

RAIDER STUN STICK

A Raider carries a stun stick when going up against humanoids. It consists of a 2' metal rod with a button on one end and two prongs at the other. Sticking the prongs into a creature and pressing the button discharges energy that can paralyze them. These devices are made to render a humanoid unconscious without doing too much damage to the body and internal organs. This allows the Raiders to collect the stunned individuals and use them as hosts when they need to increase their crew numbers. The Stun Stick will work through certain forms of clothing that the metal prongs can penetrate. Otherwise, it must contact the creature directly. The suits the Aether Raiders wear offer protection against these weapons, (+4 AC).

ATK 1d3 electric dmg; DC 12 STA check or paralyzed for 1d3 rounds, failure by 5 or more paralyzed for 1d3 minutes;

RAIDER ENERGY RIFLE

Powerful enough to take down a charging Shatterphant if necessary. This 4' long weapon has five power settings from stun to atomize. Raiders use these from range when hunting larger quarry or where preserving the bodies are not a priority.

Ranged attack 1d4/1d6/1d8/1d10/3d10 energy damage on hit; 40/80/120; A sighting laser can be fitted to this weapon extending the range to 50/100/200;

Settings require 1/2/3/5/10 charges. A full battery is 10 charges; On Atomize (10 charges) a critical hit sees the target's atoms become unbonded from each other. They explode and release a large amount of energy. All creature within 5' DC 14 Reflex save or take 2d6 damage, within 5-10' DC 13 or 1d6 damage. Success takes half damage;

RAIDER ENERGY PISTOL

These small handheld weapons deal more damage than the Stun Sticks and are used when a creature is harder to put down or is protected against the Stun Stick attacks. They look like curved metal cylinders with one end that has been flattened. On the rounded end there are pressure grip points that, when squeezed fire a small burst of energy from the flattened end.

Ranged attack, 1d4 energy damage on hit; 30/60/90;

FIRST ACTIVATION

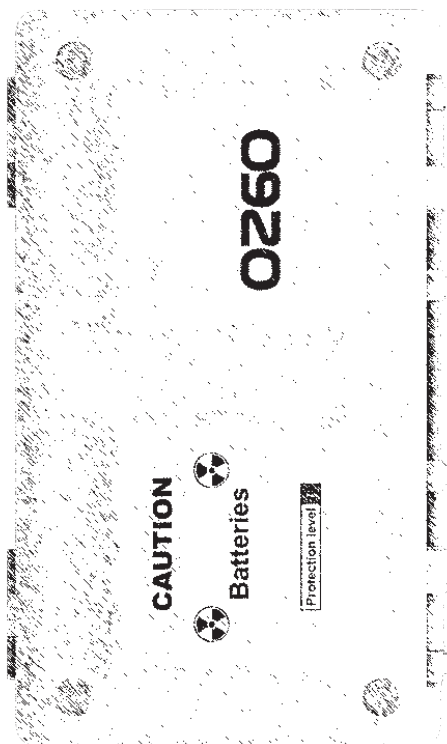
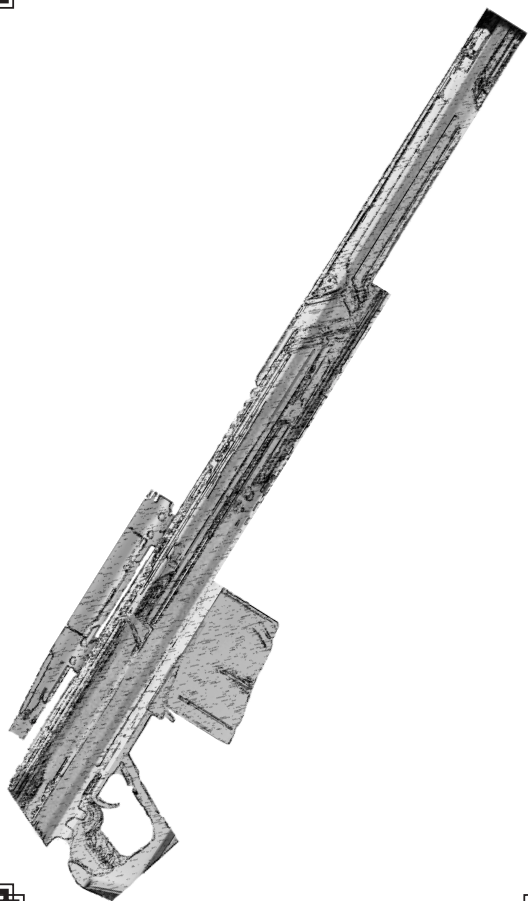
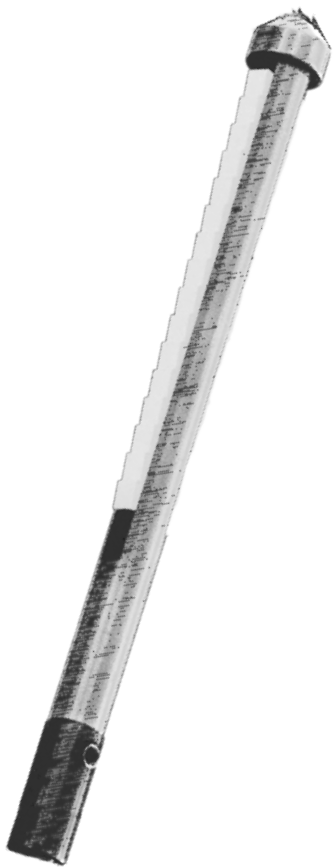
As the PCs are unfamiliar with design, operation or intent of these weapons, the first activation is potentially hazardous. When a creature attempts to use one of these weapons for the first time use the table on the right to determine the situation and weapon orientation. The first thing in range in the determined direction is hit by the discharge. On a 9 or 10, the PC hits themselves with it. This could result in them simply paralyzing themselves for a moment or utter atomization based on weapon and settings.

CHARGES

The pistols and rifles below run on the negative potential of the Aether. In order to be recharged they must be connected to a system, usually on a ship out in the Aether, that can collect, store, and transmit that negative energy potential into batteries. Those batteries, in turn, can be used to create reactions that result in energy beams akin to lasers. Weapons taken from Raiders have 2d10 charges remaining. If taken from the Armory there is a 25% chance they are not fully charged. A full battery contains 20 charges except for the Rifle which has 10.

DEGRADATION

As the Raiders are scavengers, they are not skilled in proper maintenance of these weapons and other equipment. Therefore, the weapons are in ill repair and break relatively quickly. If a weapon is hit with an attack, roll 1d5. On a 1 the weapon breaks. The second time it is hit, roll 1d4, third time roll 1d3. On the fourth time the weapon will automatically break to an unusable state. Both physical and energy attacks count.



AETHER RAIDER

These formerly aquatic creatures have adapted to also breathe air. The technology they have commandeered was made for bipedal humanoids. As they communicate telepathically, they have developed a way to dominate humanoid hosts and use their bodies to work the controls of the Aether ships. When a recruiter takes over a host, it envelopes their head and sends probes into their skull to take control. The host gains the ability to breathe water. However, if the Raider/Recruiter is removed from the host or dies, the host also dies.

Init +2; AC 13; HP 13 (4d6+2); Speed based on host type, typical range is 20-40'; Stun stick +2 ATK 1d3 electric dmg; DC 12 STA check or paralyzed for 1d3 rounds, failure by five or more paralyzed for 1d3 minutes; Fort +1, Ref +2, Will +0. Line-of-sight telepathic communication up to 120'.

Strategy: Newly recruited raiders are still working out the communication kinks. They'll blindly attack things the Recruiter sees as hostile. Those that have been bonded for some time have better control and will use more tactics like hiding behind things for cover, deciding the most dangerous and taking them out first with concentrated fire, and running to preserve themselves when overwhelmed.

RAIDER RECRUITER

Recruiters look like 4-foot-long squids with hard carapaces. They are sent out to procure new crewmembers when replenishment is needed. They envelope the heads of the humanoid host and send tendrils into the nose and temples to tap into the brain directly and take control. Once accomplished, the host and recruiter are essentially one organism. However, if a precisely placed hit kills the Recruiter in the first few minutes of contact and does not harm the host, the host might survive.

Init +1; AC 12 (natural armor); HP 6 (1d8+2); 60' swim; Tentacle +2 ATK 1d4 bludgeoning dmg; DC 13 STR check or pulled toward Recruiter as it attempts to dominate, DC 14 WILL save. If dominated, it becomes a new Aether Raider. Line-of-sight telepathic communication up to 120'.

Dominate. If grappled with a target the Recruiter attempts to slide its body over the head of the potential host in order to send probes into its mind and take control.

Strategy: The goal of the Recruiter is to get a tentacle around a target and dominate them. As soon as they manage that they will swim off toward the island in order to get calibrated to their new host before it can be injured or killed.

AETHER RAIDER LEADER

This raider stands tall even amongst those around it. The fact that they are directing things is easy to see.

Init +3; AC 15; HP 20 (5d6+2); Speed 40 ft.; Stun stick +3 ATK 1d3 electric dmg; DC 13 STA check or paralyzed for 1d3 rounds, failure by 5 or more paralyzed for 1d3 minutes; Energy Pistol +2 ATK 1d4 energy damage; Fort +1, Ref +2, Will +0.

Leadership – Can compel other raiders to step in front of a blow aimed at them to take the damage, once per round as a reaction. Raiders must be next to Leader to be used in this manner.

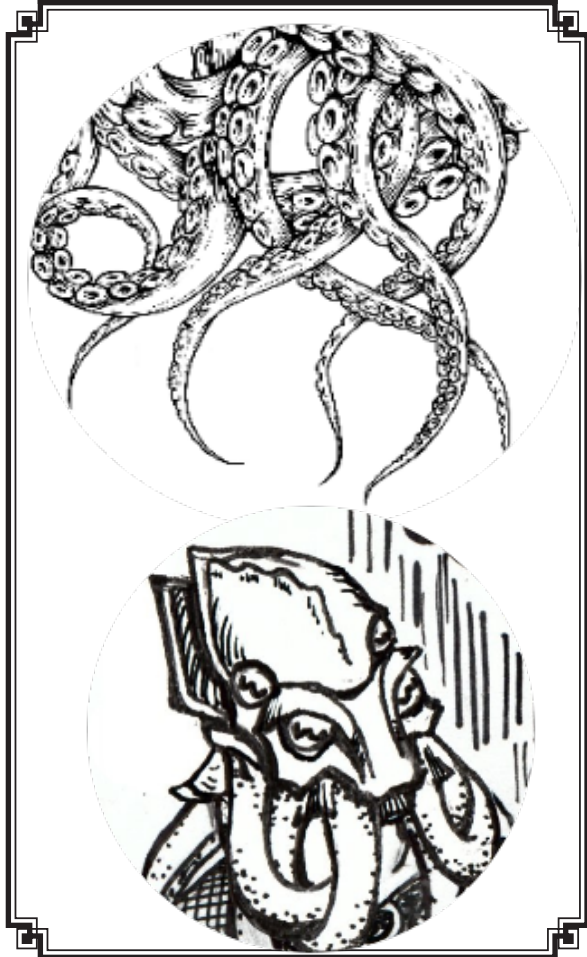
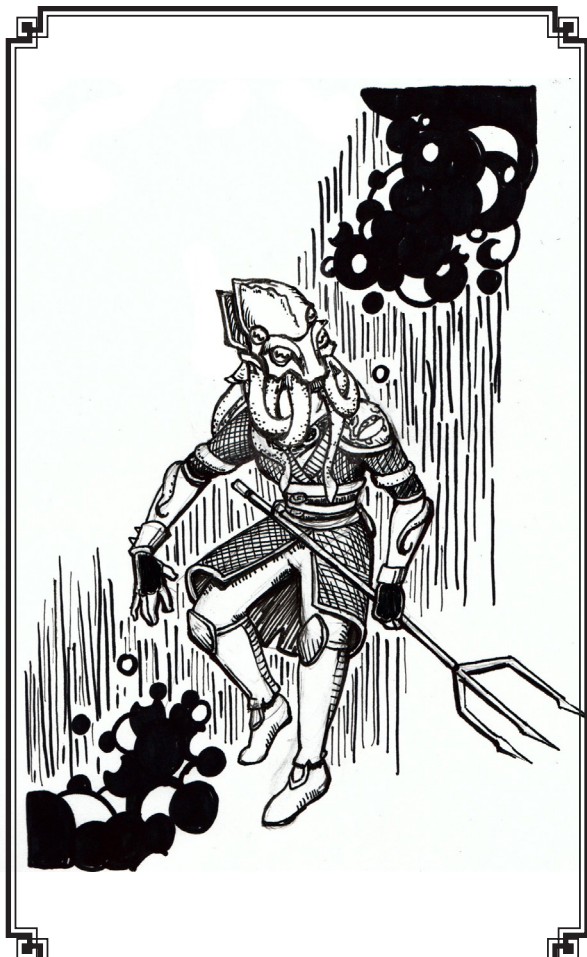
Strategy: The leader is all about the survival of the collective. They will use Raiders as shields but not indiscriminately as they need crew to get the ship underway. With their higher speed they try to remain at distance and use their Energy Pistol to survive. However, if they get the jump on enemies, they will use the Stun Stick to try and get more crew. At 5 HP they will run for the ship. If cornered, they will fight as long as possible while they try to telepathically draw assistance to them. The Leader is strong and therefore has overcome the line-of-sight limit on their telepathy. It reaches 120' in all directions.

AETHER RAIDER SNIPER

Some Raiders have trained to utilize energy rifles to stop threats at longer range. They are positioned on the external hull of the Star Jaeger near key points, specifically near the cannons and the engines to prevent sabotage. If the PCs venture near those areas outside of the ship, they may come under fire at 90' by these Snipers. These hosts are chosen for high visual acuity and good hand-eye coordination. This means they are not always as sturdy as other Raiders. If targets get too close, they will clamber in the ship and try to ambush from distance.

*Init +3; AC 12; HP 10 (3d6+2); Speed 20'; Energy Rifle +3 ATK (See **Appendix W** for damage options); Energy Pistol +3 ATK 1d4 energy damage; Fort +0, Ref +3, Will +1. Line-of-sight telepathic communication up to 120'.*

Strategy: These Raiders hope to eliminate threats prior to them getting close. If enemies approach to within 70' they will attempt to hide or run to new cover. If enemies continue pursuit, they will enter the ship and set up ambushes to pick off the enemies from afar. Limit use of snipers as they can mow down unsuspecting PCs fairly quickly.



STINGING WATER

This particular species of jellyfish hunts its prey by hurling venom grenades to create "stinging water" which floats ahead of them so they can attach to new prey. These creatures have learned to hunt in packs of up to 2d6+2.

They grow to two feet in diameter and have four sets of branch-like tentacles. The bottom part acts as a suction cup to allow them to stick to passing vessels or the seabed. While most jellyfish have a single, central mouth, these creatures have a dozen small openings on their tentacles that channel food into their stomach. They can sustain themselves through photosynthesis, but prefer the flesh of recently living creatures.

Creatures in the area of stinging water take 1d4 damage. DC 12 FORT save or be paralyzed, if they're not dead. If paralyzed, the creatures begin moving in to feed.

INT DC 14 to determine the edge of the stinging water. Swim check to get out of it. The creatures are passive unless a creature is paralyzed or unconscious.

Medusa Xamachana

Init -2; AC 8; HP 4 (1d3+2); Speed 10'; Poison Tentacle +1 ATK; 1d4 poison damage; DC 12 FORT save or paralyzed; Fort: -1, Ref -2, Will -2.

DOOFENSHNAGGLE (PANGOLIN)

Size: Small | Alignment: Neutral

AC: 12 | HD: 3 (1d4+2) | Move 15'

INIT: +0 | ACT: 1d20

ATK: Claw +2 (1d4)

Saves Fort: +2 | Reflex: -2 | Will: +0

Skill: Burrow— The Pangolin can use its claws to tunnel through packed dirt, sand, and loose stone. Sneak Silently +6, Climb Sheer Surfaces +6, Find Trap +4

Story: Guido won this poor pangolin in a game of chance. He was expecting something exotic and valuable, but it's not. So he gave it a silly name. He has since grown quite attached to it.

THE GOOD JELLYFISH

Nope, not kidding. That thing above is the good jellyfish. Sure, it looks menacing and alien, and it's going to swallow the head of any humanoid that is drowning, but hey, we all have weird fetishes. In this case, it gets high off the panic of drowning creatures. It also sucks toxins out of them and uses it to launch its own mucus bubbles that damage the Medusa Xamachana. An epic struggle of semi-amorphous enemies.

The Jellybellfish are attracted by sinking ships and wrap the heads of drowning creatures for fun. When they do, the creature sucks in a lung-full of the inner mucus and finds it oxygen rich and breathable for up to 10 minutes. On average they are 2' round when fully extended with tentacles that range in the 2-3 foot range.

Jellybellfish

Init -2; AC 8; HP 6 (1d8+4); Speed 15'; Swallow AGI DC 13 If swallowed, the creature breathes in mucus which prevents them from drowning. While Swallowed any poisons or diseases are cured in 1d5 minutes. Fort: -1, Ref -2, Will +1.

Mucus attack +1 ATK; 1d4 toxic damage (only to other sea creatures).

BLACK SPOT BARNEY (DRACULA PARROT)

Size: Small | Alignment: Chaos

AC: 10 | HD: 3 (1d4+2) | Move: 40' fly

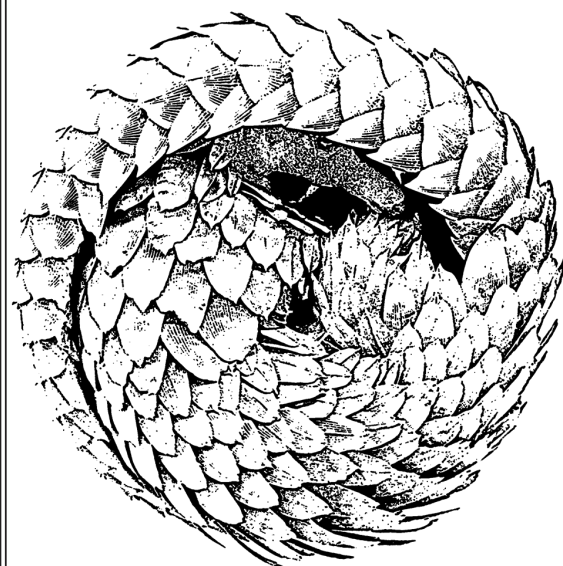
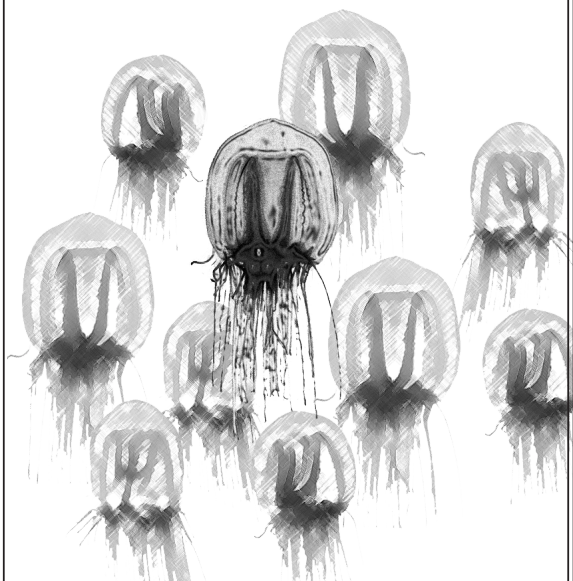
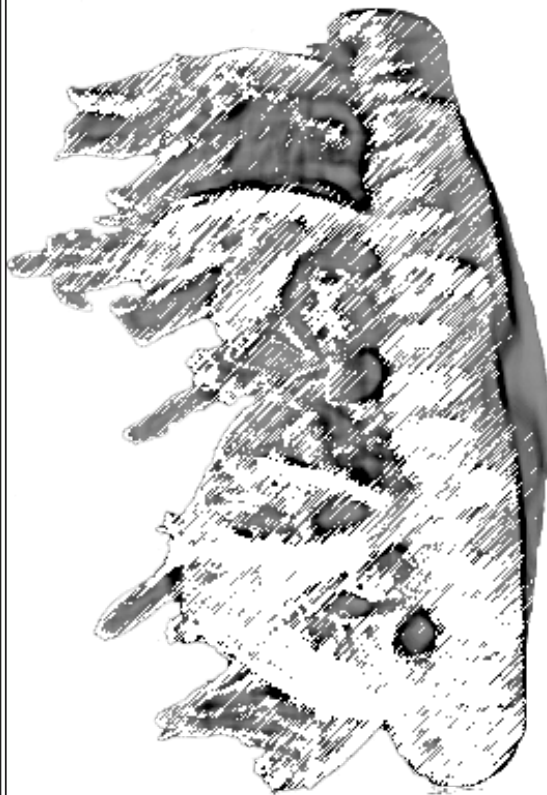
INIT: +2 | ACT: 1d20

ATK: Bite +2 (1d3)

Saves Fort: +0 | Reflex: +2 | Will: +1

Skill: Deception – The Dracula Parrot can mimic others that it hears speak and repeat what they say. Opponents need a DC12 Will save to not fall for it. Low-light vision 60'

Story: This parrot loves eating barnacles off the ship, resulting in black droppings he leaves all over the ship and crew.



TABACKA 2-TAILS (CAT)

Size: Small | Alignment: Law

AC: 13 | HD: 3 (1d4+2) | Move 40'

INIT: +3 | ACT: 1d20

Multiattack: 2x claws

ATK: Claw +2 (1d3)

Saves Fort: +0 | Reflex: +3 | Will: +0

Skill: Sneak Silently +10, Hide in Shadows +8, Climb sheer surfaces +5, Find Trap +5 Track Scent +5

Story: When one finds a 2-tailed cat, one befriends it. Rare and prized as valuable companions because of their loyalty, stealth and keen reflexes.

MR. FICKLE FINGERS (4-FINGERED MONKEY)

Size: Small | Alignment: Chaos

AC: 11 | HD: 3 (1d4+2) | Move: 25'

INIT: +0 | ACT: 1d20

ATK: Claw +2 (1d6)

Saves Fort: +2 | Reflex: -2 | Will: -2

Skill: Distraction – The Monkey is hard to not focus on. DC 11 Will save or get caught up in the monkey's antics. Sneak silently +8, Hide in Shadows +6, Pick Pocket +5, Climb sheer surfaces +8, Pick Lock/Disable Trap +3

Story: None are quite certain where this odd creature came from. Either it was onboard the ship when Captain Guido acquired it, or it showed up before leaving port. Regardless, the crew has become attached to it. Plus, Mr. Fickle Fingers keeps them on their toes with his poo flinging. When within 20' all crew and officers get a +1 to AC as they are extra wary.

Weapon first activation Direction chart

1	2	3
4	PC using device 9-10	5
6	7	8
Activate safely (DC 15 INT)	Direction Die to roll	Fire without studying first
Fail by 5+	1d10	Haven't seen the weapon used.
Fail by 3-4	1d8	Saw used 1x
Fail by 1-2	1d5	Saw used 2-4x
Success!	1d3	Saw used 5+ times

NAUTICAL TERMS FOR LAND LUBBERS

Port - Left when looking toward the front of the ship (up on our maps). Originally called larboard.

Starboard - Right when looking toward the front of the ship (down on our maps).

Fore - The front of the ship (right on our maps).

Aft - Back of the ship (left on our maps).

Listing - Leaning to one side.

Bilge - The area below the lowest deck in the ship.

Forecastle - (foc'sle) The raised fore part of the ship.

Quarterdeck - Below the poopdeck and above the main deck, aft.

Poopdeck - The location of the wheel on The Stercorarius.

