Stride actions as they can) toward their destination, defending themselves as necessary. All of the members of the skiff crews are loyal to The Unknown Horizon, but only inasmuch as their own lives matter to them. If given a chance to surrender to a clearly superior force, they will take it.

## THE WYVERN RIDERS

The Wyvern Riders are a special case, in that they can severely change the outcome of any combat they're involved in. When used as a story element, they can be simply stated to have used their flight speed and diving abilities to savagely rend and tear the sails of the PC's skyship, forcing it to land on the small islet mentioned earlier in this primer (back on page 4). The wyverns attack from the cover of the clouds, using them to obscure and conceal themselves against sight-based attacks. They seek to cripple the ships, not destroy them, hoping to drive them to ground for later assessment (and possible salvage). Against low-level parties, the wyverns and their riders are formidable foes, who can easily cripple or kill unwary adventurers, and should not be used against them lightly.

If the option to leave any area where a combat is taking place presents itself, the Wyvern Riders will *always* take it, urging their mounts to fly away (and back out into the haze surrounding the oasis) at maximum speed. Even though they follow Yusef's orders, they do not work for him and are ultimately loyal to The Unknown Horizon, not him. Once they flee and retreat into the skies outside the oasis, they travel to the next-nearest Horizon outpost, where they report to their superiors. Once they've done this (a task which takes about a day), the chance that the Horizon will send a well-armed,

well-equipped frigate to investigate the scene (and capture or silence any witnesses) increases by a cumulative 10% chance each day the PC's remain in the area. After 10 days, there is a 100% chance of a confrontation with a superior, highly capable skyship: a clear sign that now is the time to leave as quickly as possible.

If they are somehow forced to engage with the PC's, the Wyvern Riders operate as a team, harassing single targets as a team, attempting to grab opponents and drop them from a great height, or simply savaging them with the poison of their drakes. Both the wyverns and their riders are detailed below.

## UNKNOWN HORIZON WYVERN

**CREATURE 6 (2)**

NE LARGE DRAGON

**Perception** +13; darkvision, scent (imprecise) 30 feet
**Languages** Draconic
**Skills** Acrobatics +14, Athletics +15, Stealth +12
**Str** +5, **Dex** +2, **Con** +4, **Int** –2, **Wis** +3, **Cha** +0

---

**AC** 24; **Fort** +16, **Ref** +12, **Will** +13
**HP** 95; **Immunities** paralyzed, unconscious
**Attack of Opportunity** ↻
**Savage** ↻ **Trigger** A creature grabbed by the wyvern critically fails a skill check to Escape. **Effect** The wyvern makes a stinger Strike against the triggering creature.

---

**Speed** 20 feet, fly 60 feet
**Melee** ❖ fangs +17, **Damage** 2d12+5 piercing
**Melee** ❖ claw +17, **Damage** 2d8+5 slashing plus Grab
**Melee** ❖ stinger +15 (agile, reach 10'), **Damage** 2d6+5 piercing plus wyvern venom
**Powerful Dive** ❖❖ (move) The wyvern Flies up to its fly Speed and must both move forward at least 20 feet and descend at least 10 feet. If it ends the movement within melee reach of at least one enemy its size or smaller, it can make a claw Strike against that enemy. If the claw hits, as a free action the wyvern can either automatically Grab the target or knock it prone.
**Punishing Momentum** ❖ Requirements The wyvern grabbed a creature this turn using Powerful Dive.
**Effect** The wyvern can Fly at half Speed while holding the creature in its claws, carrying that creature along with it and dropping it at the end of its movement. Alternatively, the wyvern can Strike the creature with its stinger with a +2 circumstance bonus.
**Wyvern Venom** (poison); **Saving Throw** Fortitude DC 22;
**Maximum Duration** 6 rounds; **Stage 1** 5d6 poison damage (1 round); **Stage 2** 6d6 poison damage (1 round); **Stage 3** 8d6 poison damage (1 round)

## WYVERN RIDER

**HUMAN BOUNTY HUNTER 4 (2)**

N MEDIUM HUMAN HUMANOID

**Perception** +14
**Languages** Common
**Skills** Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +10
**Str** +3 **Dex**, +4, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1
**Items** crossbow (10 bolts), falchion, simple manacles, studded leather

---

**AC** 21; **Fort** +9, **Ref** +12, **Will** +12
**HP** 60

---

**Speed** 25 feet
**Melee** ❖ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing
**Ranged** ❖ crossbow +14 (range increment 120', reload 1), **Damage** 1d10+5 piercing
**Hunt Prey** ❖ (concentrate) The bounty hunter designates a single creature they can see and hear, or one they're Tracking, as their prey. The bounty hunter gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the bounty hunter uses Hunt Prey again.
**Running Reload** ❖ The bounty hunter Stride, Steps, or Sneaks, and then Interacts to reload.
**Precision Edge** The first time the bounty hunter hits their hunted prey in a round, they deal an additional 1d8 precision damage.

# OGL DECLARATION

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

**Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Core Rulebook (Second Edition)** © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

**Pathfinder Gamemastery Guide (Second Edition)** © 2020, Paizo Inc.; Authors: Alexander Augunas, Jesse Benner, John Bennett, Logan Bonner, Clinton J. Boomer, Jason Bulmahn, James Case, Paris Crenshaw, Jesse Decker, Robert N. Emerson, Eleanor Ferron, Jaym Gates, Matthew Goetz, T.H. Gulliver, Kev Hamilton, Sasha Laranoa Harving, BJ Hensley, Vanessa Hoskins, Brian R. James, Jason LeMaitre, Lyz Liddell, Luis Loza, Colm Lundberg, Ron Lundeen, Stephen Radney-MacFarland, Jessica Redekop, Alistair Rigg, Mark Seifter, Owen K.C. Stephens, Amber Stewart, Christina Stiles, Landon Winkler, and Linda Zayas-Palmer.

**Condensed Campaigns: A Broken Sky** © 2019, Evil Robot Games; Authors: James Milligan, Paul Fields.

**A Broken Sky: Boundless Horizons** © 2019, Evil Robot Games; Author: James Milligan

**A Broken Sky: Pirates Of The Unknown Horizon** © 2020, Evil Robot Games; Author: James Milligan

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), the Condensed Campaigns Information Sheet (except for permissible reproduction), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

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