

THE ETHEREAL STORMCLOUD

*AN AIRSHIP AND CREW FOR USE WITH
DUNGEONS AND DRAGONS*



BY TRAVIS LEGGE



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Introduction: As adventurers mature and seek greater challenges, travel often becomes a matter of concern. *The Ethereal Stormcloud* is presented to offer a ready-to-use option for inclusion in your campaign, detailing a unique and powerful ship that the players may hire out to get virtually anywhere. Within these pages you will find statistics for the ship itself, the crew members, and details about the history and motivations of the Stormcloud's Captain, the eladrin Mialee, and her First Mate, the human Kamaria Sahandi.

BY TRAVIS LEGGE

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The Crew of the Ethereal Stormcloud

The Ethereal Stormcloud is crewed by an eclectic group of failors, pirates and brigands whom Cap'n Mialee has recruited and befriended over the years. Though they may have strong disagreements from time to time, the crew ultimately sees one another as family. They are unfalteringly loyal to one another, and above all, to their Captain. Full character sheets for Captain Mialee and the First Mate, Kamaria Sahandi, are included at the back of this book.

Kobolds

Cap'n Mialee employs four kobold deck hands on the crew of the Ethereal Stormcloud. They are very loyal to the Captain (mainly because they are terrified of her, but also because she treats them relatively well.) The deck hands are responsible for basic cleaning and maintenance of the ship, managing the supplies. Their names are Kodo, Podo, Sudo, and Modo. In addition to the kobold deck hand statistics, each kobold has one tool proficiency. Kodo is proficient with brewer's supplies. Podo is proficient with tinker's tools, Sudo is proficient with leatherworker's tools, and Modo is proficient with thieves' tools.

KOBOLD DECK HAND

Small humanoid, lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR 8 (-1) **DEX** 15 (+2) **CON** 9 (-1)

INT 8 (-1) **WIS** 8 (-1) **CHA** 7 (-2)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Belaying Pin. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 -1) bludgeoning damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

Tieflings

There are three tieflings on the crew of the Ethereal Stormcloud, each of whom performs primary duties as riggers. In addition to their normal crew duties, each tiefling performs a specialty task. Vice, so named for the delectable nature of her culinary preparations serves as the ship's cook and is proficient in cook's utensils. Despair, so named for her panicked bedside manner, serves as ship's surgeon. She is proficient with the herbalism kit and poisoner's kit. Doom serves as the ship's carpenter. He is proficient in carpenter's tools. Apart from those proficiencies, all three tieflings use the tiefling swashbuckler stat block.

TIEFLING SWASHBUCKLER

Medium humanoid, any

Armor Class 12 (Leather Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 12 (+1)

INT 11 (+0) **WIS** 10 (+0) **CHA** 12 (+1)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

Fancy Footwork. If the tiefling swashbuckler makes a melee attack against a creature, that creature can't make opportunity attacks against the tiefling swashbuckler until the beginning of its next turn.

Spellcasting. The tiefling swashbuckler can use the thaumaturgy cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

ACTIONS

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Warforged

Two warforged call the Ethereal Stormcloud home. Rivet, the ship's gunner, is proficient with all the ship's weaponry. Rivet is also proficient with smith's tools and handles any metalworking that the crew may need. Fuse serves as the Powder Runner, acting in support of Rivet. Fuse is proficient in alchemist's supplies as well as all weapons aboard the ship. Aside from these proficiencies, both warforged use the warforged swashbuckler stat block.

WARFORGED SWASHBUCKLER

Medium humanoid, any

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 13 (+1)

INT 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

Senses Passive Perception 10

Languages Common, Any one language

Challenge 1/8 (25 XP)

Fancy Footwork. If the warforged swashbuckler makes a melee attack against a creature, that creature can't make opportunity attacks against the warforged swashbuckler until the beginning of its next turn.

Living Construct. The warforged swashbuckler is immune to disease, poison damage, and the poisoned condition. It does not need to eat or breathe but can ingest food and drink if desired. The warforged swashbuckler is treated as a construct when targeted by spells or effects.

Powerful Build. The warforged swashbuckler counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Construct Endurance. When the warforged swashbuckler takes damage, it can use a reaction to roll a d12. The warforged swashbuckler adds its Constitution modifier to the number rolled and reduces the damage by that total. After using this trait, the warforged swashbuckler can't use it again until it finishes a short or long rest.

The Ship: The Ethereal Stormcloud

The Ethereal Stormcloud is a dirigible-style airship, given loft by a hot-air balloon, fueled and heated via a bound fire elemental. A bound air elemental is housed in the propeller at the bow of the ship. steering is managed via the propeller and rudder. If the airbags are deflated, they can be re-hung as a sail, allowing for conventional sailing. The ship is capable of sailing in water as a normal sailing ship of its size.

In addition to these propulsion systems, the Ethereal Stormcloud is fitted with a magical helm, capable of casting the *plane shift* spell. The helm has one charge, which it expends whenever it is used to cast *plane shift*. This charge can be recharged by expending 10 levels worth of spell slots while seated at the helm. These slots are spent into the Ethereal Stormcloud's engine and cannot be used to cast spells. Spell slots spent to recharge the helm are regained normally.

When the helm casts *plane shift*, the spell affects the entire ship and all of its inhabitants and contents.

Regardless of whether it travels by sea or air, the Ethereal Stormcloud has a speed of 4 mph. Like all airships, the Ethereal Stormwind is affected by wind to some degree. A strong headwind can halve the speed of the ship, while a strong tailwind can double it.

The ship can hold up to 1 ton of cargo and requires a crew of three to properly operate the propeller, furnace, and rudder. If there are only two crew members working to control the ship, all Dexterity (Vehicles (Water)) checks made to maneuver or control the ship are made at disadvantage. If the ship has fewer than two crew members on duty, its speed can't be controlled, and it moves in a random direction, carried by the wind, until control is regained or until it collides with something.

The gondola and the balloon are separate targets. The gondola has AC 15, 200 hit points, and a damage threshold of 15. The balloon has AC 11, 30 hit points, and a damage threshold of 8. Both have immunity to poison and psychic damage. If the

balloon drops to 0 hit points, it bursts, and the ship loses the ability to fly. While the balloon or gondola has at least 1 hit point, it can be repaired. Repairing 1 hit point of damage to either the balloon or the gondola requires 1 day and costs 20 gp. (Mending spells can repair superficial damage but can't restore hit points. Repair spells on the other hand...)

The Ethereal Stormcloud carries two collapsible ballista, which can be moved among four large port holes in the sides of the ship. These ballista use the following statistics:

BALLISTA

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. The ballista on the Ethereal Stormcloud are equipped with special bolts, called Bolts of Talos, which magically discharge electricity when fired.

Bolts of Talos. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage plus 16 (3d10) lightning damage. While the piercing damage from bolts of talos is not considered magical, the lightning damage dealt by these bolts is magical.

When fully supplied, the Ethereal Stormcloud carries 60 bolts of talos.





D&D PREGENERATED CHARACTER SHEET

Cap'n Mialee

CHARACTER NAME

Fighter 11
CLASS & LEVEL

Sailor
BACKGROUND

NPC
PLAYER NAME

Eladrin
RACE

Neutral Good
ALIGNMENT

85,000
EXPERIENCE POINTS

STRENGTH
+2
15

DEXTERITY
+0
10

CONSTITUTION
+1
13

INTELLIGENCE
+3
16

WISDOM
+0
10

CHARISMA
+1
12

INSPIRATION

+4 PROFICIENCY BONUS

SAVING THROWS

- +6 Strength
- +0 Dexterity
- +5 Constitution
- +3 Intelligence
- +0 Wisdom
- +1 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +3 Arcana (Int)
- +6 Athletics (Str)
- +1 Deception (Cha)
- +7 History (Int)
- +0 Insight (Wis)
- +1 Intimidation (Cha)
- +3 Investigation (Int)
- +0 Medicine (Wis)
- +3 Nature (Int)
- +4 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +3 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +4 Survival (Wis)

11 ARMOR CLASS

+0 INITIATIVE

30 ft. SPEED

Hit Point Maximum **81**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **11d10**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I enjoy sailing into new ports and making new friends over a flagon of ale. I like a job well done, especially if I can convince someone else to do it.

PERSONALITY TRAITS

Respect. The thing that keeps a ship together is mutual respect between captain and crew. (Good)

IDEALS

I'll always remember my first ship.

BONDS

Once I start drinking, it's hard for me to stop.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
*Crossbow, Heavy	+4	1d10 Piercing
*Greatsword of Sharpness	+6	2d6+2 Slashing
Handaxe	+6	1d6+2 Slashing

Longbow | +4 | 1d8 Piercing

ATTACKS & SPELLCASTING

14 PASSIVE WISDOM (PERCEPTION)

Languages: Common, Elvish,

Proficiencies: Athletics, Constitution Saving Throws, Heavy Armor, History, Light Armor, Longbow, Longsword, Martial Weapons, Medium Armor, Navigator's Tools, Perception, Shields, Shortbow, Shortsword, Simple Weapons, Strength Saving Throws, Survival, Vehicles (Water)

OTHER PROFICIENCIES & LANGUAGES

0 CP - Mariner's Leather

0 SP - Handaxe x2

0 SP - Arrows (20)

0 CP - Backpack

0 CP - Bedroll

0 CP - Clothes, Common

10 CP - Mess Kit

0 CP - Rations (1 day) (10)

0 CP - Rope, Hempen (50 feet)

0 CP - Rope, Silk (50 feet)

0 CP - Tinderbox

0 CP - Torch (10)

0 CP - Waterskin

0 CP - Cap of Water Breathing

EQUIPMENT

Fighter:

- Fighting Style
- Hit Points
- Proficiencies
- Second Wind
- Action Surge
- Martial Archetype: Eldritch Knight

- Spellcasting
- Weapon Bond*
- Extra Attack
- War Magic
- Indomitable
- Eldritch Strike

Racial Traits:

- Darkvision 60 ft.
- Keen Senses
- Fey Ancestry
- Trance
- Fey Step

Feats:

- Elven Accuracy
- Great Weapon Master
- War Caster

FEATURES & TRAITS



Kamaria Sahandi

CHARACTER NAME

Fighter 8

CLASS & LEVEL

Pirate

BACKGROUND

NPC

PLAYER NAME

Variant Human

RACE

Lawful Neutral

ALIGNMENT

34,000

EXPERIENCE POINTS

STRENGTH
+1
13

DEXTERITY
+4
18

CONSTITUTION
+2
15

INTELLIGENCE
-1
8

WISDOM
+1
12

CHARISMA
+0
10

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +4 Strength
- +4 Dexterity
- +5 Constitution
- 1 Intelligence
- +1 Wisdom
- +0 Charisma

SKILLS

- +4 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- 1 Arcana (Int)
- +4 Athletics (Str)
- +0 Deception (Cha)
- 1 History (Int)
- +4 Insight (Wis)
- +3 Intimidation (Cha)
- 1 Investigation (Int)
- +1 Medicine (Wis)
- 1 Nature (Int)
- +4 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- 1 Religion (Int)
- +7 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +1 Survival (Wis)

16
ARMOR CLASS

+9
INITIATIVE

30 ft.
SPEED

Hit Point Maximum **68**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **8d10**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I work hard so that I can play hard when the work is done. I never pass up a friendly wager.

PERSONALITY TRAITS

People. I'm committed to my crewmates, not to ideals. (Neutral)

IDEALS

I'm loyal to my captain first, everything else second.

BONDS

I follow orders, even if I think they're wrong.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Crossbow, Hand	+9	1d6+4 Piercing
Crossbow, Light	+9	1d8+4 Piercing
Longbow	+9	1d8+4 Piercing

Rapier | +7 | 1d8+4 Piercing

ATTACKS & SPELLCASTING

Fighter:

- Fighting Style
- Hit Points
- Proficiencies
- Second Wind
- Action Surge
- Brute Force
- Martial Archetype
- Extra Attack
- Brutish Durability

Racial Traits:

- Languages
- Skills
- Ability Score Increase

Feats:

- Alert
- Crossbow Expert
- Sharpshooter

FEATURES & TRAITS

14 PASSIVE WISDOM (PERCEPTION)

Languages: Deep Speech, Common,

Proficiencies: Athletics, Constitution Saving Throws, Heavy Armor, Insight, Intimidation, Light Armor, Martial Weapons, Medium Armor, Navigator's Tools, Perception, Shields, Simple Weapons, Sleight of Hand, Strength Saving Throws, Vehicles (Water)

OTHER PROFICIENCIES & LANGUAGES

- GP** 0 - Armor of Underwater Action, Breastplate
- SP** 0 - Arrows (20)
- SP** 0 - Crossbow Bolts (20)
- EP** 0 - Backpack
- EP** 0 - Bedroll
- GP** 10 - Clothes, Common
- GP** 10 - Mess Kit
- GP** 10 - Rations (1 day) (10)
- GP** 10 - Rope, Hempen (50 feet)
- GP** 10 - Rope, Silk (50 feet)
- PP** 0 - Tinderbox
- PP** 0 - Torch (10)
- PP** 0 - Waterskin

EQUIPMENT



Kamaria Sahandi

CHARACTER NAME

32

AGE

Brown

EYES

5'4"

HEIGHT

Brown

SKIN

114 lbs.

WEIGHT

Black

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Kamaria was born and raised in Port Nyanzaru. As a child she loved watching the ships sailing in and out of the port. As soon as she was able, she took a job on a sailing ship, the Tri-horn. Her first few days at sea were a dream come true. She was realizing a lifelong dream of life on the waves. It was everything she had hoped it would be.

Unfortunately, the dream was shattered when harsh reality set in. Her ship was attacked by pirates. Most of the crew were murdered, and the rest were pressed into service on the new ship. Kamaria had only known the crew of the Tri-horn for a short time, but she vowed revenge for their deaths. She waited for opportunity to strike. Six months into her service on the pirate vessel, Kamaria led her remaining crewmates in a midnight uprising. They managed to overtake the pirate ship, dispatch their captors and return to Chult. Shortly thereafter, Kamaria was found by Mialee and offered work aboard the *Ethereal Stormcloud*, where she has remained and worked her way through the ranks to First Mate.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

a belaying pin (club)
a small stone with a hole in the center

TREASURE

**THE ITEMS & NPCs WITHIN THIS
BOOK WERE INSPIRED BY THE
TWITCH D&D SERIES**



Calculated Risks

An
EBERRON
Adventure

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