

Weapon Master. No enemies appear during this event. However, the weapon master can use the Help action to assist the lookout or the captain.

Lookout. Have the lookout attempt a DC 13 Wisdom (Perception) check to call out the many pockets of lightning ahead.

Captain. The members of the crew are on edge. Have the captain make a DC 14 Charisma (Intimidation or Persuasion) check to steady the crew and prepare them for the pilot's commands.

Pilot. Have the pilot attempt a DC 13 Dexterity check to chart a course through the lightning. Proficiency with flying vehicles can be used for this check. The check is made with disadvantage if the lookout failed their check, but is made with advantage if the crew has been steadied by the captain. If the check succeeds, the battle balloon avoids any lightning. If the check fails, each character takes 9 (2d8) lightning damage. The battle balloon takes the same amount of damage to its hull and catches fire (see below). In addition, the crew is shaken, imposing disadvantage on any checks by the captain in the next event.

Mechanic. If the ship is on fire, the mechanic must make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to reach the fires and put them out with the crew's aid. On a success, the fire is extinguished. On a failure, the fire deals another 9 (2d8) fire damage to the battle balloon's hull before being extinguished by the driving rains.

If there is no fire, the mechanic can lock down stray lines to give the pilot advantage on their next check.

EVENT 2

The storm dies down as the battle balloon sails away from the pockets of thunder and lightning. That's when fist-sized hail begins to drop out of the sky. As you search for a path out of this storm, a rock of ice the size of a giant's boulder misses the balloon by a few feet!

Lookout. Have the lookout attempt a DC 14 Wisdom (Perception) check to spot areas where the storm thins and warn the pilot when boulder-sized hail would strike the battle balloon.

Captain. The captain must succeed on a DC 13 Charisma (Deception or Persuasion) check to steady the crew and prepare them for the pilot's commands. This check is made with disadvantage if the pilot failed their check in the previous event.

Pilot. Have the pilot attempt two DC 14 Dexterity checks to chart a course through the hailstorm. Proficiency with flying vehicles can be used for these checks. A check is made with disadvantage if the lookout failed their check this event, but is made with advantage if the crew has been successfully steadied by the captain this event or if there was no fire in the previous event. If both checks succeed, the pilot manages to avoid the hail and heroically steers the battle balloon to safety. If one check succeeds, each character takes 5 (1d10) cold damage from the hail and the crew is shaken for the next event.

STICKING WITH WHAT THEY'VE GOT

If the characters' mobile headquarters is something cool enough that they would rather use it than the borrowed battle balloon to travel to the Greypeaks, that's fine. Just rework the encounters in the "Riders on the Storm" and "Battle in the Skies" sections appropriately. For example, a giant walking robot can be toppled by rough storm winds or damaged by lightning and hail. The area around a teleporting headquarters such as a tavern that lets characters travel to other taverns can become the site of the Six's airship attack, and so forth.

If both checks fail, two NPC crew members are killed, the captain has disadvantage on their check in the next event, and a massive boulder of ice heads for the battle balloon.

Weapon Master. If the pilot failed both checks, the weapon master must attempt to shoot the ice boulder with one of the battle balloon's weapons. If the attack hits, the boulder is destroyed. If the attack misses, the boulder strikes the battle balloon, killing a crew member and dealing 5 (1d10) bludgeoning damage and 5 (1d10) cold damage to the battle balloon's hull. If the pilot succeeded at one check, the weapon master is free to help the mechanic.

Mechanic. Regardless of any other damage taken so far, the battle balloon's rigging has been torn by the hail. The mechanic can attempt a DC 12 Wisdom (Survival) check or a Wisdom check making use of proficiency with flying vehicles to repair the damage. On a success, the battle balloon operates normally. On a failure, the pilot has disadvantage on their next check.

EVENT 3

Though the winds still howl and buffet the battle balloon, the lightning and hail falls away behind you. The clouds turn from purple-black to a light gray. That's when you see the funnel cloud moving toward you. And ... is that a face forming within it?

The storm has attracted a massive sentient funnel cloud that threatens to consume the battle balloon!

Lookout. Have the lookout attempt a DC 10 Wisdom (Perception) check to track the funnel cloud's movement and call out large debris.

Captain. Have the captain make a DC 15 Charisma (Deception or Persuasion) check to steady the crew and prepare them for the pilot's commands. This check is made with disadvantage if the pilot failed both checks in the previous event.

Weapon Master. The weapon master can attempt to shoot the huge storm in the face with one of the battle balloon's weapons. If the attack hits AC 16, the storm momentarily wavers. This can be used to counteract one failed check earlier in this event, by either steadying the crew or giving the lookout time to shout new instructions to the pilot.

Pilot. Have the pilot attempt a DC 14 Dexterity check to dart away from the funnel cloud, making use of