



Ship Class	Hull	Spd	Mvr	Size	ATK	Crew
Dinghy	5	-4	-2	1 (0)	—	1 / 6
Pinnace	8	+2	+2	1	—	2 / 8
Striker				1 (0)	1	4 / 8
Sloop	15	+2	+1	3	—	3 / 15
Corvette				3 (2)	1	5 / 15
Barque	35	+0	+0	5	—	6 / 30
Frigate				5 (3)	2	10 / 30
Galleon	80	-2	-1	8	—	10 / 50
Armed galleon				8 (7)	1	13 / 50
Battleship				8 (5)	4	18 / 50
Greatship	250	-2	-5	16	—	30 / 180
Armed greatship				16 (14)	2 (×2)	40 / 180
Dreadnought				16 (10)	6 (×2)	60 / 180

Ship Modifications	Penalty	Cost
Add ballistae, hurlers, or bombards	see <i>ship class</i>	2,000 × size
Change ship's landing method	—	500 × size
Deck Fortifications	-3 cargo × size	500 × size
Hull Reinforcements (up to 3 times)	-1 cargo × size	1000 × size
Streamlined Hull	-2 cargo × size	1500 × size
Tight Steering Yoke	+2 PRV rating	1500 × size

Deck Upgrades	Cost
Barracks	200 × size
Cabins	300 × size
Cargo bay	100 × size
Carrier deck	1,000 × size
Custom cargo bay	100 × size
Entertainment area	1,000 × size

Deck Upgrades	Cost
Livestock pens	250 × size
Luxury cabins	1,000 × size
Magazine	400 × size
Smuggler's hold	400 × size
Workshop	400 × size

Ship Armor	AC	Spd	Mvr	Cost
Unarmored	8 AC + MVR	—	—	—
Stone hulled	14 AC	-2	-2	—
Inscribed bronze	12 AC + MVR	-1	—	500 × size
Lacquered wood	10 AC + MVR	—	—	500 × size
Runic copper plates	13 AC + MVR	-1	—	1,500 × size
Steel plating	15 AC	-2	-1	1,000 × size

Rams	Siege	Casualties	Cost
No ram	size • d3	—	—
Blade ram	size • d20	size • d2	1,500 × size
Hammer ram	size • d12	size • d3	1,000 × size

Ballista Ammo	Damage	Effects	Cost
Ballista bolts	d4	—	1
Flame-lances	d10	fire	50
Heavy steel bolts	d8	—	10

Bottled Ammo	Damage	Effects	Cost
Arcane ampules	d12	—	15
Dust storm canisters	—	stinging sands	50
Firepots	d10	collateral, fires	100
Lightning bottles	d20	conductivity	100

Hurler Ammo	Damage	Effects	Cost
Barnacles	—	barnacle	100
Caustic globules	d4	acid	50
Frost nets	—	slow	35
Grapeshot	d4	collateral	10
Incendiary spheres	d4	fires	25
Large rocks	d8	—	5

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What is Aetherdark?

Sail between the stars and visit strange worlds. Be an explorer, a pirate, a bounty-hunter. Survive the Aetherdark.

Shadowdark

The Aetherdark is a rules expansion to add fast-playing naval exploration and combat to Shadowdark.

The Setting

Aetherdark can be played in many settings, but supposes a particular way the universe makes sailing a ship between stars a sensible endeavor.

If you have a different concept of how wooden ships sail between worlds, these rules will still work, but the random tables for the aether will make less sense.

If you want more of the setting, you can find fiction and rulebooks about an aether-faring civilization The Ring, as well as some more distant worlds, at aetherdark.com.

New Rules

Aetherdark adds three major elements to your game:

The Crew. It takes a crew to manage a ship.

Aetherdark adds rules to level that group up alongside the player-characters and rules to manage mass-combat between crews.

The Ship. The ship is an upgradeable, mobile base for players to operate from.

Aetherdark adds rules for buying and upgrading ships, as well as maneuvering in naval combat and sailing across vast distances.

Siege Weapons. A fireball might be effective against a warship, but most other attacks won't be.

Aetherdark includes rules for firing siege weaponry, whether at other ships or at groups of helpless fools far below.

Crew Stats

No one runs a ship alone. You need a crew of loyal sailors to cross the starry sea. They are your friends and allies, and if you aren't careful, they could become your enemies.

Crew Stats

When the crew as a whole takes an action without a player character, crew stats are used.

If an individual member of the crew is needed, they use that same stat block.

CRW and Casualties

The CRW stat is equal to the total number of people in the crew, not counting PCs. It functions much like HP for the crew as a whole.

Current CRW is the count of active crewmembers, not counting any casualties.

Casualties are crewmembers who are injured, killed, or otherwise incapacitated.

Crew Morale

The crew always fails morale checks. After their morale breaks, the crew cannot act and may panic or flee, depending on the circumstance.

You can restore your crew's morale with a DC 15 CHA check.

Common morale checks include: half of the crew is eliminated, the ship is reduced to half **hull**, or a dragon breathes fire.

Crew Recovery

While the ship stops in a safe place, casualties due to injury recover over 2d6 days or one downtime period.

Crew Replacement

Depending on the setting and location, there may be volunteers eager for adventure that can be recruited freely. PCs can try to recruit crewmembers with specific skills as a downtime action.

Crew Actions

Each round, the crew can either assist player characters or take a single crew action.

Assisted Actions. The crew can assist as many actions as there are characters to lead, if the number of people needed doesn't exceed the CRW.

For assisted actions, you roll using your stats, not the crew's, but can attempt tasks that need extra hands. An assisted action is still your only action for the round.

Crew Actions. If there are sufficient crewmembers left after assisting PC actions, the crew can take a single action on its own.

Crew actions always come last in the initiative and cannot be critical successes.

Mass Combat. In close combat, your crew attacks the rival crew once, dealing its damage as casualties (96).

At 60 members, the crew gains a second attack. At 200, a third.

Commanding the Crew

The crew does as you direct. If you can't give orders, the GM may decide what the crew does.

Casualties

Many attacks deal casualties, meaning that each point of damage injures or kills one crewmember.

Which casualties result in death is at the GM's discretion.

When a **siege attack** strikes a crew not protected by a ship, it deals casualties (94).

Ramming attacks deal casualties in addition to damaging the ship (95).

If a **regular attack** hits the crew as a whole, it causes 1 casualty for each full multiple of the crew's HP stat that the attack does.

Gear

You can outfit your crew by buying enough gear for every crewmember, gaining all the usual effects of that gear.

Crew Advancement

As they sail the aether together, a group becomes a crew. Key tasks are mastered, fresh faces become veterans, and new members are met with training and confidence.

Crew Experience

Your crew gains XP whenever you gain XP.

New Characters Come from the Crew

When your character stops adventuring, whether due to death or retirement, you can immediately start playing as a character from the crew.

Depending on your crew's level, this may allow you to start play at level 2, 3 or 4.

HP

The crewmembers have HP equal to the crew's level + 2 + CON modifier, up to 12 HP at level 10.

Crew Stat Advancement

Your crew starts with 7 in every stat. At every level, randomly select a stat to increase by 1 (do this 18 times at first level). Reroll if a stat would exceed 16.

Specialists

Functioning identically to talents during character advancement, specialists grant various benefits to the crew as a whole. When the crew suffers losses, specialist roles are refilled.

Reputations

Some crew abilities come from the reputation your crew has. Whenever you gain a new reputation, you can select any reputation you do not already have.

Past Level 10

After level 10, every time the crew gains another 50 XP, you may replace 1 randomly gained stat point or specialist with a reroll, or change 1 reputation.

Level	Crew Improvements by Level
1	+1 to random stats eighteen times, +1 specialist, 3 base HP
2	+1 to a random stat, select 1st reputation, 4 base HP
3	+1 to a random stat, +1 specialist, 5 base HP
4	+1 to a random stat, PCs start at level 2, 6 base HP
5	+1 to a random stat, +1 specialist, 7 base HP
6	+1 to a random stat, select 2nd reputation, 8 base HP
7	+1 to a random stat, +1 specialist, 9 base HP
8	+1 to a random stat, PCs start at level 3, 10 base HP
9	+1 to a random stat, +1 specialist, 11 base HP
10	+1 to a random stat, select 3rd reputation, PCs start at level 4, 12 base HP
+50 XP	Re-roll 1 random stat point, re-roll 1 specialist, or change 1 reputation

2d6	Specialist
2	Quartermaster. Your ship can fit additional crew on-board equal to size × 3
3-4	Bosun. Once per day, re-roll a MVR check
5-6	Carpenter. When performing repairs, each set of supplies used repairs 1 additional hull
7-8	Chef. Your provisions usage (116) is treated as though your crew was 1 tier smaller (min of 1 per 10 days)
9-11	Engineer. Once per day, re-roll a SPD check
12	Chirurgeon. After any event that caused casualties, heal 1d3 fresh casualties.

Example Ships

If you need something to sail the aether, odds are I can get it. Might not be cheap, and the last owner may have left some holes in the decking when they, uh, vacated the vessel, but I can get you a ship.

Exactly what is available for purchase will vary depending on the game you're playing. Often, you'll be flying an entirely custom ship, or at least one that was heavily modified, using the rules through the rest of this chapter.

These are examples of what ships are like, but they are unlikely to all be for sale in the setting you are playing in.

Aetherport Tug

These old things never break down. Not sure what you'd use one for out in the black, but they're cheaper than you'd expect.

Size: 1 (arcane jet pinnacle)
Hull: 11 **Cost:** 11,500 gp
Spd: INT + 0 **Mvr:** DEX + 0
Req Crew: 2 **Max Crew:** 8
Prv: 4 **Cargo:** 1 slot
AC: 8 + MVR (unarmored)

Modifications.

Aetherport landing only, hull reinforcements × 3, overpowered jets



Overpowered Jets. Can move while locked with a larger ship.



Arcane Battleship

This is the real deal. A full broadside of bottles, ready to fire; hardened magazines to keep the bottles intact; a solid runic plate at the back that pours rich, emerald flame into the aether. It's the standard in every navy that can afford it.

Of course, you'll also need a good source for spell-bottles, so not always the best if you're leaving civilization for long.

Size: 8 (arcane jet battleship)

Hull: 104 **Cost:** 151,200 gp

Spd: INT - 4 **Mvr:** DEX - 2

Min Crew: 18 **Max Crew:** 50

Prv: 32 **Cargo:** 16 slots

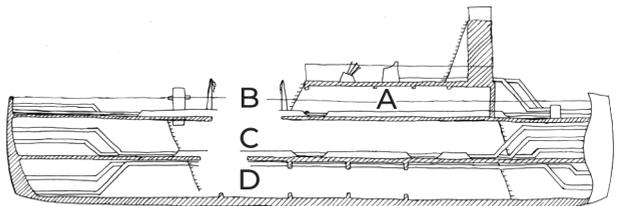
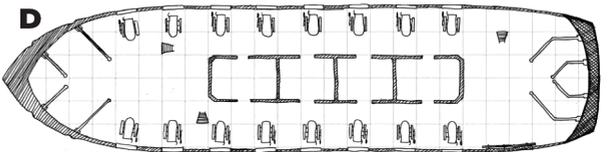
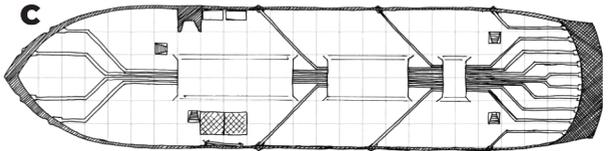
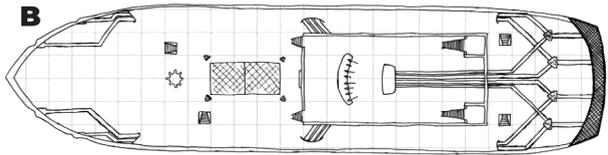
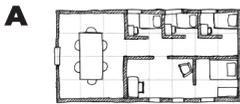
AC: 15 (steel)

Attacks: 4 (bombard)

Bombard Magazine: 48 slots

Modifications. Hull reinforcements × 3

Decks. Bombard battery × 3, magazine × 2, empty deck × 3



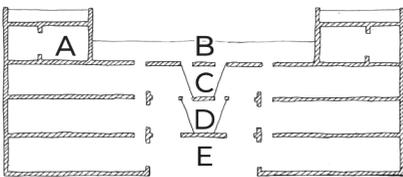
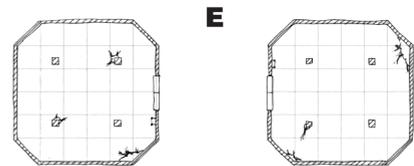
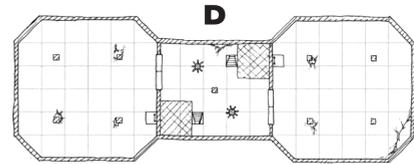
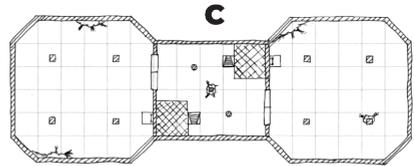
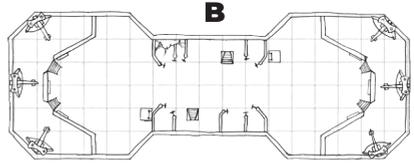
Barnacle-Powered Trade Galleon

This was a merchant ship, sold off from a failing concern. Ship's still sound, though. We make sure to fly it weekly, to keep the barn-aggloms healthy.

Everything's laid out for cargo, but if you get it re-done, this will sail forever.

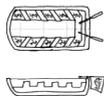
Size: 8 (barnacle agg. galleon)
Hull: 80 **Cost:** 512,800 gp
Spd: CHA - 2 **Mvr:** INT - 1
Min Crew: 10 **Max Crew:** 50
Prv: 16 **Cargo:** 296 slots
AC: 8 + MVR (unarmored)

Decks. Cargo bay × 8



Cargo Skiff

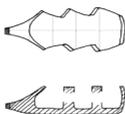
Whatever else you're getting, you'll want a good skiff to fly into port, especially as you get to smaller places. It's a simple design, but it'll get where you need it to go.



Size: 1 (incantation pinnacle)
Hull: 8 **Cost:** 3,200 gp
Spd: CHA + 2 **Mvr:** STR + 2
Min Crew: 2 **Max Crew:** 11
Prv: 0 **Cargo:** 9 slots
AC: 8 + MVR (unarmored)
Modifications. Lands anywhere
Decks. Cargo bay

Crasher

A risky but effective option for raiders of all sorts, the crasher will punch a hole in the side of most any ship, and can carry enough men to cause trouble once they're aboard. This one's from a proper navy, so you even get some built-in mantlets.



Size: 1 (incantation pinnacle)
Hull: 8 **Cost:** 6,500 gp
Spd: CHA + 4 **Mvr:** STR + 2
Req Crew: 2 **Max Crew:** 15
Prv: 0 **Cargo:** 0 slots
AC: 10 + MVR (lacquered wood)
Ram: 1d12 / 1d3 (hammer)
Modifications. Deck fortifications, streamlined hull
Decks. Barracks (additional incanting seats)

Crystal Sailboat

These are newer, a try at replacing the incantation-dinghies. The sails are a hassle for port operations, but if you're on the float, they'll get you safe swifter.



Size: 1 (crystal sails dinghy)
Hull: 5 **Cost:** 3,000 gp
Spd: INT + 0 **Mvr:** STR + 0
Min Crew: 1 **Max Crew:** 6
Prv: 1 **Cargo:** 2 slots
AC: 8 + MVR (unarmored)
Modifications. Seaworthy

Tricantor

You'll need a sizable crew to make this ship sing. I mean that literally, as that crew will need to keep time and tune if you want proper speed, but if you've got the men, this will give you the speed.

These tricantors shine in local wars. A solid crew can outpace anything, get close, and board, and the extra space means it's got the manpower for a fight. You get out further, well there's not a ton of provisions space. If that's your plan, you'll want to exchange some of the bunks-space for more provisions storage.

Size: 8 (incantation battleship)

Hull: 104 **Cost:** 126,000 gp

Spd: CHA - 2 **Mvr:** STR - 2

Req Crew: 18 **Max Crew:** 138

Prv: 0 **Cargo:** 96 slots

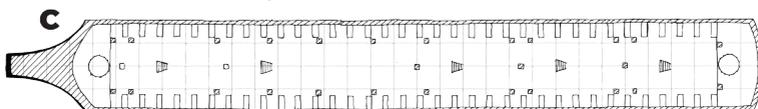
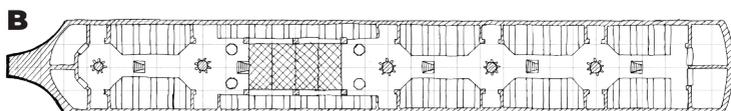
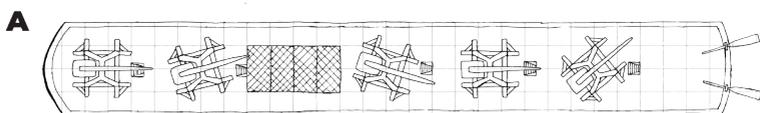
AC: 15 (steel)

Attacks: 4 (hurler)

Ram: 8d12 / 8d3 (hammer)

Modifications. Hull reinforcements × 3, streamlined hull

Decks. Barracks (additional incanting seats) × 2, battery × 3, cargo bay × 3



Ship Types & Activities

An aethership is not simply a boat in the sky, it is a complex device that harnesses magical energies to soar between worlds, and it takes a lot to keep it running.

The crew aren't sitting around watching the stars all day, they're working through exhaustion to keep the ship sailing.

What that work is varies.

Propulsion

Although size is essential in war and trade, when it comes to sailing an aethership, its method of propulsion is key.

The following sections cover some of the most common types of aethership propulsion.

In addition to a few rules that apply to that specific type of ship, some descriptions of how the ships work are included. These do not affect gameplay, but can help the world feel real.

Maneuver

Explains how a given type of ship is steered, and can help inspire descriptions of MVR checks.

Speed

Explains how a specific propulsion method sends a ship through the aether, and the sort of work involved in making it do so, to help inspire descriptions of SPD checks.

Provisions

Although gameplay-wise all provisions are the same, that is a simplification of the vast array of materials required to keep a ship running.

Activities

Sometimes, you just need to describe what people are doing.

In the tables for each ship type, 1-4 are for that propulsion type, 5-10 apply to all ships, and 11-12 only apply to armed ships.

Arcane Jet

The most common mode of transit, the arcane jet scoops up aether and channels it through a complex runic array.

Spd Stat: INT, **Mvr Stat:** DEX,
Provisions Rating: 4 × size

Juicing A Jet. Roll to cast an arcane spell as normal, with the same risk of temporarily losing the spell from failure. Instead of the spell's effect, grant +2 SPD for 1 round per tier of the spell.

Overload. DC 15 INT to sabotage the arcane jets, which explodes after **size** rounds. DC 18 INT to disable early.

The explosion causes **size** • d20 siege and **size** • d3 casualties, permanently destroying the arcane jet.

Twinned Jets

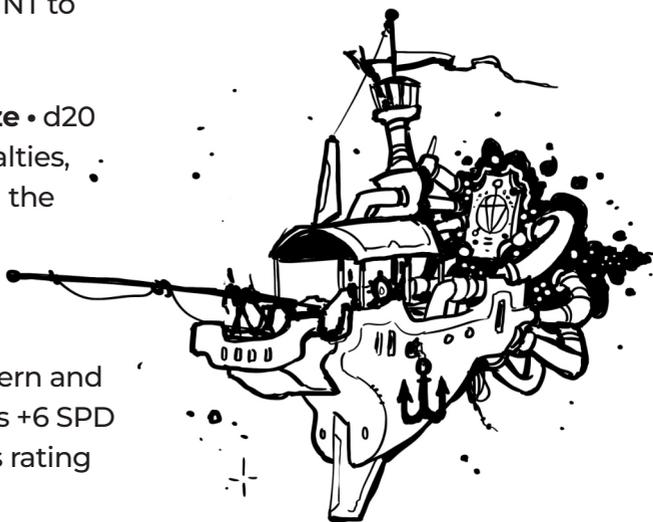
An alternate, more modern and expensive design. Grants +6 SPD and increases provisions rating to 8 × size.

Maneuver

A collection of levers alter the angle of various rune groups. Steering requires swiftly manipulating the levers. No one lever is a simple directional control as the position of each rune affects every other rune.

Speed

An arcanist adjusts the runic flows, opening up as much throughput as possible without overloading the runic array.



Provisions

Arcane jets need lots of grease or oil to keep the aether running smoothly to the runes, as well as sheet metal for patching conduit and shimming mis-alignments.

Nothing compares to uyanleth ichor, but whale and olive oils are fine. In a pinch, even tallow or lard will do.

d12 Arcane Jet Shipboard Activities

- 1 **Check the feeds.** Inlets along the hull draw aether into the jet. Check that they're clear, chiseling away crystals.

- 2 **Adjust runes.** Switch which runes are enabled, so that they don't wear out from the constant flow of power.

- 3 **Patch conduit.** The aether is not gentle. Conduit running along the hull can be easily patched, if its caught early.

- 4 **Drain arcane effluvia.** Runoff pools in the bilge, congealed arcane toxicity. Glove up, hold your breath, and pump hard.

- 5 **Swab the deck.** Sweep, mop, and possibly even chisel away blood, muck, and aetherdust accretions.

- 6 **Keep watch.** Look fore and aft, port and starboard, above and below, vigilant for the many threats of the astral sea.

- 7 **Prepare a meal.** Chopping veggies, kneading dough, tending the fire, stirring the pot, a meal takes many hands.

- 8 **Take some rack time.** Everyone needs to sleep, or at least take a break, usually for a full watch each day.

- 9 **Mending.** Hammocks tear, ropes fray, clothes wear through, tools break, the hull gets nicked. It all needs to be repaired.

- 10 **Check and rotate the stores.** Cargo left to sit too long risks rot and infestation.

- 11 **Disassemble, clean, grease, and reassemble siege weaponry.**

- 12 **Drill!** Go through the motions of battle, so that you're ready when it's not just a drill.

Clear Aether Terrain

Brilliant points of light fill an endless black. Faint waves of silvery dust wash past, a hint of texture in the emptiness.

A quiescent star brightens and seems to pulse. A layer of crystal across its hard exterior fractures, then bursts forth in a deadly nova wave, rolling for hundreds of miles through the black.

The Open Sea

Clear aether is vast and largely empty. It is the open ocean of the astral sea, with a key danger just being out there too long.

As varied as the astral sea is vast are the dangers it contains. These suggestions are just a start to what lurks in the aether.

d20 Clear Aether Terrain Events

- | | |
|-----|---|
| 1-5 | Naught but empty aether |
| 6 | Glittering crystal shards, the outskirts of a recent nova |
| 7 | Silvery wave of aether, rolling out from a distant nova |
| 8 | Clustered stars, so dense they jostle together |
| 9 | Aether swirling about the void of a stellar collapse |
| 10 | Starlets and crystals drifting as an old nova fades |
| 11 | Cloud of thick, clumping dust |
| 12 | Massive, fractured star, fountaining shards of crystal |
| 13 | Dead patch, aether unmoving |
| 14 | Lively aether, vibrating with energy |
| 15 | Wall of dark-aether, hiding even the stars |
| 16 | Flickering, ghostly debris field, the echo of a dead world |
| 17 | Turbulent waves twist and knot the aether |
| 18 | Raging aetherstorm, magic sparking from starshards |
| 19 | Small cloud. Roll on Nebula Terrain (186) |
| 20 | Roll twice on this table for overlapping results (Ignore 1-5) |

Terrain "Rules"

The rules given here are solely meant to inspire gameplay. Specific DCs are not included, to allow these phenomena to be used at multiple intensities and with more diverse level ranges. Elements such as damage are at best a suggestion.

The actual effect of any of this terrain will vary based on how dense it is, how swift the ship is moving, the playstyle of the gaming group, and other elements that are trusted to the GM.

1-5. Naught but empty aether

A vast expanse of clearly visible stars stretching out to eternity. A few stars closer, ahead and behind. Beyond about ten miles, all stars look alike, just points of light in the endless black.

No effect.

6. Glittering crystal shards, the outskirts of a recent nova

A small starburst didn't send its shards far, instead leaving a dense spray of still-sharp starshards in the vicinity.

Flying into the mass, small, silvery shards drift slowly about. The gaps are large, but the shards are difficult to see. Fortunately, small shards cause less damage.

Effect. MVR or suffer 1d8 siege. During a boarding action, 50% chance each round for a rain of star-shards, requiring a DEX check from everyone to avoid 1d3 damage, or 1d3 casualties for the crew.



7. Silvery Wave of aether, rolling out from a distant nova.

The slow-moving shockwave of a nova pushes a sphere of brilliant silver aether-dust.

***Within**, the pulsing waves of aether roll one after another, tossing vessels about.*

Effect. Constant waves of force rock the ship and impose DISADV on all SPD, MVR, and DEX checks.

8. Clustered stars, so dense they jostle together

A bright spot, stars so close you can't properly count them.

***In close**, stars grind together, shedding blinding crystal sparks. Other stars drift closer, risking further collisions.*

Effect. SPD checks require MVR or suffer **size** • d6 siege, but moving slowly is safe.

9. Aether swirling about the void of a stellar collapse

An inky black void draws in silvery streaks of aether.

***Too close**, the astral currents grip the ship, dragging everything towards the dark, empty core of the region.*

Effect. SPD and MVR or be sucked into the void and hurled clear, causing **size** • d2 siege as the ship is hurled to **far** in a random direction.

Characters on a ship flung by the sucking void must make a STR check or be flung from the ship along the path it was hurled, possibly close enough to be sucked back into the void. Crews must make a STR check or have **size** • d3 crew flung from the ship.

10. Starlets and crystals drifting as an old nova fades

A scattering of fractured starlets and lumps of crystallized aether are spread across a vast expanse.

Sailing through, starlets five or six feet across drift, fractures clear where they broke from a star, their once-sharp edges dull.

Effect. MVR or hit a starlet and have it shatter into starshards across the deck, dealing 1d6 casualties.

11. Cloud of thick, clumping dust

Like a silvery mud-puddle, aether clumps together, for some reason not crystallizing.

Sailing through the muck, aether clings to everything, but it's not too bad as long as the dense pockets are avoided.

Effect. MVR check or be dragged to a stop until $5 \times \text{size}$ points of damage are dealt to the aether-gunk hardened onto the ship.

12. Massive, fracturing star, fountaining shards of crystal

The star must be near half a mile across, a fracture line tracing along a single facet. A constant stream of aether hurls itself from that gap, filled with hunks of deadly-sharp crystal.

Crossing through the fountain, the wash of silvery aether is so steady it nearly blocks sight. The larger crystal chunks are brilliant, still holding some of the inherent luminescence of the original star. Easy to see, but too swift-moving to easily avoid.

Effect. MVR check or suffer **size** • d3 siege each round inside the shard fountain.



Civilized Clear-Aether

d100 Clear Aether Civilization Events

- | | |
|-------|---|
| 01-02 | Wrecked ship is only home of rodentia aetherica now |
| 03-04 | Two longships pursue a long-haul trader |
| 05-06 | Trade-current failed; Dozens of ships seek a new path |
| 07-08 | Great tricantor is raiding an aetherliner |
| 09-10 | Ship of the line inspects every approaching vessel |
| 11-12 | Tricantor echo battles a ship of the line |
| 13-14 | Repurposed merchanter, fat with loot, sails home |
| 15-16 | Ship of the line escorts two long-haul traders |
| 17-18 | Astral kraken shreds a ship of the line |
| 19-20 | Three skiffs sail past, far from any ship |
| 21-22 | Fast-courier cuts through a field of star-shards |
| 23-24 | Cast-off dinghy has five dust-talkers posing as sailors |
| 25-26 | Pirate hunter races past |
| 27-28 | Pirates on stolen long-haul trader pose as merchants |
| 29-30 | Smuggler flees a pirate hunter |
| 31-32 | Pirate hunter pursues a pirate kakam |
| 33-34 | Three raiding longships close on a pirate hunter |
| 35-36 | Bulk trader refuses inspection by a pirate hunter |
| 37-38 | Fast-courier signals distress with a mirrored-lantern |
| 39-40 | Aetherliner flees a necrofurnace harvester |
| 41-42 | Strangleworms (1d6) gnaw through a broken hull |
| 43-44 | Two ships of the line trade fire |
| 45-46 | Pirates in cargo skiffs flee a pirate-hunter |
| 47-48 | Ship of the line fights a great tricantor |
| 49-50 | Necrofurnace corvettes escort a loaded-down harvester |

d100 Clear Aether Civilization Events

- | | |
|-------|--|
| 51-52 | Stolen pirate-hunter attacks a long-haul trader |
| 53-54 | 1d8 vormayn dive towards the ship |
| 55-56 | Vast nova wave leaves an active trade route in disarray |
| 57-58 | Armed merchants fight a pirate sloop |
| 59-60 | 3d6 rodentia aetherica are in the hold |
| 61-62 | Leisure kakam drifts below a fireworks show |
| 63-64 | Two harbingers escort a crusade temple |
| 65-66 | Bulk trader is adrift, overwhelmed by thirty dire-barnacles |
| 67-68 | Ships of the line clear seven-fin schools from a trade route |
| 69-70 | Convoy of twelve ships keeps watch for pirates |
| 71-72 | Star sends out pulses, just short of a nova |
| 73-74 | Dinghies flee an unexpected nova-burst |
| 75-76 | 2d6 stoneclaws make new shells from a wrecked galleon |
| 77-78 | Rival pirate-hunters stalk each other in a debris field |
| 79-80 | Star mites (2d6) ride a gentle nova wave |
| 81-82 | Shards of broken lightning bottles mark a battle site |
| 83-84 | Five yachts are racing between stars |
| 85-86 | Ship of the line returns with a captured pirate longship |
| 87-88 | Sailors try to repair a damaged astral jet |
| 89-90 | Warships warn others off of the remnant of a ruined world |
| 91-92 | Military captain mediates a dispute between merchants |
| 93-94 | Escorted luxury yacht transports a powerful wizard |
| 95-96 | Freedom fighters have a tricantor's crew at sword-point |
| 97-98 | Crystal sailboat is being steered by thirty rodentia aetherica |
| 99-00 | Roll twice and combine the results |

Wild Clear-Aether

d100 Clear Aether Wilderness Events

- | | |
|-------|---|
| 01-02 | Strangleworms (2d6) lurk in a field of starshards |
| 03-04 | 1d8 swift-flying star-mites strike the deck |
| 05-06 | Powerful cross-current drives the ship off-course |
| 07-08 | Barnacles approach as the ship struggles in dead aether |
| 09-10 | Uyanleth plays in the shards of a dead star |
| 11-12 | Tricantor echo pursues a long-haul trader |
| 13-14 | Field of glittering star-crystals shines ahead |
| 15-16 | Dust talker coalesces on the deck |
| 17-18 | Broken arcane sloop is adrift, 1d6 survivors still aboard |
| 19-20 | Astral kraken devours a shattered galleon |
| 21-22 | Buwakara swarm (4d20) drifts towards the ship |
| 23-24 | 3d6 nebulettes combine beside a dead congealed nebula |
| 25-26 | 1d6 barnacles are found already attached to the hull |
| 27-28 | Pirate kakam lies in wait, sails still and deck unlit |
| 29-30 | 1d3 nebulettes are being eaten by a young kraken |
| 31-32 | 1d6 vormayn swim past in the aether |
| 33-34 | Repurposed merchanter pursues a long-haul trader |
| 35-36 | Two stars grind together, shedding massive starshards |
| 37-38 | Aether swirls about a void, sucking in a ship |
| 39-40 | Nearby star begins to glow brighter, as if about to nova |
| 41-42 | Stoneclaw snaps uselessly at swift-passing seven-fins |
| 43-44 | Uyanleth passes in the distance. |
| 45-46 | 2d6 stoneclaws lurk in the last rocks of a broken world |
| 47-48 | Barnacle school (3d12) is drifting past |
| 49-50 | Dust talkers (2d3) have mimicked several crew-members |

d100 Clear Aether Wilderness Events

-
- 51-52 Uyanleth swims through a buwakara cloud
-
- 53-54 Dozens of seven-fins swim in the ship's wake
-
- 55-56 Crusade harbinger searches for new worlds
-
- 57-58 Congealed nebula eats a shipwreck
-
- 59-60 Strangleworms knot about the tentacles of an astral kraken
-
- 61-62 Kraken-hunter plunges towards a kraken
-
- 63-64 Turius Vafrow, shipless and alone, is drifting by
-
- 65-66 Bulk trader sails past
-
- 67-68 First ship to fly from an unexplored world approaches
-
- 69-70 Chunk of a slain uyanleth drifts through the aether
-
- 71-72 Skiff echo drifts aimlessly
-
- 73-74 Pulsing waves of nova force approach
-
- 75-76 Burst of aether hurls barnacles (3d6) at the ship
-
- 77-78 2d3 stoneclaws feast on a school of barnacles
-
- 79-80 Wreck of an armed merchanter is an illusion
-
- 81-82 Necrofurnace corvette from an unknown navy approaches
-
- 83-84 Star ruptures, spraying a burst of crystal towards the ship
-
- 85-86 Fierce tailwinds send the ship hurtling out of control
-
- 87-88 Stars ahead are blotted out by a grasping void
-
- 89-90 2d4 vormayn attack a fast-courier
-
- 91-92 Star-mite swarm (3d6) approaches
-
- 93-94 Cloud of blue-burning dust is slowly growing
-
- 95-96 Pirates fight in the shadow of an uyanleth
-
- 97-98 Huge stoneclaw tends to several small stoneclaws
-
- 99-00 Roll twice and combine the results

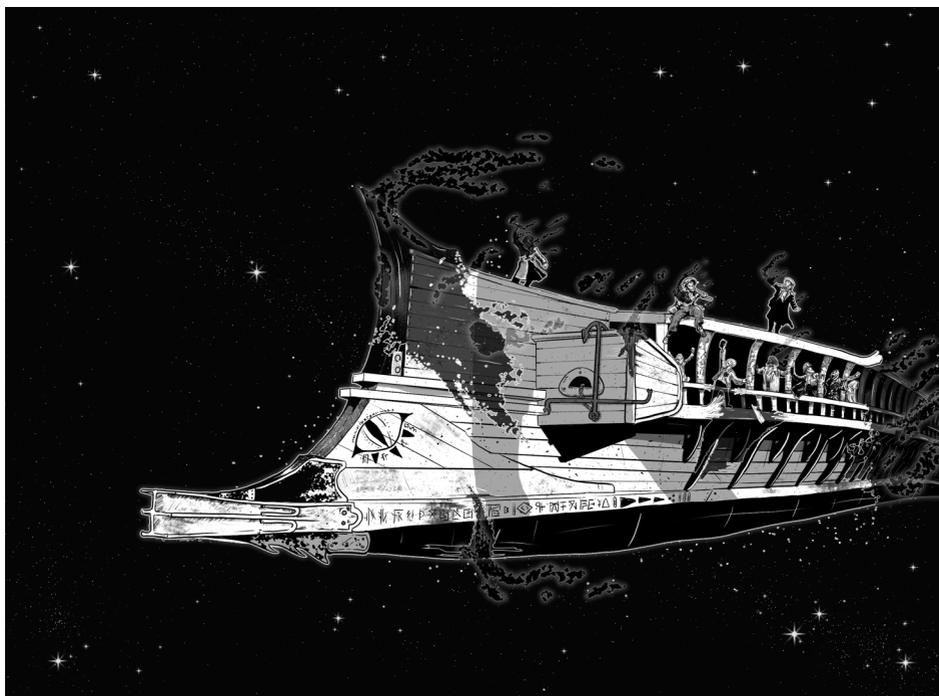
Echoes

Gaps in the hull shimmer silver, a shredded remnant of a ship made whole by the aether. Former sailors have aether bubbling in the gaps left by their wounds as they stumble through a memory of life.

Where chunks of reality drift, the aether fills in the gaps to rebuild them, creating revenant beasts out of slain crews and shattered ships.

d4 Echo Boarding Events

- | | |
|---|---|
| 1 | Stare blankly, out of phase. Does not attack and reduces casualties suffered this round to 0 |
| 2 | Terrifying assault. Break morale of the rival crew |
| 3 | Aethereal wave. 1d3 casualties, 1d3 damage to all enemies in key fight |
| 4 | One echo joins key-fight |



Making an Echo

Map. Select portions of the map to be aether-filled holes. Anyone not an echo can walk (or fall) through these.

Siege Weapons. All weapon batteries fire aethereal blasts that deal 1d8 siege.

Missing Pieces. Any attack striking an echo has a 50% chance to only hit aether and do no damage.

Crew. Replace the crew with shambling echoes, full echoes, and deadly echoes of similar LV.

Deadly Echo

Swift and cruel, hurling aether as they never could alive.

AC 14, HP 24, ATK 2 aether-darts (near) +4 (1d8), **MV** near, **S +3, D +1, C +2, I +1, W +1, Ch +1, AL C, LV 5**

Aethereal Echo. 50% chance to reduce damage taken to 0.

Aetherplague. Any person killed becomes a shambling echo, or a full echo if LV 3+.

Full Echo

With some spark of remaining intellect, its aethereal blade swings with cruel intent.

AC 13, HP 15, ATK 2 aethereal saber +3 (1d8), **MV** near, **S +3, D +1, C +2, I +0, W +1, Ch +1, AL C, LV 4**

Aethereal Echo. 50% chance to reduce damage taken to 0.

Aetherplague. Any person killed becomes a shambling echo, or a full echo if LV 3+.

Shambling Echo

Like a person living in a trance, but for the silvery aether puddling where wounds surely slew the original.

AC 8, HP 11, ATK 1 slam +2 (1d6), **MV** near, **S +2, D -2, C +2, I -2, W -2, Ch -3, AL C, LV 3**

Aethereal Echo. 50% chance to reduce damage taken to 0.

Aetherplague. Any person killed becomes a shambling echo, or a full echo if LV 3+.

Kakam Echo

Holes gape wide across the stern of the ship, and its mainsail is naught but aether.

AC 15 (bronze), **Hull** 18, **Spd** +3, **Mvr** +3, **RAM** none (3d3 siege), **ATK** 1 aetheral blast (far) +6 (1d8 siege), **Size** 3

Missing Pieces. Any attack striking an echo has a 50% chance to only hit aether and do no damage.

Remnants of people stumble about the deck.

CRW 10 shambling echoes, **AC** 8, **ATK** 1 slams +2 (1d6 + aetherplague), **Key Crew** 3 shambling echoes, 2 full echoes, **LVs** 17

Aetherplague. On a critical hit, casualties are fatal, and gain CRW equal to casualties dealt.

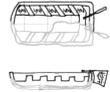
d6 Kakam Echo Decks

1	Pursuit catapult battery
2	Rack space
3	Tiller
4	Galley & magazine
5	Main cargo bay
6	Cabin & cargo storage

Skiff Echo

Crammed tight, this was likely a lifeboat carrying the survivors of a far larger ship.

AC 12, **Hull** 8, **Spd** +4, **Mvr** +4, **RAM** none (1d3 siege), **Size** 1

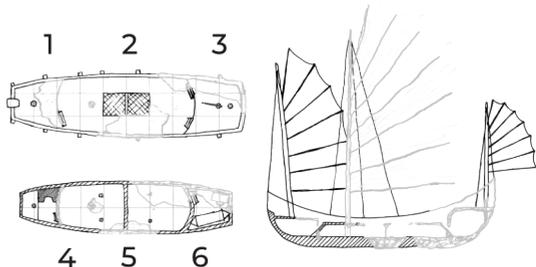


Missing Pieces. Any attack striking an echo has a 50% chance to only hit aether and do no damage.

Shimmering, confused, corpses.

CRW 9 shambling echoes, **AC** 8, **ATK** 1 slams +2 (1d6 + aetherplague), **Key Crew** 3 shambling echoes, **LVs** 9

Aetherplague. On a critical hit, casualties are fatal, and gain CRW equal to casualties dealt.



Tricantor Echo

A great gap cleaves the center, and most of the prow is gone, yet still it sails, the silvery glow of aether bridging the gaps.

AC 14 (damaged plating), **Hull** 96, **Spd** -1, **Mvr** +1, **RAM** aethereal hammer (8d8 siege, 8d3 casualties), **ATK** 4 aethereal blasts (far) +6 (1d6 siege), **Size** 8

Missing Pieces. Any attack striking an echo has a 50% chance to only hit aether and do no damage.

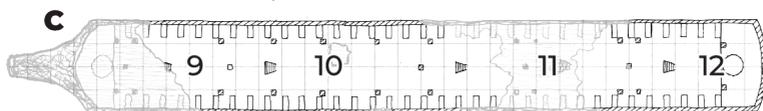
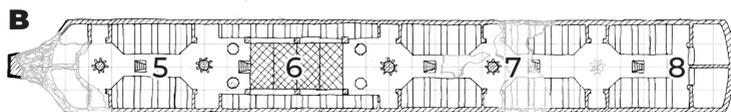
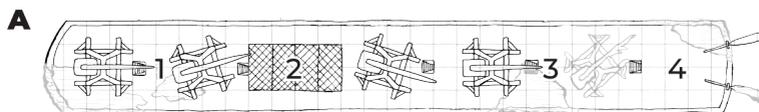
A shambling mass of echoes.

CRW 120 shambling echoes, **AC** 8, **ATK** 2 slams +2 (1d6 + aetherplague), **Key Crew** 8 full echoes, 1 deadly echo, **LVs** 37

Aetherplague. On a critical hit, casualties are fatal, and gain CRW equal to casualties dealt.

d12 Tricantor Echo Decks

1	Fore trebuchet battery
2	Mid trebuchet & lifts
3	Aft trebuchet battery
4	Tiller
5	Fore incanting & cabins
6	Mid incanting & lifts
7	Mid incanting & bunks
8	Aft incanting & cabins
9	Fore cargo & seating
10	Mid cargo & seating
11	Aft cargo & seating
12	Lower incanting & drum



Astral Kraken

Vast tentacles slam across the deck, splintering wood and tearing steel. Teeth cut from the stuff of stars slice through people as the tentacles lash at those with the nerve to strike its leathery flesh.

The astral kraken, named after the legendary sea-beast it vaguely resembles, is the most feared predator of the aetherdark.

Tactics

Krakens are aggressive and will rush at any ship they see, but will get bored if they are causing no damage and will flee if badly injured.

A kraken may attack the bottom or sides of a ship. If the players don't find a way to engage the maw, it will chew on the ship each round.

Krakens are just beasts and will often leave a badly-damaged ship if the people on-board aren't attacking it.

Appearance

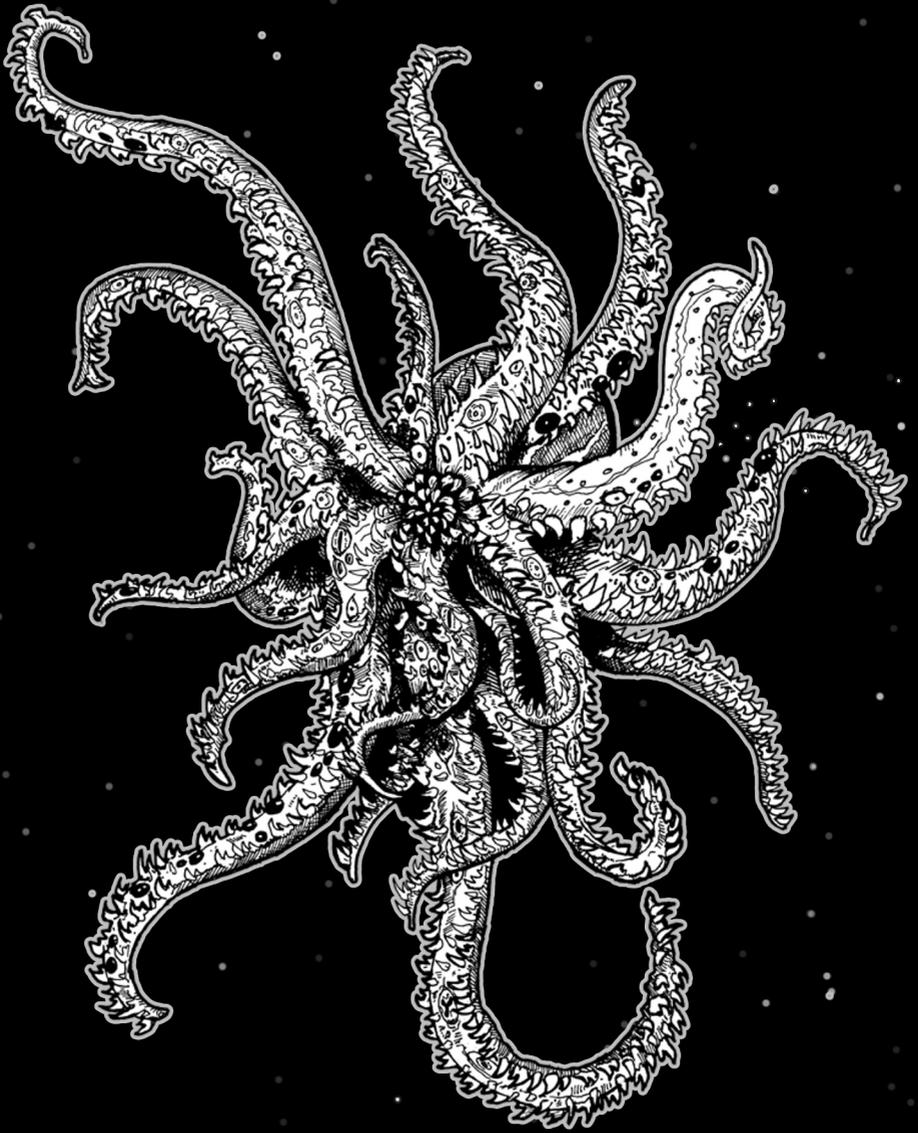
A kraken has 3 parts: its shell, its maw, and its tentacles.

The shell is an oblong dome of dense flesh that shields its body.

Extending from the shell are the tentacles, tough and strong limbs with crystalline teeth lining the interior.

Among the teeth are also occasional eyes, with no pattern to how they appear, focusing intently on whatever that tentacle decides to strike.

Where the tentacles converge, a gaping maw looms. The teeth ring about a fleshy opening, looking like a lamprey's gnawing mouth, yet again with blinking, darting eyes among them.



Astral Kraken

d3 Kraken Boarding Events

1 **Tentacles fling the crew.** 1d6 crew are hurled to 1d3 near from the kraken.

2 **Tentacles squeeze the hull,** dealing 2d6 siege.

3 **Unseen tentacle snatches** at a random target in the key-fight. DC 15 DEX check or be thrown to 1d3 near from the kraken.

Attached Tentacle

AC 12, HP 6, ATK 1 tentacle (reach by kraken type) +2 (1d4 + grab or hurl), **MV** —, **S +2, D +1, C +1, I -1, W +1, Ch +1, AL N, LV 1**

Grab. Character is hit for 1d4 each round until severed.

Hurl. Character is thrown to double-near.

Severed tentacles. If reduced to 0 HP, becomes severed tentacle.

Severed Tentacle

AC 12, HP 6, ATK 1 slap +2 (1d4), **MV** near (climb), **S +2, D +1, C +1, I -1, W +1, Ch +1, AL N, LV 1**

Young Kraken

Tentacles barely thirty feet in length, it scarcely resembles the krakens of legend.

AC 15 or 18 (shell), HP 38, ATK 1 bite +4 (2d6 + devour), **MV** double near (fly), **S +4, D +3, C +3, I -1, W +1, Ch +1, AL N, Size 3, LV 7**

Spd +6, Mvr +5, RAM shell (4d8 siege, 2d3 casualties)

Crush. Deal 1d8 siege each round while locked.

Shell. 18 **AC** while approaching.

CRW 12 attached tentacles, 0 severed tentacles, **AC 12, ATK 1** tentacles +2 (1d6), **Key Crew** young kraken and 3 attached tentacles

Devour. DC 12 STR to escape on your turn or suffer 1d8 damage.

Reach. Tentacles can attack to near.

Adult Kraken

Tentacles stretching over a hundred feet, the beast reaches out to enwrap and crush ships.

AC 16 or 20 (shell), **HP** 62, **ATK** 1 bite +6 (2d8 + devour), **MV** double near (fly), **S** +5, **D** +3, **C** +3, **I** +0, **W** +2, **Ch** +1, **AL** N, **Size** 6, **LV** 13

Spd +6, **Mvr** +3, **RAM** shell (6d12 siege, 2d6 casualties), **ATK** 4 tentacles (far) +6 (1d2 siege + latch on)

Crush. Deal 2d6 siege each round while locked.

Latch On. If at least 3 tentacles hit, the ship is locked and will be dragged one range category closer each round.

Shell. 20 **AC** while approaching.

CRW 24 attached tentacles, 0 severed tentacles, **AC** 13, **ATK** 2 tentacles +3 (1d8), **Key Crew** adult kraken and 5 attached tentacles

Devour. DC 15 STR to escape on your turn or suffer 2d6 damage.

Reach. Tentacles can attack to double-near.

Ancient Kraken

Vast tentacles stretch forth about a maw fit to devour ships.

AC 18, **HP** 115, **ATK** 1 bite +10 (2d10 + devour), **MV** double near (fly), **S** +6, **D** +2, **C** +4, **I** +1, **W** +2, **Ch** +1, **AL** N, **Size** 12, **LV** 25

Spd +6, **Mvr** +1, **RAM** shell (8d20 siege, 6d6 casualties), **ATK** 6 tentacles (far) +10 (1d3 siege + 1d2 casualties + latch on)

Crush. 3d8 siege while locked.

Latch On. If at least 3 tentacles hit, the ship is locked and will be dragged one range category closer each round.

Shell. 22 **AC** while approaching.

CRW 55 attached tentacles, 0 severed tentacles, **AC** 14, **ATK** 3 tentacles +4 (1d12), **Key Crew** kraken and 8 attached tentacles

Aether-Drinking. Regains 3d8 lost HP at the beginning of its turn if not at 0 HP.

Devour. DC 18 STR to escape on your turn or suffer 3d8 damage.

Reach. Tentacles can attack to far.

Star-Souled. All spells targeting the ancient kraken are DC 15 to cast.