

# Pirates of the Shattered Sky

## A D&D 5th Edition High Adventure for Characters Level 5-7

### Adventure Background

In the realm of Aethermoor, a great magical catastrophe known as the Skybreak shattered the very heavens three centuries ago, leaving floating islands suspended in mid-air by residual magical energies. These sky islands drift through the clouds, connected by trade winds and navigated by brave crews aboard flying ships powered by captured storm elementals and enchanted crystals.

The party finds themselves recruited as crew aboard the *Windchaser*, a sleek sky vessel captained by the legendary explorer Captain Zara Stormwind. Their mission: locate the fabled Celestial Compass, an artifact that supposedly points not north, but toward the greatest treasure within a thousand miles. But they're not the only ones seeking this prize—rival sky pirates, elemental storms, and the mysterious Sky Lords who rule the highest floating cities all stand between the heroes and their goal.

This is a tale of high adventure, daring heists, aerial battles, and the freedom that comes from sailing through endless blue skies where the horizon stretches in all directions and adventure waits beyond every cloud.

**Central Quest:** The Celestial Compass has been split into three parts to prevent its misuse: the Crystal Heart hidden in a sky monastery, the Stellar Needle guarded by a dragon on a storm-wracked island, and the Resonance Chamber located in the treasure vault of the infamous Sky Pirate Queen Scarlett Cloudrider.

### Adventure Hooks

- **Recruitment Drive:** Captain Stormwind needs skilled adventurers for a dangerous but profitable expedition
- **Debt Collection:** The party owes money to someone who's willing to forgive the debt in exchange for service aboard a sky ship
- **Personal Grudge:** A party member has history with one of the rival pirates or Sky Lords
- **Accidental Adventure:** The party's regular transportation is destroyed, and signing on with the *Windchaser* is their only way to reach their destination

### Chapter 1: Welcome Aboard the Windchaser

#### Life in the Sky Islands

**The Shattered Sky Realm:** *Imagine a world where gravity has forgotten its purpose—massive chunks of earth float serenely through cotton-white clouds, held aloft by shimmering crystals that pulse with inner light. Waterfalls cascade from one island to another, creating rainbow mists in their wake. Cities built on the larger islands gleam with brass and copper, their spires reaching toward even higher floating sanctuaries. And through it all, elegant ships with billowing sails and glowing hulls navigate the three-dimensional ocean of sky.*

### **Types of Sky Islands:**

- **Drift Stones:** Small floating rocks, often used as landing points or hideouts
- **Garden Islands:** Lush, inhabited islands with towns and cities
- **Storm Islands:** Volatile landmasses crackling with elemental energy
- **Dead Stones:** Barren islands where the levitation magic is failing
- **Crystal Gardens:** Islands made entirely of magical crystal formations
- **Beast Havens:** Wild islands home to flying creatures and sky predators

### **The Windchaser and Her Crew**

**The Ship:** *The Windchaser is a thing of beauty—a sleek vessel built from cloudwood (a tree that grows only in sky islands) with copper fittings that gleam in the sunlight. Her hull curves gracefully upward at both ends, designed to cut through air currents with minimal resistance. Twin masts support sails that can catch both wind and magical updrafts, while the ship's heart—a contained storm elemental called Tempest—provides power for emergency propulsion and defensive barriers.*

### **Ship Statistics:**

- **Size:** Large vehicle (80 feet long, 20 feet wide)
- **Crew:** 12-15 (including party)
- **Speed:** 6 mph sailing, 12 mph with elemental boost
- **Armor Class:** 15
- **Hit Points:** 400
- **Damage Threshold:** 15

### **Captain Zara Stormwind (Ship's Commander)**

- **AC** 17 (Studded Leather + Dex), **HP** 78, **Speed** 30 ft.
- **Appearance:** Athletic human woman in her thirties, weather-beaten tan, short auburn hair, always wears a long blue coat
- **Manner:** Confident leader, quick with jokes and quicker with her blade, fiercely protective of her crew
- **Equipment:** Rapier +1, hand crossbow, spyglass of far seeing, captain's coat (provides resistance to wind effects)

**Captain's Welcome:** *"Welcome aboard the finest ship in the shattered sky! I'm Captain Stormwind, and this beauty is the Windchaser. We sail fast, we sail smart, and we always bring*

*our crew home rich and whole. The sky's full of wonders and dangers in equal measure, but stick with me and you'll see sights that'll make the greatest poets weep with envy."*

## **Key Crew Members:**

### **First Mate Korven Ironwind** (Navigator)

- AC 16, HP 52, Speed 30 ft.
- Dwarven navigator with an uncanny sense for weather and wind patterns
- Gruff exterior but deeply loyal, knows every major sky route and trade wind
- *"Thirty years I've been reading the sky, and she still surprises me. But stick to the tried paths and respect the storm warnings, and she'll treat you fair."*

### **Tinker Pip Sparkgear** (Ship's Engineer)

- AC 14, HP 35, Speed 25 ft.
- Gnome artificer who maintains the ship's magical systems and storm elemental
- Perpetually covered in grease and crystal dust, talks to machines like people
- *"Tempest's been grumpy lately—storm elementals need regular exercise or they get all cracky-sparky. We should find her a nice lightning storm to play in soon!"*

### **Lookout "Eagle-Eye" Mira** (Scout)

- AC 15, HP 43, Speed 30 ft.
- Half-elf ranger with magically enhanced vision, spots threats and opportunities from miles away
- Spends most of her time in the crow's nest, rarely speaks but sees everything
- *"Sky kraken off the starboard bow, three miles out. Also, that merchant vessel's flying distress colors—could be pirates, could be genuine. Your call, Captain."*

## **Learning the Ropes**

**Sky Ship Basics** (Training Montage): The party spends their first few days learning essential sky sailing skills:

### **Navigation** (Wisdom - Survival):

- **DC 12:** Read basic weather patterns and wind directions
- **DC 15:** Plot efficient courses between islands using trade winds
- **DC 18:** Navigate through storm systems and magical anomalies

### **Ship Handling** (Strength - Athletics or Dexterity - Acrobatics):

- **DC 10:** Assist with basic sail adjustments and rope work
- **DC 13:** Handle emergency maneuvers and rapid course changes
- **DC 16:** Perform advanced aerial maneuvers during combat

### **Crystal Maintenance** (Intelligence - Arcana):

- **DC 11:** Perform routine maintenance on levitation crystals
- **DC 14:** Diagnose and repair minor magical system problems
- **DC 17:** Emergency repairs during combat or storms

### **Sky Lore** (Intelligence - History):

- Knowledge of major sky islands, trade routes, and political powers
- Recognition of different ship types and their typical armaments
- Understanding of sky pirate codes, territorial claims, and safe harbors

## **Chapter 2: The Quest for the Celestial Compass**

### **The Legend Revealed**

**In Captain Stormwind's Cabin:** *Charts and maps cover every surface, held down by curious crystals and brass instruments. At the room's center, a three-dimensional map shows the positions of dozens of sky islands, connected by glowing lines that represent trade winds and magical currents.*

**Captain's Briefing:** *"The Celestial Compass isn't just a legend—it's real, and I know where to find its pieces. Three hundred years ago, the great navigator Astrid Skyseeker created it during the chaos following the Skybreak. But she feared its power and split it into three parts before she died. Each piece is hidden in a place that tests a different aspect of those who would claim it."*

### **The Three Components:**

#### **The Crystal Heart** - Tests Wisdom and Faith

- Location: The Monastery of Eternal Winds on Serenity Peak
- Guardian: The Wind Monks and their trials of enlightenment
- Challenge: Spiritual and mental tests rather than physical confrontation

#### **The Stellar Needle** - Tests Courage and Strength

- Location: Stormhaven Isle, lair of the ancient dragon Thunderwing
- Guardian: The dragon herself, along with elemental storms
- Challenge: Direct confrontation and survival in extreme conditions

#### **The Resonance Chamber** - Tests Cunning and Skill

- Location: The treasure vault of Pirate Queen Scarlett Cloudrider
- Guardian: The most feared pirate in the shattered sky and her fleet
- Challenge: Infiltration, heist, or negotiation with dangerous criminals

**Why the Compass Matters:** *"Legend says the Compass points to whatever the holder most desires—gold, lost love, ancient knowledge, or something else entirely. But more practically, it would make us the greatest treasure hunters in the sky. No more guessing where the old ruins might be or which islands might hold forgotten vaults."*

## **Rival Expeditions**

**The Competition:** Several other groups are also seeking the Compass pieces:

### **Lord Admiral Cassius Goldweaver** (Sky Lord Noble)

- Commands the flying fortress *Aureus* and a fleet of military sky ships
- Wants the Compass to expand his territorial claims and find new resources
- Approaches conflicts with overwhelming force and formal military tactics
- Will attempt to buy, intimidate, or conquer his way to the artifacts

### **Captain "Blackwind" Thorne** (Rival Pirate)

- Commands the infamous raider *Shadowstorm* and a crew of cutthroats
- Personal grudge against Captain Stormwind from a past betrayal
- Uses stealth, sabotage, and brutal direct attacks
- Would rather destroy the Compass than let Stormwind have it

### **The Cult of the Shattered Sky** (Fanatic Organization)

- Believes the Compass will help them recreate the original Skybreak
- Led by the mysterious Oracle of Winds, whose identity is unknown
- Uses infiltration, corruption, and forbidden magic
- Considers the Compass a holy relic that must be "returned to the sky"

## **Chapter 3: The Monastery of Eternal Winds**

### **Approach to Serenity Peak**

**The Island:** *Serenity Peak rises from the clouds like a mountain that touched the heavens and decided to stay. Its slopes are covered in terraced gardens where impossible flowers bloom in the eternal twilight of high altitude. Waterfalls flow upward here, defying gravity to create spiraling columns of mist that catch and scatter sunlight into prismatic rainbows.*

**The Monastery:** *Built into the living rock near the peak's summit, the Monastery of Eternal Winds seems to grow from the mountain itself. Its architecture flows like frozen wind, with curved walls and spiral towers that channel the constant breezes into harmonious song. Prayer flags flutter from every surface, their colors bright against the pale stone.*

### **Docking Challenges:**

- **Navigation** (DC 15): Find the hidden landing platform among the floating rocks
- **Ship Handling** (DC 16): Maneuver through the complex wind patterns around the peak
- **Diplomacy**: Request permission to dock from the monk sentries

## The Wind Monks

### Master Khazan (Monastery Leader)

- AC 16 (Unarmored Defense), HP 84, Speed 40 ft.
- Ancient air genasi monk who has achieved near-perfect harmony with the wind
- Speaks in riddles and metaphors, challenges visitors to find inner truth
- Possesses the Crystal Heart but will not give it up easily

**Master Khazan's Welcome:** *"The wind brings many travelers to our peak, but few who seek what they truly need. You come hunting treasures of crystal and metal, but the greatest treasures cannot be grasped by hands that clench too tightly. Prove that you understand this, and perhaps we may speak of what you seek."*

## The Trials of Enlightenment:

### Trial of Patience (Temple of Stillness):

- Participants must remain perfectly motionless while distracting illusions play around them
- **Constitution saves** (DC 12, 14, 16, 18, 20) over the course of one hour
- Success teaches the value of inner calm and focused concentration
- Failure results in starting over from the beginning

### Trial of Selflessness (Chamber of Choices):

- Magical scenarios present moral dilemmas where helping others costs personal advancement
- Multiple **Wisdom (Insight)** and **Charisma (Persuasion)** checks
- Participants must consistently choose others' welfare over their own benefit
- Success demonstrates understanding that true strength comes from service

### Trial of Understanding (Hall of Echoes):

- Ancient koans and philosophical puzzles that require lateral thinking
- **Intelligence (Religion)** and **Wisdom (Insight)** checks with increasing DCs
- Solutions require abandoning preconceived notions and embracing paradox
- Success shows readiness to accept truths that contradict expectations

## Alternative Approaches:

- **Negotiation**: Convince Master Khazan that the party's quest serves a greater good

- **Service:** Perform tasks for the monastery in exchange for the Crystal Heart
- **Demonstration:** Prove worthiness through acts of wisdom and compassion
- **Trade:** Offer something the monastery values more than the artifact

### The Crystal Heart's Properties

**When Obtained:** *The Crystal Heart is a fist-sized gem that seems to contain swirling winds and distant storms. When held, it whispers secrets about the nature of desire and the difference between wanting and needing. Its surface shows reflections not of what is, but of what could be.*

### Magical Properties:

- Provides advantage on Wisdom saving throws
- Allows the holder to cast *gust of wind* once per day
- Grants limited telepathic communication with air elementals
- Reveals the general direction of things the holder truly needs (not just wants)

## Chapter 4: Stormhaven Isle and Thunderwing

### The Storm-Wracked Island

**Approaching Stormhaven:** *Even from miles away, Stormhaven Isle announces itself with lightning. Constant electrical storms rage around the floating landmass, creating a cage of crackling energy that tears apart unprepared vessels. The island itself is a jagged mass of black rock and crystal formations, its peaks wreathed in perpetual thunderclouds.*

### Navigation Challenges:

- **Storm Avoidance:** Multiple Wisdom (Survival) checks (DC 16) to find safe approach routes
- **Lightning Protection:** Engineering challenges to shield the ship from electrical damage
- **Timing:** Must coordinate approach with brief lulls in the storm activity
- **Elemental Negotiation:** Ship's storm elemental can provide insights and protection

### The Island's Hazards:

- **Lightning Strikes:** Random electrical damage requiring Dexterity saves
- **Unstable Terrain:** Ground that shifts and cracks from constant electrical bombardment
- **Storm Spawns:** Minor air and lightning elementals created by the chaotic magical energy
- **Electromagnetic Effects:** Metal equipment malfunctions, compasses spin wildly

### Thunderwing the Storm Dragon

**The Ancient Lair:** *Deep within Stormhaven's largest peak, Thunderwing has made her lair in a cavern lined with crystallized lightning. The walls pulse with stored electrical energy, and the*

*very air crackles with power. Her hoard consists not just of gold and gems, but of bottled storms, captured thunder, and crystallized wind.*

### **Thunderwing** (Ancient Blue Dragon, Modified)

- AC 22, HP 481, Speed 40 ft., fly 80 ft.
- **Legendary Actions:** 3 per turn
- **Storm Mastery:** Can control the weather around her island
- **Lightning Immunity:** Heals from electrical damage instead of taking it
- **Thunder Voice:** Her roar can be heard for miles and causes fear

**Dragon's Personality:** Thunderwing is ancient, proud, and surprisingly philosophical. She views the constant storms as her children and considers herself the queen of all sky-bound weather. She's not automatically hostile—she enjoys conversation with interesting visitors and respects those who show proper courtesy.

**Initial Encounter:** *"So, the little sky-swimmers have braved my storms to visit. Impressive. Most perish in the lightning before they even reach my shores. You seek the Needle, don't you? I can smell its desire on you like the scent before rain. Tell me, little ones, what makes you think you're worthy of treasures that have rested in my hoard for three centuries?"*

### **Negotiation Opportunities:**

- **Tribute:** Offer valuable magical items or knowledge in trade
- **Service:** Agree to perform tasks for the dragon (clearing out competitors, gathering information)
- **Entertainment:** Provide interesting stories, music, or other amusements
- **Respect:** Show proper dragon etiquette and acknowledge her superiority
- **Challenge:** Request formal trial by combat (dragon appreciates courage)

### **Combat Considerations:**

- Thunderwing fights in the air, using the storm to her advantage
- She can summon lightning elementals and control local weather
- The cramped lair limits movement but provides cover from breath weapons
- Defeating her isn't necessarily the goal—earning her respect is sufficient

### **The Stellar Needle**

**The Artifact:** *The Stellar Needle appears to be a compass needle made from crystallized starlight. It points in different directions based on complex celestial calculations, and its surface bears microscopic engravings of star charts from before the Skybreak.*

### **Magical Properties:**

- Always points toward the nearest significant magical aura



- Provides advantage on navigation checks in any environment
- Can cast *locate object* once per day
- Reveals the general distance to detected magical items
- Glows brighter when approaching powerful magical phenomena

## Chapter 5: The Pirate Queen's Gambit

### Scarlett's Domain

**The Floating City of Freeport:** *Built on three connected sky islands chained together with massive iron links, Freeport is a city where anything can be bought, sold, or stolen—often all three in the same transaction. Ramshackle buildings cling to the edges of each island, connected by rope bridges and zip lines. The central island houses the Great Bazaar, while the other two contain the Docks and the infamous Rogue's Quarter.*

**The Pirate Code:** Freeport operates under the ancient Pirate Code, which grants temporary sanctuary to all visitors but offers no protection for the foolish or unprepared. Key rules include:

- No killing within city limits (maiming is discouraged but not forbidden)
- All debts must be honored or settled by combat
- Theft is legal if you don't get caught
- Disputes are settled by the Pirate Council or single combat
- Captains have absolute authority aboard their own vessels

### Pirate Queen Scarlett Cloudrider

**The Legend:** Scarlett rose from common ship's cook to the most feared pirate captain in the shattered sky through a combination of brilliant tactical thinking, ruthless ambition, and an uncanny ability to predict her enemies' moves. She commands a fleet of twelve ships and controls significant portions of several major trade routes.

### Scarlett Cloudrider (Pirate Captain Extraordinaire)

- AC 18 (Studded Leather + Dex + Magic), HP 112, Speed 30 ft.
- **Legendary Actions:** 2 per turn
- **Equipment:** Cutlass of Storm Winds, Pistol of Seeking, Coat of Deflection
- **Fleet Command:** Can summon reinforcements from her ships
- **Weather Sense:** Predicts storms and wind changes with supernatural accuracy

**The Queen's Court:** *Scarlett holds court in the captain's cabin of her flagship, the Crimson Tempest. The room is decorated with trophies from defeated enemies and maps marking her territorial claims. She sits behind a desk made from the wheel of a rival captain's ship, flanked by her most trusted lieutenants.*

**Initial Meeting:** *"Well, well. Captain Stormwind's little bird-dogs come calling. I've been wondering when you'd make your way to my waters. The Resonance Chamber, is it? You're not*

*the first to come seeking pieces of old Astrid's toy, and you won't be the last. Question is: what makes you think you can afford my price?"*

## **The Heist Options**

### **Option 1: The Straight Purchase**

- Scarlett will sell the Resonance Chamber for 50,000 gold pieces
- Alternative payments: rare magical items, information about rival operations, or exclusive salvage rights
- She's willing to negotiate but drives a hard bargain
- Payment plans available in exchange for future services

### **Option 2: The Pirate Challenge**

- Traditional pirate duel: single combat between champions
- Naval battle: the *Windchaser* versus one of Scarlett's vessels
- Contest of skills: races, drinking contests, or other competitive challenges
- Winner takes all, loser serves the victor for one year

### **Option 3: The Heist Job**

- Scarlett offers to hire the party for a dangerous mission
- Target: Lord Admiral Cassius's flying fortress and its treasure vault
- Payment: the Resonance Chamber plus an equal share of any loot obtained
- High risk but potentially high reward approach

### **Option 4: The Stealth Approach**

- Attempt to steal the Chamber from Scarlett's private vault
- Requires infiltration of the heavily guarded Crimson Tempest
- Security includes magical wards, loyal crew, and Scarlett's own paranoia
- Success brings the artifact but makes permanent enemies

## **The Resonance Chamber**

**The Final Component:** *The Resonance Chamber looks like a miniature orrery made from precious metals and gems. Tiny planets orbit a central crystal that pulses with inner light, and the entire device hums with barely audible harmonies that seem to resonate with the holder's heartbeat.*

## **Magical Properties:**

- Detects the emotional resonance of objects, revealing their history and significance
- Provides advantage on all Investigation and Perception checks
- Can cast *detect magic* at will

- Amplifies the power of other divination magic
- Reveals the true value of any object or treasure

## Chapter 6: Assembling the Celestial Compass

### The Convergence

**Bringing the Pieces Together:** Once all three components are obtained, they must be properly assembled. This isn't simply a matter of putting them together—the Compass requires a specific ritual performed at a location where the barriers between planes are thin.

**The Ritual Site - The Nexus of Winds:** *High above the cloud layer, where the sky fades to star-dotted black, floats a single crystal platform no larger than a ship's deck. This is the Nexus of Winds, where the magical currents that keep the sky islands aloft converge and spiral upward toward the heavens themselves.*

### Ritual Requirements:

- All three Compass components
- Spellcaster capable of 3rd-level magic
- Perfect weather conditions (no storms within 100 miles)
- Astronomical alignment (occurs once per month)
- Uninterrupted concentration for one hour

### The Assembly Process:

1. **Preparation** (10 minutes): Arrange components according to ancient star charts
2. **Invocation** (20 minutes): Channel magical energy through the Crystal Heart
3. **Calibration** (20 minutes): Align the Stellar Needle with celestial bodies
4. **Integration** (10 minutes): Activate the Resonance Chamber to bind the components

### Complications and Interruptions

**Rival Arrival:** Just as the ritual reaches its critical phase, rival expeditions arrive to claim the Compass:

### The Three-Way Battle:

- **Lord Admiral Cassius** arrives with military precision and overwhelming force
- **Captain Blackwind Thorne** uses stealth and sabotage to disrupt everyone else
- **The Cult of the Shattered Sky** emerges from hiding among the crew members

### Aerial Combat at the Nexus:

- Limited space forces close-quarters fighting
- Environmental hazards from magical energy surges

- Risk of dropping components into the endless sky below
- Protecting the ritual while fighting multiple enemies

**The Compass Awakens:** When finally assembled, the Celestial Compass doesn't just point toward treasure—it reveals the location of the greatest mystery in the shattered sky: the Heart of the Skybreak, the source of the original magical catastrophe.

## Chapter 7: The Heart of the Skybreak

### The Ultimate Discovery

**What the Compass Reveals:** *The completed Celestial Compass spins wildly for a moment before settling on a direction that leads not to any known sky island, but to a point in space where nothing should exist. As the party follows its guidance, they discover a massive structure hidden within a perpetual storm—the flying city of Aethermoor, capital of the empire that existed before the Skybreak.*

**The Lost City:** *Aethermoor is a wonder of impossible architecture, its towers twisted into spirals that defy physics and its foundations anchored to nothing but crystallized magic. Gardens hang in mid-air, waterfalls flow in closed loops, and the entire city pulses with the rhythm of a vast heartbeat. This is where the Skybreak began, and it's still very much alive.*

**The Heart of the Skybreak:** At the city's center lies a massive crystalline structure that contains the raw magical energy that shattered the world. It's not just a source of power—it's a living entity that has been dreaming for three centuries, and its dreams reshape reality around it.

### The Final Choice

**What to Do with Ultimate Power:** The Heart of the Skybreak offers several possibilities:

**Restoration:** Use the Heart's power to reverse the Skybreak and return the world to its original state

- **Consequences:** Destroys the sky islands and aerial civilization, but restores the original world
- **Moral Complexity:** Saves some people while destroying the lives of others

**Control:** Claim the Heart's power to rule the shattered sky

- **Consequences:** Grants godlike power but corrupts the wielder
- **Temptation:** Each party member must resist the Heart's seductive promises

**Sharing:** Distribute the Heart's power among the sky islands to ensure prosperity for all

- **Consequences:** Eliminates scarcity but may cause new conflicts over power distribution
- **Political Challenges:** Negotiating fair distribution among competing factions

**Destruction:** Destroy the Heart to prevent anyone from misusing its power

- **Consequences:** Eliminates the ultimate threat but also removes hope for major improvements
- **Sacrifice:** May require great personal cost from the heroes

## **Chapter 8: Extended Content and Adventures**

### **Sky Island Gazetteer**

#### **Major Locations for Future Adventures:**

##### **Nimbus City** (Cloud Harvesting Center):

- Built on a floating cloud that never dissipates
- Inhabitants harvest cloud essence for magical and alchemical uses
- Political intrigue between various harvesting guilds
- Constant threat from storm elementals and sky pirates

##### **The Graveyard of Ships** (Aerial Sargasso):

- Region where broken sky vessels drift endlessly
- Treasure hunters seek valuable salvage among the wrecks
- Haunted by the ghosts of dead sailors and passengers
- Contains clues to pre-Skybreak civilization

##### **Crystal Gardens** (Living Mineral Forest):

- Entire islands made of singing crystals that grow like plants
- Home to crystal elementals and other mineral-based creatures
- Source of rare magical components and living gemstones
- Protected by ancient guardians who test visitors' intentions

##### **The Windwall** (Permanent Storm Barrier):

- Massive storm system that blocks travel to certain regions
- May hide unexplored territories beyond its borders
- Controlled by powerful air elementals and storm dragons
- Requires special preparation and equipment to traverse safely

### **Extended Crew Development**

**Advanced Crew Abilities:** As the adventure progresses, crew members develop new skills and relationships:

#### **First Mate Korven's Navigation Mastery:**

- Learns to predict magical weather patterns
- Develops network of contacts on various islands
- Begins training party members in advanced sailing techniques
- May become captain of his own vessel if the story demands it

#### **Tinker Pip's Magical Innovations:**

- Creates new devices to improve ship performance
- Establishes relationships with storm elementals
- Develops magical communication systems between ships
- Invents defensive systems for aerial combat

#### **Eagle-Eye Mira's Reconnaissance Network:**

- Builds intelligence network across the sky islands
- Trains local scouts and informants
- Develops supernatural awareness of sky-borne threats
- May establish her own information brokerage business

### **Alternative Campaign Directions**

**The Sky Pirate Campaign:** If players embrace the pirate lifestyle:

- Focus on raiding, treasure hunting, and naval combat
- Build and upgrade their own fleet of ships
- Establish territory and defend it from rivals
- Deal with the moral complexities of piracy versus heroism

**The Exploration Campaign:** If players prefer discovery and adventure:

- Map unknown regions of the shattered sky
- Discover new civilizations and ancient ruins
- Study the effects of the Skybreak on magic and reality
- Establish trade routes and diplomatic relations

**The Political Campaign:** If players enjoy intrigue and diplomacy:

- Navigate complex relationships between sky island nations
- Prevent wars between rival powers
- Establish new forms of government and law
- Deal with the social implications of aerial civilization

## **Appendix A: Sky Ship Rules and Combat**

### **Aerial Navigation**

## **Movement and Speed:**

- **Base Speed:** Determined by ship size and sail configuration
- **Wind Conditions:** Favorable winds double speed, contrary winds halve it
- **Magical Propulsion:** Storm elementals provide consistent speed regardless of wind
- **Altitude Effects:** Higher altitudes provide faster travel but increased danger

## **Navigation Checks:**

- **Routine Travel:** No check required for known routes in good weather
- **New Routes:** Wisdom (Survival) DC 15 to find efficient paths
- **Bad Weather:** DC increases by 5 during storms or magical disturbances
- **Emergency Navigation:** Higher DCs for rapid course changes or evasive maneuvers

## **Ship-to-Ship Combat**

### **Combat Phases:**

1. **Detection:** Spot enemy vessels and assess their capabilities
2. **Maneuvering:** Gain advantageous position relative to enemies
3. **Engagement:** Exchange fire and attempt to disable or board
4. **Resolution:** Victory, defeat, escape, or negotiation

### **Ship Actions:**

- **Ram:** High-speed collision attack dealing significant damage
- **Broadside:** Multiple ranged attacks from ship-mounted weapons
- **Boarding:** Close to melee range and fight crew-to-crew
- **Evasion:** Attempt to escape through superior speed or maneuvering

### **Environmental Factors:**

- **Wind Direction:** Affects movement options and tactical positioning
- **Cloud Cover:** Provides concealment but limits visibility
- **Storm Systems:** Dangerous but can provide cover or tactical advantages
- **Island Proximity:** Terrain obstacles and potential crash hazards

## **Magical Ship Modifications**

### **Common Upgrades:**

- **Reinforced Hull:** Increases durability and damage threshold
- **Enhanced Sails:** Improves speed and maneuverability
- **Defensive Wards:** Magical protection against spells and elemental attacks
- **Weapon Mounts:** Additional ballistas, cannons, or magical artillery
- **Crew Quarters:** Better accommodations improve crew morale and effectiveness

### Exotic Modifications:

- **Elemental Heart:** Bound elemental provides power and special abilities
  - **Living Wood:** Ship hull that can self-repair and adapt to conditions
  - **Phase Sails:** Allow brief incorporeal travel through solid obstacles
  - **Storm Caller:** Magical system that can summon and control weather
  - **Dimensional Hold:** Cargo space that's larger inside than outside
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### Adventure Credits

- **Design:** High-adventure sky pirate campaign with exploration and discovery themes
- **Estimated Play Time:** 12-16 hours across multiple sessions
- **Recommended Party Size:** 4-6 characters
- **Level Range:** 5-7

**DM's Notes:** This adventure emphasizes exploration, adventure, and the joy of discovery over combat or horror. The three-part quest structure allows for different types of challenges—spiritual, physical, and social—giving all party members chances to shine. The sky islands setting provides endless opportunities for future adventures, and the moral complexity of the final choice ensures that victory comes with meaningful consequences. Encourage players to embrace the swashbuckling spirit and make bold, cinematic choices that prioritize excitement over safety.