

SORDANE STORIES

ECHOES OF MADNESS



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ECHOES OF MADNESS

“Echoes of Madness” is designed for four characters with an average party level (APL) of 8th-10th level.

This adventure takes place in Sordane; however, it can be used in any world setting.

BACKGROUND

Deep in the far reaches of Sordane, a cuthari glick class science vessel was attempting an illicit experiment. For reasons known only to the cuthari, the crew was seeking the means to open a void rift. As it approached its goal, the cuthari researchers aboard believed they had succeeded: in the laboratory, they opened a small rift. This momentous occasion soon turned to disaster, as the rift expanded beyond their control. Within mere moments, the rift exploded, blowing out a large section of the hull and sending the ship hurtling toward the earth below. Almost immediately, a host of void creatures burst through the rift, slaughtering the cuthari crew with abandon. In the initial onslaught, the captain was captured by a powerful entity, a void witnesser, and is now held in the ship’s command center. Using the captain, the void witnesser is slowly gaining control of the downed vessel—to what end, remains a mystery. The witnesser has currently gained enough control to use the ship’s telepathic network to block the cuthari’s telepathy, leaving the survivors cut off from one another.

In the time following the crash, the rift has remained open like a festering wound floating in Sordane’s sky, releasing voidlings which have laid siege to the surviving crew. A few cuthari have barricaded themselves within the ship, where they prepare to do battle with whatever new horrors emerge from the void rift while they plan their escape. The remainder of the ship, and its secrets, now belong to the void.

How the characters become involved:

The characters may find themselves involved with the events at the crashed science vessel for a number of reasons. A few suggestions are provided below:

- Traveling deep in the wilderness, the characters see or hear a massive explosion far in the distance. Upon investigating, they discover the crashed airship.
- The characters are hired to investigate a reported void rift and clear out any void creatures that have gathered nearby.
- The characters learn of a crashed cuthari vessel from a sordalite baron who hires them to gather as much cuthari technology as possible.

If any of the players are playing a cuthari character, that character has advantage on all **Charisma checks** when interacting with the cuthari in the crashed airship.

The adventure begins as the characters arrive outside the ship.

CHAPTER 1: THE UPPER DECKS

Arriving at the site of a massive airship crash, you find an enormous cuthari science vessel partially submerged in the ground; multiple holes are torn into the flesh that makes up the ship and its tentacles occasionally shudder as if in pain. The immediate area seems to be clear of any threat; however, looming in the now darkening sky is a large rip in reality, an open tear in Sordane’s barrier against the void. Looking at it causes shivers to roll down your neck.

INVESTIGATING THE WRECKAGE

If the characters approach the ship from the bow or port side, or investigate from the air, read the following aloud:

Without searching for long, you find the damage that took the cuthari ship down: a massive hole in the bow of the tentacled vessel. Whatever the source, the damage caused is immense. The ship has lost most of its hull, extending into the second deck. The hivemind tentacles near the hole lie wounded and rarely moving, several having been nearly severed from the ship entirely.

The hole in the ship’s hull is 15 feet tall and 30 feet wide. Lurking within the hole in the ship is **1 alpha shatterhorn** and **2 shatterhorns**. Once the characters approach within 30 feet of the ship, the alpha shatterhorn attacks, emerging from the shadow of the ship, the two smaller shatterhorns following close behind. The characters can spot the threat with a successful **DC 15 Wisdom (Perception) check**.



Map 1 — Top Deck

If the characters spot the lurking threat, read the following aloud:

As you cautiously approach the downed airship, you hear the sound of a low, beast-like rumbling from within the hole, as though a predator were watching, waiting to pounce on its latest prey. Focusing on the shadows in the hole, you see a strange purple shimmer for a brief second, followed by the faint sound of bones breaking.

If the characters are unaware of the danger ahead, read the following aloud:

Approaching the downed airship, little seems amiss aside from the looming tear in the sky above you and the eerie shivers it sends down your back. As you walk forward, your attention quickly shifts as a huge creature with a body covered in horns bursts out of the hole, lunging straight at you. As it does, two smaller creatures jump out along with it, preparing to attack their newest prey.

If the characters did not spot the shatterhorns, they are surprised during the first round of combat.

Once combat begins, the ship's tentacles begin moving; in addition to the shatterhorns, **4 damaged tentacles** attack the characters. Each of the tentacles has AC 16 and 50 hit points. The tentacles act as allies to the alpha shatterhorn.

Roleplaying the Alpha Shatterhorn. Alpha shatterhorns are extremely aggressive and territorial creatures. They are always seeking new land to claim as their own and prey to feed upon. Though they have intelligence, they are rarely calm enough to engage in any form of communication.

Roleplaying the Shatterhorns. Shatterhorns, though significantly smaller and weaker than alpha shatterhorns, are just as aggressive as their alpha leaders. Like most voidling predators, they only care about the hunt, always seeking fresh prey and magic sources to feed on.

THE TENTACLES

On initiative count 20, each tentacle can take one of the following actions:

Constrict. *Melee Weapon Attack:* +6 to hit, reach 50 ft., one target. *Hit:* 16 (3d10) bludgeoning damage and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, the tentacle deals 16 (3d10) bludgeoning damage to the target at the start of each of the tentacle's turns, and the tentacle can't use its Constrict on another target.

Pull. The tentacle retracts, moving a target it is grappling up to 25 feet toward the ship.

If the characters move inside the ship without destroying the tentacles, the tentacles will continue to attack as long as they remain within range. Once the characters are out of range, the tentacles will fall lifeless again.





BROKEN LABORATORIES

Entering the ship, you note that the structure has seemingly been damaged beyond repair. Inside the ship, faint purple lights cast an almost imperceptible glow along the deck. Beyond the massive cavity you entered through, the walls that separated this section of the deck from the remainder are mostly destroyed—the room you stand in and the adjacent one are littered with broken furniture, glass, and scattered tools. The ground is wet with some kind of liquid and countless creatures' body parts lie on the floor. Across the way, you spot a set of stairs descending to the floor below, and past them a large fleshy door that seems to have survived the impact.

The Broken Laboratories are an area of dim light. If the characters inspect the walls or other ship structures, read the following aloud:

The walls are slimy and pulsating. Upon closer inspection, you see that the structure is in fact more flesh than wood or metal—alive, and slowly repairing itself.

A character who makes a successful **DC 19 Intelligence (Investigation) check** finds a small black puddle that seems to be slowly shifting. If the character touches it, the character suffers 5 (1d10) psychic damage.

Loot

DC 16 Intelligence (Investigation) check

42 gp

worthless broken cuthari tool, can be sold if repaired or 100 gp using the fleshweaver's

150 gp fleshweaver's tools

50 gp each 5 x small unbroken jar of pickled creatures—lizards, spiders, and a humanoid hand

CAPTAIN'S QUARTERS

Entering the room, you find a large office. The office, like the rest of the ship, is in a general state of disorder: papers, tools, and personal effects along with several bookshelves, a bed, and an intricately carved desk are scattered about. Despite the damage the items sustained during the crash, the quality of the furniture in the room leads you to believe this is the captain's quarters.

The captain's heavy wooden desk features a carved facade of tentacles and eyes. If a character investigating the desk makes a successful **DC 15 Intelligence (Investigation) check**, the character determines that pressing two of the eyes will release a secret drawer in the desk. Within this drawer is a captain's log that details the crew's mission to rediscover a long-lost cuthari fleet.

Loot

DC 16 Intelligence (Investigation) check

132 gp

cuthari captain's sword, rare

3 x potion of superior healing, rare

SECOND DECK HALLWAY

Descending the stairs onto the next deck of the ship, you find yourself standing in a large hallway, with four doorways and two staircases before you.

The four doorways lead to the following rooms: A. Research Center, B. Drug Chamber, C. Barracks, and D. Officers' Quarters.

If the characters descend the stairs, proceed to the **Cuthari Command Center**.

A. RESEARCH CENTER

The door to this chamber is blocked by parts of the ship's ceiling and floor that ruptured during the crash. If a character makes a successful **DC 17 Wisdom (Perception) check** before opening the door, the character hears hushed whispers, followed by faint thuds issuing from within.

The debris blocking the door can be moved with a successful **DC 18 Strength check**, granting the characters access to the Research Center.

There is no lock on the flesh door. The characters can force the door open with a successful **DC 20 Strength check**. Alternatively, the characters can attempt to break the door; it has AC 16, 18 hit points, and immunity to poison and psychic damage.

If the characters open the door from the hallway, read the following aloud:

As the various muscles that form the door finally give way, it takes a moment for your eyes to adjust to the light in the room. Unlike the others, this space has several hanging purple lights working, brightly lighting up the room. The room seems to have been some form of library, filled with shelves, tables, and countless books, all now flung across the floor. Several cuthari are crouched in the corner of the room, three of them quite a bit larger than the others; looks of desperation are splayed on their faces as more thuds shake the door they are barricading. A loud thud to your right quickly draws your attention as a blast of energy scatters against the wall next to you, the hand of the cuthari who fired it shaking nervously.

If the characters break through the door coming from area B., the Drug Chamber, read the following aloud:

As you force your way through the door, a ramshackle barricade falls toward you as a group of cuthari stumble backwards, three of them quite a bit larger than the others; they have looks of desperation splayed on their faces.



The cuthari inside the galley comprise all the surviving crew members of the research vessel (save the captain). They are a cuthari named **First Mate Ctolthi**, **3 cuthari brutes**, and **1 cuthari researcher**. The cuthari have set up a barricade against several vat beasts attacking from the Drug Chamber.

The characters can attempt to parley with the cuthari with a successful **DC 18 Charisma (Deception, Intimidation, or Persuasion) check**. If Vraxuss is with the characters, the check automatically succeeds. If the check fails, the cuthari will attack the characters.

If the characters engage in combat with the cuthari crew, **7 vat beasts** burst through the barricade after the first round of combat. Awakened from the drug-fueled dream state, the vat beasts have entered a rage-like state and will attack both the cuthari crew and the characters.

Roleplaying Ctolthi. Ctolthi is the only cuthari in this group willing to speak to the characters. Ctolthi will not share with the characters anything regarding the ship's mission. The characters can attempt to convince Ctolthi to engage the vat beasts together by succeeding on a **DC 18 Charisma (Persuasion) check**. Even then, their partnership is tenuous; Ctolthi will attack anyone who attempts to uncover the secrets of the ship's mission.

Ctolthi knows the following information:

- The ship was being guided by Master R'shmet, but they betrayed Captain D'uctu and the crew and opened a void rift.
- The supposed goal of their mission was to rediscover a cuthari fleet that was lost centuries ago. Ctolthi will not share information about the lost fleet, even to the point of death.
- Cuthari vessels destroy themselves when their captains die.
- Ctolthi intimately understands the layout of the ship.

Roleplaying the Brutes. Cuthari brutes have lost most of their intelligence as a result of the mutation that formed

them. They are typically aggressive creatures and care little for anyone aside from other cuthari. Despite this, they will work with other races if they are ordered to.

Roleplaying the Researcher. Cuthari researchers are extremely intelligent beings. While as a whole the cuthari race is considered extremely smart, the researchers are on a different level, able to alter the genetic makeup of any who end up on their operating tables. Because of this, they are highly egotistical creatures who look down on the other races.

Roleplaying the Vat Beasts. Vat beasts are rarely awake, living what's left of their lives in a dream-like state from the drugs being created within them. When awoken they almost always enter a frenzy, as they are forced to see what has become of their bodies. Whatever intelligence they formerly had is almost extinguished at this point, removing their ability to even understand basic speech.

Loot

DC 15 Intelligence (Investigation) check

worthless or 100 gp each	7 x broken cuthari tool, can be sold if repaired using the fleshweaver's tools
50 gp each	3 x sordalite fragment

DC 18 Intelligence (Investigation) check

100 gp each	3 x intact cuthari research tool
2,000 gp	1-lb. refined sordalite crystal
20 gp each	20 x researcher journal

B. DRUG CHAMBER

A character making a successful **DC 13 Wisdom (Perception) check** before opening the door will hear the sound of heavy thuds from within, along with something being dragged.

There is no lock on the flesh door. The characters can force the door open with a successful **DC 20 Strength check**. Alternatively, the characters can attempt to break the door; it has AC 16, 18 hit points, and immunity to poison and psychic damage.

Inside the Drug Chamber are **7 vat beasts** that were awoken from their drug-fueled dream state. Due to their awakening they have entered a rage-like state and will attack anyone on sight, including the cuthari.

If the characters open the door, read the following aloud:

Forcing your way through the door, you enter a dimly lit room. Large glass vats are shattered and liquid covers the floor, releasing a horrendous odor akin to human waste and rotting flesh. As you quickly glance around the room you see several disfigured creatures charging toward you.

Even once the vat beasts are defeated, the cuthari in the Research Center won't remove their barricade and come check on the absence of noise in the Drug Chamber, not trusting that the vat beasts are truly gone. There is no lock on the flesh door separating the Drug Chamber from the Research Center. The characters can force the door open with a successful **DC 25 Strength check**. Alternatively,



Map 2 — Second Deck



the characters can attempt to break the door; it has AC 16, 18 hit points, and immunity to poison and psychic damage. If the characters force or break open the door, proceed to area **A**, the **Research Center**.

Loot

DC 19 Intelligence (Investigation) check

250 gp each 3 x vial of cuthari drugs

C. BARRACKS

There is no lock on the flesh door. The characters can force the door open with a successful **DC 20 Strength check**. Alternatively, the characters can attempt to break the door; it has AC 16, 18 hit points, and immunity to poison and psychic damage.

If the characters open the door, read the following aloud:

The space you enter is dusky and claustrophobic; the faint glow emitted by the purple lights is consumed by the oppressive darkness within the ship. Through the dim light you can see several support beams; between them a couple dozen hammocks are strung, stacked three high. Many of the hammocks have been ripped from their supports and lie strewn about the deck. In several of the hammocks, dead cuthari crew members are entangled.

The Barracks is an area of dim light.

Loot

DC 15 Intelligence (Investigation) check

174 gp

100 gp each 2 x *shattershield*, uncommon

There is a set of stairs in this room leading down to the Gun Deck.

D. OFFICERS' QUARTERS

A character making a successful **DC 16 Wisdom (Perception) check** before opening the door will hear ragged breathing coming from within the room. A character can attempt to force the door open with a successful **DC 20 Strength check**.

If the characters open the door, read the following aloud:

Entering the room, you find yourself in what seems to have been the officers' quarters. Several well-crafted beds lie tossed on the floor, along with compact wardrobes and chests. Some small purple lights still remain hanging in the room, providing dim lighting.

The Officers' Quarters are an area of dim light.

A heavily wounded cuthari researcher named **Vraxuss** is hiding within the room. If the characters enter the room, Vraxuss will not make their presence known for any reason. A character can spot Vraxuss with a successful **DC 16 Wisdom (Perception) check**. If the characters spot Vraxuss, Vraxuss will immediately attempt to escape the room.

If the characters spot Vraxuss, read the following aloud:

As you carefully move through the wrecked room, your attention is caught by a pile of oddly stacked bedding. As you focus on it, the sound of ragged breathing becomes apparent, and a cuthari hiding within jumps out, their body covered in blood and small bone spikes. Not attempting to engage you in combat, the creature seems to be aiming for the door as they start running.

Roleplaying Vraxuss. Vraxuss is a typical cuthari: self-interested and strange, but not evil. They have a strong loyalty to the cuthari race, and are a true believer in their mission. Vraxuss' motivation at the moment is to survive and rescue any of their fellow crew members. If the characters treat them well, they will agree to venture through the ship with them in the hope of finding a way out of the ship.

If a character attempts to heal Vraxuss before they are calm, the characters gain advantage on all checks made to calm them.

Vraxuss uses the statistics of a chaotic neutral cuthari researcher with 30 hit points remaining. The characters can calm Vraxuss with a successful **DC 15 Charisma (Persuasion) check**. On a failure, Vraxuss will try to escape the ship again, or may even attack the characters. On a success, Vraxuss will communicate with the characters, and may even befriend them. After Vraxuss is calmed, a character can attempt a **DC 13 Wisdom (Medicine) check** to bandage several of Vraxuss' more major wounds.

If the characters help Vraxuss reconnect with the other cuthari on the ship, Vraxuss will gladly give the characters a collection of cuthari-manufactured drugs worth 500 gp.

Vraxuss knows the following information:

- The ship was being guided by Master R'shmet, but they betrayed Captain D'uctu and the crew and opened a void rift. Vraxuss will share this information if one of the characters succeeded on a **Wisdom (Medicine) check** to heal them, or used magic to heal them.
- The supposed goal of their mission was to rediscover a cuthari fleet that was lost centuries ago. Vraxuss will not share information about the lost fleet, even to the point of death.
- Cuthari vessels destroy themselves when their captains die.
- Vraxuss intimately understands the layout of the ship.

Reward from Vraxuss or on their corpse

500 gp cuthari drugs

There is a set of stairs in this room leading down to the Gun Deck.



E. OPERATIONS ROOM

Connected to both the Barracks and Officers' Quarters is the Operations Room, the space the captain and senior staff of the crew would meet to plan. A character making a successful **DC 15 Wisdom (Perception) check** before opening the door will hear wind blowing into the room. There is no lock on the flesh door. The characters can force the door open with a successful **DC 20 Strength check**. Alternatively, the characters can attempt to break the door; it has AC 16, 18 hit points, and immunity to poison and psychic damage.

At your discretion, if the characters make an excessive amount of noise, or otherwise make their presence in the Operations Room known, **2 damaged tentacles** resting on the ship's hull become active. The tentacles break through the balcony door and attempt to grapple 2 of the characters. If a character is grappled, a tentacle will move the character to the Cuthari Command Center, where the void witnesser waits. See the **Cuthari Command Center**.

THE TENTACLES

Each tentacle has AC 16 and 50 hit points. On initiative count 20, a tentacle can take one of the following actions: **Constrict**. *Melee Weapon Attack*: +6 to hit, reach 50 ft., one target. *Hit*: 16 (3d10) bludgeoning damage and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, the tentacle deals 16 (3d10) bludgeoning damage to the target at the start of each of the tentacle's turns, and the tentacle can't use its Constrict on another target.

Pull. The tentacle retracts, moving a grappled target up to 25 feet toward the Cuthari Command Center.

CHAPTER 2: THE LOWER DECKS

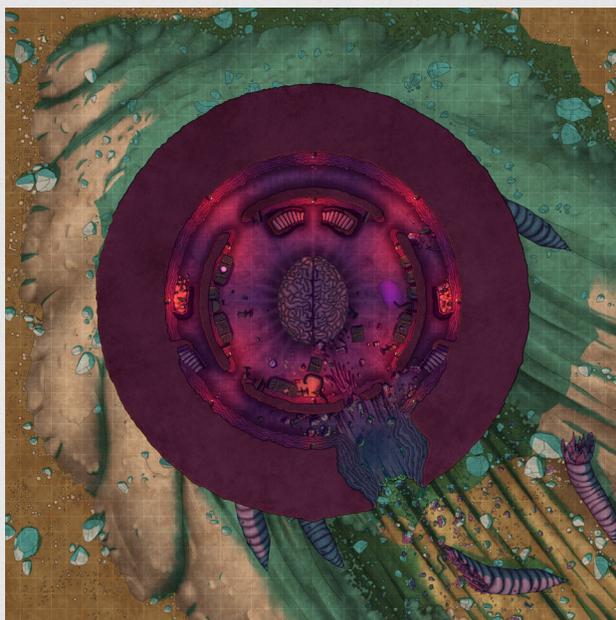
GUN DECK

Descending the stairs onto the next deck you find yourself standing in what appears to be a circular hallway, encompassing the outer ring on the deck. The damage to the outer walls of this deck is extensive, with several cuthari bio-engineered cannons broken on the floor. Many cuthari corpses litter the room, some from the impact, others likely the victims of the voidlings that entered Sordane through the rift. The stairs to the next deck are all but destroyed, the floor below seemingly having received the brunt of the impact. Before you looms a singular door to the chamber within.

There is no lock on the flesh door. The characters can force the door open with a successful **DC 20 Strength check**. Alternatively, the characters can attempt to break the door; it has AC 16, 18 hit points, and immunity to poison and psychic damage.

If the characters force their way through the door, read the following aloud:

Forcing your way into the central chamber, you see looking in your direction a cuthari and a hideous ball of flesh covered in metal plating and bionic tentacles. Behind them is a large brain seemingly growing from the floor. Apparently the metal-plated creature is annoyed by your presence, because both it and the solitary cuthari charge aggressively. As they do, three tentacles burst from the ground, reaching for you.



Map 3 — Third Deck

The characters are attacked by **1 void witnesser**, **Captain D'uctu**, and **3 damaged tentacles**.

If the characters don't enter the door and continue searching the Gun Deck, they will eventually come across a large hole in the ship, breaking through both the outer hull and the wall of the Cuthari Command Center. If the characters do not succeed on a group **DC 17 Dexterity (Stealth) check** while near the holes, the void witnesser will be alerted to their presence. **3 damaged tentacles**, **1 void witnesser** and **Captain D'uctu** attack the characters.

If the void witnesser is alerted to the characters' presence, read the following aloud:

Attempting to move quietly through the damaged deck proves difficult; a portion of the floor cracks beneath your foot, causing you to trip and fall loudly. As the noise echoes out, the sound of several mechanical objects shifting in your direction comes from the inner chamber, and three tentacles burst into the ship from the external hull's hole, each reaching right for you.

Each tentacle has AC 16 and 50 hit points. On initiative count 20, a tentacle can take one of the following actions: **Constrict**. *Melee Weapon Attack*: +6 to hit, reach 50 ft., one target. *Hit*: 16 (3d10) bludgeoning damage and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, the tentacle deals 16 (3d10) bludgeoning damage to the target at the start of each of the tentacle's turns, and the tentacle can't use its Constrict on another target.

Pull. The tentacle retracts, moving a grappled target up to 25 feet toward the void witnesser.

If the void witnesser is not alerted to the characters' presence, read the following aloud:

As you quietly approach the large holes in the airship, the light from outside gives you a clear view of the chamber within. A single cuthari stands motionless to the side of the large room, while at the center a hideous ball of flesh covered in metal plating and bionic tentacles seems to be probing at a brain much larger than any of you. With each prod both the flesh of the walls surrounding you and the motionless cuthari shudder.

If the characters enter the Cuthari Command Center or attack the void witnesser, they will be attacked by **1 void witnesser**, **Captain D'uctu**, and **3 damaged tentacles**.



CUTHARI COMMAND CENTER

Walking down the pulsating stairs, you find yourself in a large, open chamber, lit by natural light from the large hole ripped through the wall of both the room and the hull. Your attention is quickly caught by a large brain protruding from the center of the floor. As you stare at it, a hideous ball of flesh with a large, toothy maw covered in metal plating and several bionic tentacles flies up from behind it, its large central eye glaring at you. Its tentacles rise and begin humming with energy as it takes an aggressive stance, and you hear the sound of a sword being drawn as a cuthari across the way prepares for combat. As they do, three damaged tentacles burst through the ship's floor, reaching for you.

The characters are attacked by **1 void witnesser**, **Captain D'uctu**, and **3 damaged tentacles**.

The void witnesser has taken control of the captain, and is using them to gain control of the ship. If the void witnesser captures a character from the Operations Room, that character is dragged to the void witnesser.

During combat, the characters might attack the brain of the ship. The brain has AC 17 and 135 hit points. It takes no actions, and automatically fails all ability checks, skill checks, and saving throws. If either the brain or the cuthari captain takes damage, the brain and the captain split the damage between them, rounded down. If the cuthari captain or the brain is reduced to 0 hit points, the other dies as well.

If the captain dies, the ship immediately begins to destroy itself, as described in **Death of the Ship**.

Roleplaying D'uctu. D'uctu is the captain of the airship. They are very serious and direct in their communication. They have served their entire life aboard cuthari vessels, and speak as if the ship itself is a part of them. Which is the case—D'uctu was bonded to the glick three years prior. During that time, they have not left the ship for longer than 72 hours at a time, and will not do so now.

The captain acts as an ally to the void witnesser until its control is broken. If the control is broken, the captain attacks the void witnesser.

If the characters are able to save them, D'uctu will treat the characters as honored guests upon the airship and give them 1,000 gp. If the characters took the *cuthari captain's sword* from D'uctu's office, D'uctu will also let them keep it as a gift. D'uctu will not impart knowledge of the airship's mission, and will calmly deflect any of the characters' questions on this subject.

If D'uctu discovers that the characters killed any of their crew (not including the vat beasts), they will become hostile, demanding the characters leave. D'uctu can be calmed with a successful **DC 18 Charisma (Persuasion) check**, or a successful **DC 20 Charisma (Deception or Intimidation) check**.

Roleplaying the Void Witnesser. The void witnesser communicates only through telepathy. Throughout combat, it reads the thoughts, emotions, and fears of

its enemies, seeking out potential weaknesses. It then fills the minds of creatures around it with mostly unintelligible gibberish, occasionally interjected with understandable words meant to make the creature uncomfortable or frightened.

Reward from D'uctu for saving them

1,000 gp

BOTTOM DECK

The lowest level of the cuthari ship seems to have been destroyed during the impact. What remains of the stairs is a gruesome sight of torn flesh, muscles, and blood.

If the characters saved D'uctu, D'uctu can inform them that this isn't an issue and the ship will be able to slowly heal itself, and that if any of the crew remain they will be able to help repair it.

If the characters managed to save the remaining crew, the ship can be repaired enough to fly within the month. Otherwise D'uctu will wait until another cuthari ship can come to their aid.

DEATH OF THE SHIP

If D'uctu dies, the ship immediately begins to destroy itself:

- The fleshy structures of the ship acidify and begin to dissolve. Each creature that touches part of the ship other than the floor takes 7 (3d4) acid damage.
- The ship's tentacles begin to tear pieces from the hull of the ship with the following effects:
 - After 30 seconds, all areas of the ship are brightly lit if it is daytime.
 - After 1 minute, the structure of the upper decks gives way and collapses. Each creature in the upper decks must make a **DC 20 Dexterity saving throw**, taking 55 (10d10) bludgeoning damage on a failure, or half as much damage on a success. Each creature in the Cuthari Command Center or Gun Deck must make a **DC 15 Dexterity saving throw**. On a failure, the creature takes 16 (3d10) bludgeoning damage from falling debris, or half as much damage on a success.
 - After 5 minutes, the hull of the ship collapses. Each creature inside must make a **DC 20 Dexterity saving throw**. On a failure, the creature takes 55 (10d10) bludgeoning damage and is restrained under the rubble. A creature can use its action to make a **DC 20 Strength (Athletics) check**, freeing itself or another restrained creature within reach on a success.
 - On a successful save, the creature takes half the damage and is not restrained.
 - After 1d12 + 10 minutes, all flesh and bone portions of the ship (including the tentacles) have completely dissolved.

RESOLUTION

As the void witnesser finally falls dead, the energy it was exerting to keep the breach to the void open slowly begins to wane. Looking at the sky above you, you see the ominous tear slowly but surely begin to shrink, as if the world itself were stitching up a wound. As it does, the dark clouds that have been covering the area also vanish, ensuring the threat of the void is over, at least for now.

CONTINUING THE ADVENTURE

If the characters saved the cuthari captain:

- D'uctu requests help eliminating any voidlings still threatening the area.
- Another cuthari vessel arrives on the scene, intent on destroying what remains of the crashed ship for attempting to open a void rift.

If the captain dies and the characters escape the ship:

- The characters are picked up by another cuthari vessel searching for the research ship's wreckage, and are interrogated to learn the events leading to its destruction.
- The characters discover evidence of further void incursion in the area resulting from the cuthari ship's meddling and find that the void creatures are on the move toward a nearby village.



APPENDIX A: ITEMS

CUTHARI CAPTAIN'S SWORD

Weapon (longsword), rare (requires attunement)

The hilt of this sword is embedded with a chamber that can hold one vial of cuthari drugs. As a part of your Attack action, you can press a button in the handle to infuse the blade with the drugs. After you do so, the next creature you damage with the sword must succeed on a DC 15 Wisdom saving throw or be charmed by you for 1 hour. While charmed, the creature enters a passive state, the creature cannot take the Attack action, and it views you as a trusted friend and ally. For the duration, you have advantage on Charisma checks when interacting with the creature. When the effect ends, the creature knows it was drugged. The creature can repeat the saving throw any time it takes damage, and at the end of each of its turns, ending the effect on itself on a success.

Once used, the vial of drugs can be replaced as an action.

SHATTERSHIELD

Wondrous item, uncommon

This small sordalite crystal appears to have flaws along its surface.

When an attack from a creature that you can see would hit you, you can use your reaction to shatter this crystal, causing a magical barrier to surround you. Until the start of your next turn, you are under the effects of the *shield* spell. The crystal is destroyed in the process.

SOMNIUM DRUG

Wondrous item, rare

This small vial is filled with a fluorescent green liquid.

When a creature ingests this liquid it must make a DC 17 Wisdom saving throw. On a failure, the creature is incapacitated as it enters a dream-like state for 1 hour. While in this state, a creature sees visions of its deepest desires coming true, a world where it is euphorically happy. If a creature suffers damage while in this state it can repeat the saving throw with advantage. A creature that consumes this drug risks forming an addiction to it, causing the creature to seek it out with relentless fervor.

FLESHWEAVER'S TOOLS

Artisan's Tools

Cost: 50 gp

Weight: 5 lbs.

This set of tools is formed by a small mass of fleshy tentacles encircling a small sordalite crystal. While in use, the tools fuse to your hand, preventing you from dropping them. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to repair or create cuthari technology.

APPENDIX B: RACE

CUTHARI

Cuthari are aberrant creatures not native to Sordane, with strange practices, mysterious motives, and alien abilities. Cuthari are accepted, or at minimum tolerated, by most of the other races of Sordane due to various treaties and an output of a steady flow of drugs.

HIVEMIND

All cuthari are linked to one another in a hivemind. Unlike a conventional hivemind, this grouping consists of individuals with different personalities, each able to telepathically communicate and share emotion with one another within a certain distance. Through the use of their vessels and technology, the cuthari have enhanced this ability, allowing them to contact one another over vast distances.

BEINGS FROM BEYOND THE VOID

Cuthari originally arrived in Sordane from some realm beyond the barrier, traveling through the void to arrive in the sordalite-rich world. Aside from voidlings, they are the only known creatures to successfully survive traversing

the void, and once they arrived in Sordane, the cuthari



quickly fused their technology with sordalite, creating the first hivemind reaper. After causing immense damage to various communities with their terrifying ships and advanced technology, the cuthari eventually ceased their raiding practices with the development of the Cuthari-Sordane Treaty and were begrudgingly accepted within Sordanian society as bioengineers and manufacturers of various drugs now sold all through Sordane.

UNUSUAL HUNGER

Perhaps what makes the cuthari most intimidating to the citizens of Sordane is their hunger for Humanoid brains. Though they can survive by eating the brains of Beasts or other creatures—and even common cuisine—nothing truly gives them the same sustenance or satiates their hunger as Humanoid brains do. Since arriving in Sordane some cuthari have taken to living their lives as close to Sordanian standards as possible, but occasionally people are discovered dead, their brains consumed. Though little is truly known about this process, it is believed a cuthari must consume a fresh brain at least once a month.

CLONES

Cuthari are known bioengineers and have spent centuries “perfecting” their anatomy. The cuthari do not reproduce in the traditional sense, instead cloning in an attempt to create the perfect form, adding genetic modifications to further test the limits of the species. Because a cuthari’s consciousness can be cloned into a new body, the race is viewed as immortal, though this often only happens to the most intelligent or influential of the race, with the average cuthari’s biomatter being converted and cloned into dozens of new cuthari experiments.

Prior to developing the technique for cloning, the cuthari relied on stealing the bodies of other creatures to procreate, as they are genderless. In rare cases where a cuthari has willingly or forcibly been separated from the hivemind, they may perform a ritual allowing them to steal a creature’s body, prolonging their life that way if no other options are available.

DRUG MANUFACTURERS

Cuthari are known for their ability to create poisons, grafts, and drugs, their products flooding the markets of Sordane, making them a vital asset to the ruling factions. The methods behind the manufacturing of these products are zealously guarded by the cuthari. While many have tried, all attempts at stealing equipment or information have failed—the organic equipment withering when removed from the cuthari lairs, and information proving useless without access to the cuthari technology. Many Sordanians do not fully trust the cuthari; their mysterious arrival, strange appearance, and disturbing airships make them wholly “other” for most races of Sordane. Despite this, the cuthari expertise in so many areas,

and their valuable contributions to science in Sordane, have resulted in the tolerance of most people in civilized society; even if many do not trust this race from beyond the void.

CUTHARI RACIAL TRAITS

Your cuthari character has an assortment of inborn abilities associated with your alien anatomy.

Creature Type. You are an Aberration.

(Optional Trait) Ability Score Increase. Your Intelligence score increases by 2 and your Charisma score increases by 1.

Age. Cuthari reach maturity in specialized vats constructed to clone them. Most cuthari live for about 150 years before reverting to an organic clump of sentient matter.

(Optional Trait) Alignment. Most cuthari look out for their own self interests, or the interest of a group within the hivemind; cuthari tend toward neutral alignments.

Size. Cuthari stand between 5 and 7 feet tall. Your size is Medium.

Speed. Your walking speed is 30 feet.

Bioengineer. You are skilled in the art of manipulating flesh using technology. You have proficiency with fleshweaver's tools.

Cloned. When you die of old age you revert to sentient matter that can be converted into a new clone. While in this state you cannot take any actions, though you are still able to communicate telepathically. While in this state you will die if you are not weekly fed a fresh brain, which the organic material slowly dissolves. This matter can be formed into a new body containing your consciousness; or split into pieces, creating multiple physical clones with no memories of their former life.

Cuthari Telepathy. You are able to communicate telepathically with other cuthari within 120 feet of you, and can convey emotions to any cuthari within 1 mile. While you are within 5 miles of a cuthari building or airship the range for communicating telepathically increases to 1 mile, and the range for communicating emotions increases to 5 miles.

Detect Thoughts. Starting at 3rd level, you can cast the detect thoughts spell with this trait, without requiring a material component. Once you cast the spell with this trait, you can't do so again until you finish a long rest. You can also cast the spell using any spell slots you have of 2nd level or higher.

Intelligence is your spellcasting ability for it when you cast detect thoughts with this trait.

Strange Anatomy. Creatures other than cuthari have disadvantage on Wisdom (Medicine) checks to stabilize you.

Mind-Eater. As an action, you can devour the brain of an incapacitated or paralyzed Humanoid within 5 feet of you.



The target must have a CR equal to or lower than 1/4 of your level, otherwise the attempt to devour its brain has no effect. When attempting to devour a target's brain, you must succeed on an Intelligence check. The DC equals 10 + the target's CR (rounded up). On a success, you devour your target's brain, and your Intelligence score increases by 4, to a maximum of 24, until the end of your next long rest. On a failure, the target suffers 2d10 piercing damage but its brain is not consumed. A creature whose brain is devoured can be restored to life only by means of a true resurrection or a wish spell.

After using this ability, you cannot use it again until you finish a long rest.

Languages. You can speak, read, and write Common and Abyssal.

APPENDIX C: CREATURES AND MONSTERS

CAPTAIN D'UCTU

Medium Humanoid, Chaotic Neutral

Armor Class 16 (leather armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	15 (+2)	12 (+1)	15 (+2)

Saving Throws Str +6, Dex +8, Wis +4

Skills Athletics +6, Perception +4, Persuasion +5

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, telepathy 120 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Bonded. D'uctu is bonded to the glick class science vessel. If either the ship's brain or D'uctu takes damage, the brain and D'uctu split the damage between them, rounded down. When D'uctu dies, the glick will also enter its death throes.

ACTIONS

Multiattack. D'uctu makes two Shortsword attacks and one Dagger attack, or two Blaster Gun attacks.

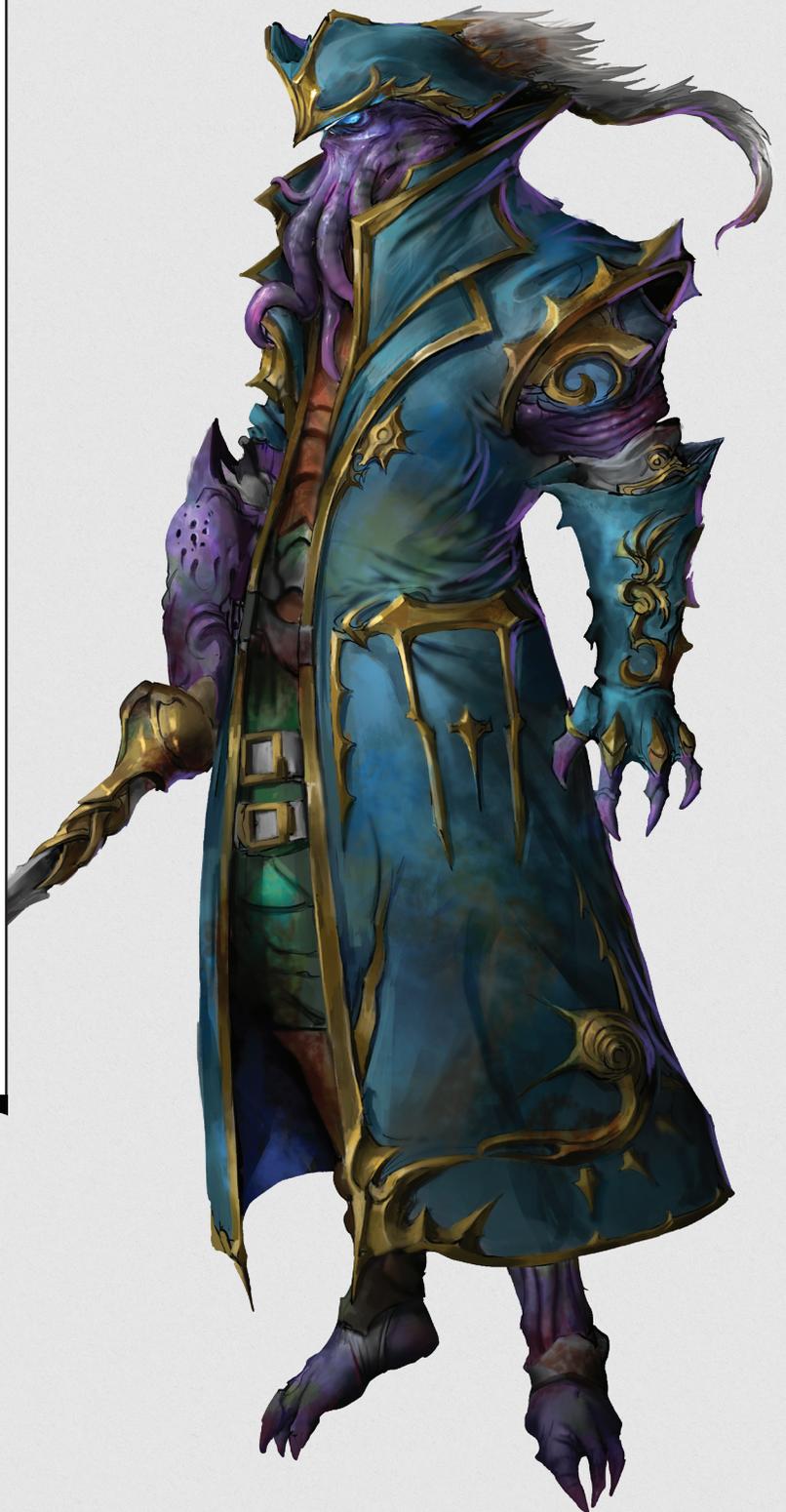
Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Blaster Gun (20 Charges). *Ranged Weapon Attack:* +8 to hit, range 30/120ft., one target. *Hit:* 10 (1d10 + 5) force damage.

REACTIONS

Parry. D'uctu adds 2 to their AC against one melee attack that would hit them. To do so, D'uctu must see the attacker and be wielding a melee weapon.



CUTHARI BRUTE

Cuthari brutes are hideous mutations that first emerged a decade ago as a result of a mishap during experimentation. These creatures were originally normal cuthari, but were twisted by a group of researchers' desire to increase the subjects' physical strength during the cloning procedure, turning them into monsters. Despite the experiment's success in increasing strength, the resulting mutation stripped the subjects of their intelligence almost entirely, resulting in what are seen as lesser beings by their creators. Although they are considered lesser, the cuthari still have a use for these abominations, viewing these mutated brutes as useful muscle and putting them to work as lab rats, bodyguards, or simply deckhands. When more brutes are deemed necessary by a cuthari group, they implant the mutation within cloning vats, allowing them to replenish their ranks.

Twisted Form. The mutation that affects the brutes has taken hold of them at a cellular level, so even if they were to die of old age, the cloned genetic matter would become another brute. However, a brute living long enough to reach old age is extremely unlikely, as even if they were to survive their masters' experiments, or the dangerous situations they are placed in, the mutation will have wreaked havoc on their organs. Because of this, all cuthari brutes have internal cuthari tech powering their bodies, which keeps their organs from degenerating too quickly.



CUTHARI BRUTE

Large Aberration, Typically Unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	14 (+2)	6 (-2)	9 (-1)	5 (-3)

Skills Athletics +6

Damage Immunities psychic

Condition Immunities frightened, poisoned

Senses passive Perception 9

Languages understands Common but can't speak, telepathy 120 ft.

Challenge 3 (700 XP) **Proficiency Bonus** +2

Berserk. Whenever the brute starts its turn with 40 hit points or fewer, roll a d6. On a 6, the brute goes berserk. On each of its turns while berserk, the brute attacks the nearest creature it can see. If no creature is near enough to move to and attack, the brute attacks an object, with preference for an object smaller than itself. Once the brute goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Relentless (Recharges after a Short or Long Rest). If the brute takes 13 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The brute makes two Claw attacks and one Grasping Tentacles attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Grasping Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained and takes 5 (2d4) bludgeoning damage at the start of each of its turns, and the brute can't use its Grasping Tentacles attack on another target.

Mind-Eater (1/Day). The brute attempts to devour the brain of one incapacitated or paralyzed Humanoid within 5 feet of it.

The target must make a DC 12 Intelligence saving throw. On a failure, the target's brain is consumed, and it is instantly slain. On a success, the target takes 11 (2d10) piercing damage and its brain is not consumed. A creature whose brain is devoured can be restored to life only by means of a *true resurrection* or a *wish* spell.

CUTHARI RESEARCHER

Cuthari researchers are often seen as the epitome of madness and arrogance in Sordane. While the cuthari in general are widely viewed with disdain and only begrudgingly accepted due to the Cuthari-Sordane Treaty and the drugs they provide, the researchers are seen as blasphemous beings whose experiments toy with the domain of the gods. Cuthari researchers spend their unnatural lives seeking to push the bounds of what is considered

possible for the natural order of the world. Their time is consumed with experiments, searching to understand how all creatures within Sordane function so that they can hand pick the desired genetic traits to improve the cuthari race. Because of this, despite the cuthari researchers not being evil creatures, almost all citizens of Sordane fear them and avoid them at all costs.

Augmented Beings. The researchers' own bodies are proof that no one is truly safe from the whims of their experiments. Almost all researchers are fascinated by the possibilities of incorporating both cuthari and sordalite technology into their bodies, augmenting their bodies at first with basic changes, such as removing the requirement to breathe, or allowing them to see in the dark. Their self-directed experiments tend to result in the growth of masses of writhing tentacles from their backs; tentacles which are used for mundane purposes in daily life and experiments, for subduing future test subjects, and for ever-increasing mechanical replacements and enhancements.

CUTHARI RESEARCHER

Medium Aberration, Typically Chaotic Neutral

Armor Class 12 (15 with mage armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	21 (+5)	12 (+1)	10 (+0)

Skills Perception +3

Damage Immunities psychic

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 13

Languages Common, telepathy 120 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Cuthari Enhancements. The researcher does not need to breathe.

ACTIONS

Multiattack. The researcher makes two Bio-Blast attacks.

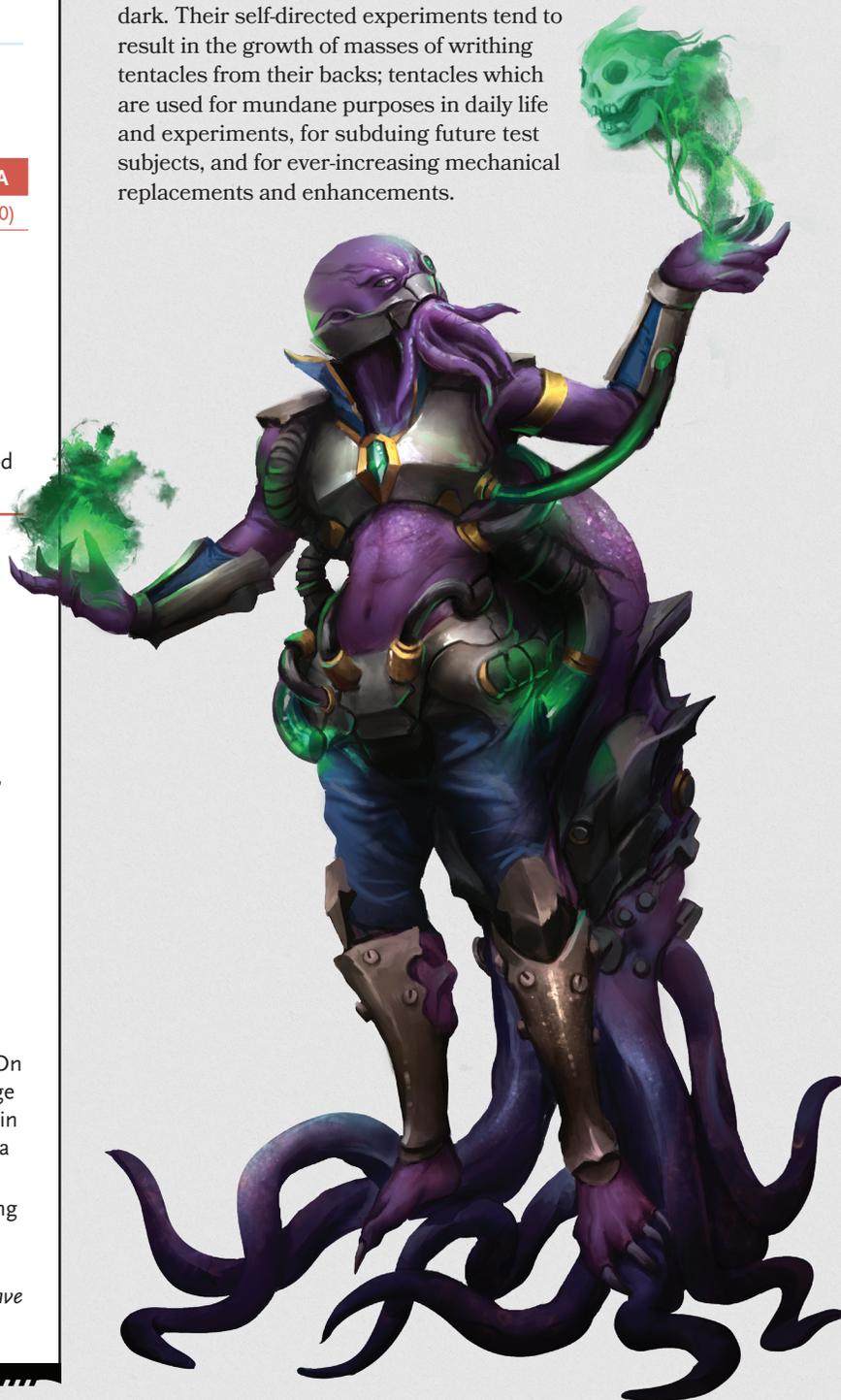
Grasping Tentacles. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, and the target is grappled (escape DC 10) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 5 (2d4) bludgeoning damage at the start of each of its turns, and the researcher can't use its Grasping Tentacles attack on another target.

Bio-Blast. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 8 (1d6 + 5) necrotic damage plus 8 (1d6 + 5) psychic damage.

Mind-Eater (1/Day). The researcher attempts to devour the brain of an incapacitated or paralyzed Humanoid within 5 feet of it. The target must make a DC 12 Intelligence saving throw. On a failure, the target's brain is consumed, and it is instantly slain. On a success, the target takes 11 (2d10) piercing damage and its brain is not consumed. A creature whose brain is devoured can be restored to life only by means of a *true resurrection* or a *wish* spell.

Spellcasting. The researcher casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

At will: *mage armor*, *mending*, *poison spray*, *thunderwave*
1/day each: *enlarge/reduce*, *hold person*, *invisibility*

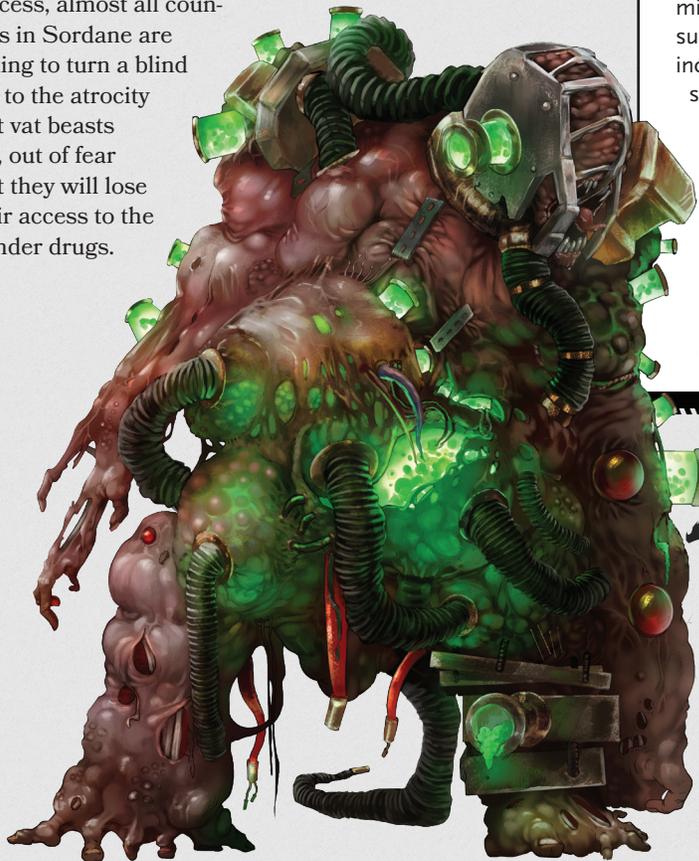


CUTHARI VAT BEAST

When the cuthari first arrived in Sordane, their time was spent attacking and terrorizing its citizens, capturing those the cuthari researchers deemed “fit for use” to experiment on. Their experiments led to the creation of cuthari vat beasts, horrific monstrosities that serve as living drug farms, allowing the cuthari to feed Sordane’s masses with extremely addictive narcotics and other drugs. After the Cuthari-Sordane Treaty was enacted, the cuthari changed their methods, instead offering those who could no longer live without the cuthari’s constant high to live in bliss as their new vat beasts. Despite this being an appalling process, the cuthari do not do this out of malice, only accepting those who understand there is no coming back.

Dream Creatures. Having the pure, unprocessed form of the cuthari’s drugs growing within their bodies keeps all vat beasts in a dream-like state. Those who have been privy to seeing the development of these drugs have been known to call vat beasts “euphoria balloons,” as piercing their skin releases the drug as a mist, sending most people around them into a temporary high. On rare occasions that the drug fermenting process is interrupted, is it not unusual for vat beasts to go into fits of rage as the pain of what they have become drives them insane.

Less Than Humanoid. The process of converting a humanoid into a vat beast is a taxing process. It involves fusing the person’s body with cuthari technology, heavily mutating the original form along with attaching pipes, metal plating, and canisters to it, allowing the drug to ferment within the creature before it is harvested. Despite the cuthari not being secretive about this process, almost all countries in Sordane are willing to turn a blind eye to the atrocity that vat beasts are, out of fear that they will lose their access to the wonder drugs.



CUTHARI VAT BEAST

Large Monstrosity, Typically Neutral

Armor Class 12 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

Drug Filled. In response to taking piercing damage, the vat beast releases a fine drug mist. Each creature within 5 feet of the vat beast must succeed on a DC 12 Constitution saving throw or be incapacitated until the end of its next turn.

Relentless (Recharges after a Short or Long Rest). If the vat beast takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Psychedelic Spray. The vat beast causes one of the pipes on its body to rupture, releasing a drug-infused mist. Each creature within 15 feet of the vat beast must succeed on a DC 12 Constitution saving throw or be incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature fails its saving throw three times there is a chance that it will become addicted to one of the cuthari’s drugs and begin seeking it out. While addicted, a creature has disadvantage on all Wisdom saving throws and checks with Wisdom-associated skills. A creature can be cured of its addiction via the greater restoration spell or similar magic.



FIRST MATE CTOLTHI

Medium Humanoid, Chaotic Neutral

Armor Class 15 (leather armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +6, Wis +2

Skills Acrobatics +6, Intimidation +5, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, telepathy 120 ft.

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Evasion. If Ctolthi is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, Ctolthi instead takes no damage if they succeed on the saving throw and only half damage if they fail, provided they aren't incapacitated.

ACTIONS

Multiattack. Ctolthi makes two Shortsword or two Zap Gun attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Zap Gun (10 Charges). *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) lightning damage, or 8 (1d8 + 4) lightning damage if the target is wearing armor made of metal.

SHATTERHORN

Medium Fiend (Voidling), Typically Chaotic Evil

Armor Class 13

Hit Points 110 (20d8 + 20)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3

Damage Vulnerabilities radiant

Damage Immunities force, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal

Challenge 3 (700 XP) **Proficiency Bonus** +2

Void Sight. Magical darkness doesn't impede the shatterhorn's darkvision.

ACTIONS

Multiattack. The shatterhorn makes two Claw or Impale attacks, or uses Hornsplitter and makes one Impale attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Hornsplitter. The shatterhorn breaks off one of the horns growing from its body, turning it into a weapon. The shatterhorn can have a maximum of six horns growing on its body.

Impale (Recharges on use of Hornsplitter Action). The shatterhorn attempts to use one of its broken horns to impale a creature it can see within 90 feet of it. The creature must make a DC 14 Dexterity saving throw. On a failure, the creature takes 6 (1d6 + 3) piercing damage and is impaled with the horn. On a success, the creature takes half the damage and isn't impaled. A creature can use its action to make a DC 14 Strength check, removing the horn on a success.

BONUS ACTIONS

Drain. The shatterhorn targets a creature it can see within 30 feet of it that is impaled by one or more of its horns. The creature must succeed on a DC 14 Constitution saving throw or take 4 (1d8) necrotic damage for each horn impaling it. The shatterhorn regains hit points equal to the damage dealt.

Pressure. The shatterhorn targets one creature within 30 feet of it that is impaled by one or more of its horns. The creature must succeed on a DC 14 Strength saving throw or have its speed halved and be unable to use reactions until the end of its next turn.

Regrow. The shatterhorn regrows one of its broken horns.

SHATTERHORN

Shatterhorns are detested beings born within the void, filled with malice and a hunger for Sordane's magic. Little is truly known about these voidlings; some scholars have theorized that they were originally demons trapped within the void when Sordane was first split off from the rest of creation, while others believe based on their humanoid appearance that they were born from the first people foolish enough to breach the barrier. Whatever creatures they originally were, the shatterhorns' form has been twisted by the void, turning their skin to a dull, stone-like gray, with brilliant purple veins running through it. The shatterhorns gained their name owing to the deadly needle-like horns growing from their head and chest, which they will shatter at the root to use as weapons.

Since shatterhorns are creatures of the void, there is little research on them available, especially because their bodies disintegrate once slain, leaving behind only their horns. What information is available is that these voidlings are extremely aggressive and can manipulate the gravity around themselves, allowing them to fly. Lone shatterhorns have been known to attack fully armed airships—aggressive to the point of being suicidal. When a group of shatterhorns is gathered there are reports of them bringing down ships as large as cruisers. To prevent the potential damage that these creatures can cause, many institutions such as Ezdin's Guild of the Heart have tasked adventurers and monster hunters with capturing these voidlings so that they can study them.

Deadly Horns.

As long as a shatterhorn has a steady source of food, it can endlessly regenerate its dagger-like horns, which it breaks off to impale its prey with.

To the uneducated it would appear like the shatterhorn was just using these as simple weapons, but these horns are still connected to the creature and can drain a victim's life force. In addition to this, the shatterhorn can exert its natural control of gravity over a target impaled with its horn, allowing it to drastically slow a creature, making it easier to capture and kill.



ALPHA SHATTERHORN

When a shatterhorn has consumed enough magical essence and life force it undergoes a rapid growth period, resulting in a significantly larger creature often referred to as an alpha shatterhorn. Once the rapid growth is completed, an alpha's violent tendencies become even more exacerbated, and it becomes extremely territorial, killing anything that enters its domain. In most cases, this new domain is built from its own horns, which continue to grow even when shattered; over time, the alpha will use them to create large structures that are often mistaken for large rock growths rich in amethyst.

With its newfound power, an alpha shatterhorn is able to exert its control of gravity over a larger area, allowing it to weaken multiple impaled creatures at a time. Alphas have even been known to use this ability to take down airships, littering a ship's hull with horns before drastically increasing the ship's gravity to overburden its sordalite crystal, causing it to crash. If increasing gravity proves to be unfruitful, the alpha shatterhorn can cause the void energy within the shattered horns to swell and violently explode, tearing their newest prey's body open, or creating dozens of breaches in the hull of an airship. Unlike a regular shatterhorn (which only has six horns), an alpha is covered in horns, providing it with a veritable armory of weapons to break off. Most notable is the horn growing from each wrist, which the alpha uses to stab its prey, severing the horn as it pierces the target, leaving the victim impaled.

AN ALPHA SHATTERHORN'S LAIR

Alpha shatterhorns are known to make lairs using their horns. Once the horns are removed, the shatterhorn's connection to them allows them to continue growing as long as the alpha remains alive. Adventurers often mistake their lairs for large jagged rock formations, growing at awkward angles.

Lair Actions

On initiative count 20 (losing initiative ties), the shatterhorn can take one of the following lair actions; the shatterhorn can't take the same lair action two rounds in a row:

- **Darkness.** Magical darkness spreads from a point the shatterhorn can see within 50 feet of it to fill a 20-foot-radius sphere. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. The darkness disappears on initiative count 20 during the next turn.
- **Rupture.** The shatterhorn causes a wall of its lair to rupture, releasing a torrent of horn fragments in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 7 (1d6 + 4) piercing damage and be impaled by a horn.

Regional Effects

The region containing a shatterhorn's lair is warped by its presence, creating one or more of the following effects:

- **Corrupted Beasts.** All Beasts within 2 miles of the lair have been corrupted after drinking water tainted by the shatterhorn's void essence. All Beasts are in a frenzied state and will act extremely violently.
- **Gravity Wells.** Within 3 miles of the lair, gravity is affected by the shatterhorn's innate ability to manipulate it. Random spaces up to 15 feet wide can be affected by reverse gravity, launching creatures up to 50 feet high. Each creature in one of these spaces must succeed on a DC 16 Dexterity saving throw or be launched into the air for 1 minute. A creature suffers 3 (1d6) bludgeoning damage for every 10 feet it falls.
- **Perpetual Darkness.** A thick, dark cloud covers the sky within 5 miles of the lair, preventing all sunlight from reaching the shatterhorn.



ALPHA SHATTERHORN

Huge Fiend (Voidling), Typically Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 50 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +4

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities force, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The shatterhorn has advantage on saving throws against spells and other magical effects.

Void Sight. Magical darkness doesn't impede the shatterhorn's darkvision.

ACTIONS

Multiattack. The shatterhorn makes two Claw or Impale attacks, or uses Hornsplitter and makes one Impale attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

Hornsplitter. The shatterhorn breaks off one of the horns growing from its body, turning it into a weapon. The shatterhorn can have a maximum of twelve horns growing on its body and two from its wrists.

Impale (Recharges on use of Hornsplitter Action). The shatterhorn attempts to use one of its broken horns to impale a creature it can see within 90 feet of it. The creature must make a DC 16 Dexterity saving throw. On a failure, the creature takes 14 (3d6 + 4) piercing damage and is impaled with the horn. On a success, the creature takes half the damage and isn't impaled. A creature can use its action to make a DC 16 Strength check, removing the horn on a success.

Severing Strike. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage and the target is impaled. A creature can use its action to make a DC 16 Strength check, removing the horn on a success.

Void Pulse (Recharge 5-6). The shatterhorn releases a pulse of void energy through each broken horn of its choice within 100 feet of it, causing the horns to shatter. Each target with one or more affected horns impaling it must succeed on a DC 16 Constitution saving throw, taking 27 (5d10) force damage plus 16 (3d10) piercing damage on a failed save, or half as much damage on a successful save. A broken horn shattered by Void Pulse is no longer impaling a target.

BONUS ACTIONS

Drain. The shatterhorn targets a creature it can see within 50 feet of it that is impaled by one or more of its horns. The creature must succeed on a DC 16 Constitution saving throw or take 13 (3d8) necrotic damage for each horn impaling it. The shatterhorn regains hit points equal to the damage dealt.

Pressure. The shatterhorn targets all creatures within 50 feet of it that are impaled by one or more of its horns. Each target must succeed on a DC 16 Strength saving throw or have its speed halved and be unable to use reactions until the end of its next turn.

Regrow. The shatterhorn regrows one of its broken horns.

REACTIONS

Sundered Form. If the shatterhorn is reduced to 10 hit points or fewer by an attack that deals bludgeoning or radiant damage, its form splits into two regular shatterhorns. Each new shatterhorn has 55 hit points.

LEGENDARY ACTIONS

The shatterhorn can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shatterhorn regains spent legendary actions at the start of its turn.

Hornsplitter. The shatterhorn uses the Hornsplitter action.

Move. The shatterhorn moves up to its speed without provoking opportunity attacks.

Gravity Well (Costs 2 Actions). The shatterhorn targets one creature it can see within 100 feet of it, drastically increasing the gravity surrounding it. The creature must succeed on a DC 16 Strength saving throw or suffer a -2 penalty to AC, have its speed halved, and be unable to make more than one melee or ranged attack during its turn regardless of the creature's abilities or magic items.

Rapid Regrowth (Costs 2 Actions). The shatterhorn regrows all of its broken horns.

VOID WITNESSER

Void witnesses are dangerous beings born from the void's desire to break through the barrier protecting Sordane. Unlike most voidlings, witnesses are born with the ability to rip small and temporary breaches through the barrier, allowing them to interact with the world of Sordane in a limited manner. Witnesses typically use these breaches to talk to those foolish enough to answer the beckoning they hear in the dark, teaching them rituals capable of enhancing the breaches they open, offering gifts of power should they succeed.

Bionic Obsession. As witnesses constantly observe Sordane and its citizens, they usually develop unhealthy fixations on bionics. The ability to augment and improve their bodies drives them to open countless breaches in the hope of stealing parts to fuel their obsession. Because of this, no one truly

knows what witnesses originally looked like, as when one eventually forces its way into Sordane it is already covered in mechanical tentacles, each capable of unleashing devastating attacks.

Void Bringers. The presence of a witness in Sordane is taken as an extremely deadly threat to the world as a whole. Once the creature passes through a breach it remains open, continuously growing in size and power, until the witness is killed or forced back into the void. After entering Sordane, the witness's ability to create rifts grows even stronger, as the barrier was designed to keep the void out, not deal with breaches from within; this allows the witness to open rifts large enough for it to teleport short distances. A witness is also able to project a field of void energy from its central eye, which is capable of draining the energy from sordalite, to devastating effect.



VOID WITNESSER

Large Fiend (Voidling), Typically Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	16 (+3)	17 (+3)	15 (+2)	14 (+2)

Skills Deception +10, Perception +6, Persuasion +6

Damage Vulnerabilities radiant

Damage Immunities force, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 16

Languages Common, telepathy 240 ft.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the witnesser fails a saving throw, it can choose to succeed instead.

Mind Reader. The witnesser can read the surface thoughts, emotions, and fears of any creature it can see within 120 feet of it.

Void Bringers. The witnesser is able to create small rifts between the world and the void.

Void Field. The witnesser's central eye projects the presence of the void, creating an area of magic absorption, in a 90-foot-cone. At the start of each of its turns, the witnesser decides which way the cone faces.

Roll 1d20 for any magical effects inside of the cone; on a 5 or lower, the effect is nullified and the witnesser regains 6 (1d12) hit points. This includes spells that are cast inside the cone or that have to travel through it. When something powered by sordalite enters the cone for the first time on its turn or starts its turn there, it automatically suffers 1 level of crystal exhaustion and the witnesser regains 13 (2d12) hit points. If the witnesser takes radiant damage or starts its turn in direct sunlight, this trait doesn't function until the start of its next turn.

Void Sight. Magical darkness doesn't impede the witnesser's darkvision.

ACTIONS

Multiattack. The witnesser makes one Bite, one Claw, and one Mind Spike attack. Or the witnesser uses Bionic Blast twice.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage plus 7 (3d4) lightning damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage plus 7 (3d4) lightning damage.

Mind Spike. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 7 (3d4) lightning damage and the target must make a DC 16 Wisdom saving throw. On a failure, the target's mind is overtaken by the witnesser, turning it into the witnesser's servant. While in this state, the target will accept any commands given to it by the witnesser unless the command is directly harmful to it. Each time the witnesser or the witnesser's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. The effect lasts for 24 hours and the target can repeat the saving throw at the end of every hour. If the witnesser is killed, the effect ends. The witnesser can have up to 2 creatures controlled in this way at a time. The witnesser cannot use the enthralling effect of its Mind Spike attack while it already has 2 creatures controlled. A creature can be freed from the witnesser's control through the use of the greater restoration spell or similar magic.

Bionic Blast. The witnesser shoots two of the following magical blasts

at random (reroll duplicates), choosing one or two targets it can see within 120 feet of it:

1. **Burdening Blast.** The targeted creature must succeed on a DC 16 Charisma saving throw or roll a d6 and subtract the number rolled from all its attack rolls and saving throws until the end of its next turn.
2. **Divining Blast.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be assaulted with visions of its impending death and be incapacitated until the end of its next turn.
3. **Enfeebling Blast.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 26 (4d12) necrotic damage and deal only half damage with weapon attacks that use Strength until the end of its next turn.
4. **Gravity Blast.** The targeted creature must succeed on a DC 16 Dexterity saving throw or be launched up to 40 feet into the air, remaining there until the end of its next turn. At the end of its next turn the target falls back down, suffering 3 (1d6) bludgeoning damage for every 10 feet it falls.
5. **Repelling Blast.** The targeted creature must make a DC 16 Strength saving throw. On a failed save, the target takes 26 (4d12) force damage, and if the target is Huge or smaller it is pushed up to 20 feet away from the witnesser. On a success, the target takes half the damage and isn't pushed.
6. **Shocking Blast.** The witnesser fires a bolt of lightning at a target within range, which arcs at up to three other targets, each of which must be within 30 feet of the first target. Each target must make a DC 16 Dexterity saving throw, taking 26 (4d12) lightning damage on a failed save, or half as much damage on a successful one.
7. **Sickening Blast.** The targeted creature must make a DC 16 Constitution saving throw. On a failed save, the target takes 26 (4d12) poison damage and is poisoned until the end of its next turn. On a success, the target takes half the damage and isn't poisoned.
8. **Void Blast.** The targeted creature must make a DC 16 Wisdom saving throw, taking 45 (7d12) psychic damage on a failed save, or half as much damage on a successful one. The target dies if the blast reduces it to 0 hit points.

BONUS ACTIONS

Command Servant. The witnesser issues a command to one of its servants. The servant will obey the command to the best of its ability during its next turn.

Release Control. The witnesser breaks its control over a creature's mind.

LEGENDARY ACTIONS

The witnesser can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The witnesser regains spent legendary actions at the start of its turn.

Bionic Blast. The witnesser uses one random Bionic Blast.

Disrupt Concentration. The witnesser telepathically attacks one creature that it can see within 30 feet of it that is concentrating on a spell. The targeted creature must succeed on a DC 16 Intelligence saving throw or have its concentration broken.

Void Shift (Costs 2 Actions). The witnesser opens a small rift through the void, teleporting to a space it can see within 60 feet of it that isn't within direct sunlight.

Mind Blast (Costs 3 Actions). The witnesser psychically blasts the mind of each creature of its choice within 30 feet of it. Each creature must make a DC 16 Wisdom saving throw. On a failure, a target takes 7 (2d6) psychic damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

APPENDIX D: AIRSHIP

GLICK CLASS SCIENCE VESSEL

When the first glick class science vessel appeared in Sordane, most airships mistook them for mutations of the jelly titan. It was only upon closer inspection that the glick's observation ring and bio-cannons were spotted, and people realized that the cuthari had released another monstrosity upon the skies. Of all the creatures used for cuthari ships, the glick is the least noticeably altered, but that is only on the surface level. Using their unnatural fleshweaving technology, the cuthari managed to hollow out the enormous creature to create this airship, building several flesh-covered decks within it.

Glick class airships are perhaps the most vital ship within the hivemind fleet. These enormous vessels serve as mobile research and experiment facilities for the cuthari, allowing them to perform their blasphemous acts anywhere in Sordane. Additionally, the cuthari often form drug chambers on these ships, allowing them to manufacture their various wonder drugs. The most important aspect of the glick, however, is found on the third deck, where the creature's brain is used as a cuthari command center. Using it, the cuthari are able to vastly extend their telepathic network, allowing the hivemind to communicate over large distances with ease. As this expands the cuthari's information network, most nations are filled with unease when glick class vessels enter their airspaces.

Unlike normal airships, the glick doesn't have a traditional bow, port, starboard, or stern. The creature used as the base for the airship has a circular body, and it is often confusing to guests aboard the ship when they are given directions. The only identifying feature to aid in direction is the balcony built onto the operations room on the second deck, which has been deemed the glick's "bow." In reality, this has little bearing on the ship as it has no thrusters and can move in any direction, and it has four giant eyes, one watching each angle of approach, ensuring the captain is always aware of the surroundings.

Build Cost. As the knowledge and method behind constructing the glick class science vessel is known only by the cuthari, there is no set price for the ship's hull. It may be possible for players to bargain with the cuthari to gain access to a glick class science vessel, in which case it is up to you as the GM to list a hull price you believe is reasonable.

Decks. The glick consists of four decks.

Ceilings. The ceilings throughout the ship are 8 feet high with 6-foot-high doorways.

Doors. The ship's doors are created using the creature's muscle tissue (AC 16, 50 hit points). The doors are immune to poison and psychic damage. The doors have no locks; therefore, they cannot be picked. Creatures invading a glick class science vessel can open the doors only by breaking them, or by forcing them open with a successful DC 20 Strength (Athletics) check.

Light. The ship's interior is dimly lit by hanging purple arcane lights.

Hull. The ship's hull is 160 feet long and 160 feet wide. The ship's decks are built into the body of a gargantuan creature that the cuthari have twisted into an unrecognizable form. Including the creature's enormous tentacles, it is approximately 170 feet tall.

EXAMPLE GLICK CREW

A glick class science vessel is usually outfitted for experimental and research purposes; the focus is rarely placed on the ship's combat abilities. The typical crew for a non-player-operated glick class science vessel includes the following NPCs, all of whom have proficiency with air vehicles in addition to their normal statistics:

- One captain (page 215)
- Four other officers: a first mate (page 216), a bosun (page 215), a navigator (page 216), and a medic (page 216)
- Thirty spelldrivers (page 217)
- Fifteen cuthari researchers

Page numbers for the crew are in reference to the *Airship Campaigns* book & PDF.

SHIP DECK GUIDE

While most airships in Sordane are used for naval or transport purposes, the glick class science vessel is designed around research as its main goal. For this reason there is very little fire power aboard the ship, with the majority of the space being designated for laboratories and the crew's quarters.

TOP DECK: CAPTAIN'S QUARTERS AND LABORATORIES

The top deck of the glick consists of the captain's quarters along with two laboratories for the ship's researchers. The space between the captain's quarters and the laboratories serves as a common space.

Captain's Quarters. The bow of the top deck serves as the captain's quarters.

Laboratories. To the stern of the top deck are two laboratories. They are separated from each other by a full wall and a door. These rooms are often filled with various equipment for the cuthari to use in their research, along with preserved creature parts and other components.

SECOND DECK: BARRACKS, OFFICERS' QUARTERS, OPERATIONS ROOM, DRUG CHAMBER, AND RESEARCH CENTER

The second deck of the glick is the largest and perhaps the busiest part of the airship. Given the importance of the cuthari's drugs and research, the crew's quarters are placed nearby to ensure if any problems arise they can protect their valuable assets.

Barracks. The barracks is situated toward the ship's bow, on its left. The room is filled with several support beams, each with multiple hammocks strung up, providing simple sleeping arrangements for the crew.

Officers' Quarters. Adjacent to the barracks and to the right of the ship's bow is the glick's officers' quarters. The space is used by the airship's senior officers, along with high-ranking spelldrivers.

Operations Room. Toward the bow of the second deck is the operations room. The space is regularly used by the captain and senior crew members to plan the ship's next course of action. A balcony is also constructed in this space, allowing occupants to see outside of the ship; aside from the observation ring on the fourth deck, it is the only space from which one can actually see outside of the glick. When diplomats or VIPs stay aboard the glick, the captain sleeps in the operations room.

Drug Chamber. On the left side of the ship's stern is the cuthari's drug manufacturing chamber. This space is filled with large vats and former citizens of Sordane who willingly relinquished their lives to become vat beasts, creatures that synthesize the drugs within their bodies. This chamber is regularly watched by researchers and spelldrivers.

Research Center. The right of the ship's stern is used solely for research purposes. Here the cuthari collect any data received from their experiments in the laboratories, attempting to find ways to use it to the benefit of the hivemind.

THIRD DECK: CUTHARI COMMAND CENTER AND GUN DECK

The third deck of the glick consists of the cuthari command center and the ship's only gun deck.

Cuthari Command Center. At the heart of the third deck is an enormous brain which serves as a cuthari command center. While this was originally the brain of the creature formed into the ship, it now primarily functions as a communication node for the hivemind.

Gun Deck. The outer ring of the third deck is equipped with ten cuthari bio-cannons facing in all directions except for the ship's stern.

FOURTH DECK: SACRIFICE CHAMBER, GALLEY, STORAGE, EXPERIMENTAL CREATURE HOLD, AND OBSERVATION RING

The lowest deck of the glick serves as mainly storage for the crew's food along with any creatures they have captured.

Sacrifice Chamber. The sacrifice chamber, like the storage hold, is typically empty; however, on longer voyages where the brains won't keep long enough, willing sacrifices are held in a drug-fueled state in these chambers.

Galley. Adjacent to the sacrifice chamber is the ship's galley. Unlike on regular airships the galley is never manned by a cook; instead, the space is filled with preserved brains to sustain the crew.

Storage Hold. As the ship rarely has need for large stores of food, the storage hold on the glick is typically filled with experiment supplies for the researchers, along with weapons for the crew.

Experimental Creature Hold. This space is full of large metal cages filled with all manner of beasts and monsters found in Sordane. The crew often goes hunting for the researchers, bringing back live experimental subjects for them.

Observation Ring. This observation ring, which takes up half of the fourth deck, is the only space that provides a full 360° view of the glick's surroundings. This ring is typically staffed by multiple spelldrivers in case the ship comes under attack.



GLICK CLASS SCIENCE VESSEL

Gargantuan vehicle (160 ft. by 160 ft.)

Creature Capacity 50 (crew and passengers)

Cargo Capacity 75 tons

Hull Mounts: 4 Left (Port), 4 Right (Starboard),
3 Rear (Stern)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (-3)	20 (+5)	0	0	0

Saving Throws Dex -1

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened,
exhaustion, frightened, incapacitated, paralyzed,
petrified, poisoned, prone, stunned, unconscious

HULL

Armor Class. 19 (natural armor)

Hit Points. 950 (damage threshold 20)

HELM

The glick class science vessel has no helm; instead, the captain can telepathically command it. The glick can move up to its movement speed, with up to two 90-degree turns. If the captain dies, the glick enters its death throes, dissolving over the next 1d12 + 10 minutes.

HULL MOUNTS

The glick has a combination of hull-mounted modules that grant it additional fighting capabilities. These hull-mounted modules add new actions.

Port Mounts. This airship has 5 port side mounts, spread across the third deck of the glick.

- **Stern:** *Cuthari Bio-Cannon*
- **Upper Port:** *Cuthari Bio-Cannon*
- **Central Port:** *Cuthari Bio-Cannon*
- **Lower Port:** *Cuthari Bio-Cannon*
- **Bow:** *Cuthari Bio-Cannon*

Starboard Mounts. This airship has 5 starboard side mounts, spread across the third deck of the glick.

- **Stern:** *Cuthari Bio-Cannon*
- **Upper Port:** *Cuthari Bio-Cannon*
- **Central Port:** *Cuthari Bio-Cannon*
- **Lower Port:** *Cuthari Bio-Cannon*
- **Bow:** *Cuthari Bio-Cannon*

SHIP COMPONENTS

Cuthari Bio-Cannons (10)

Armor Class: 18

Hit Points: 50

Crew Minimum: 1

Hivemind Tentacles (10)

Armor Class: 16

Hit Points: 100

Crew Minimum: —

ACTIONS

On its turn, the glick's captain can command the ship's crew to take two actions from the list detailed below. It can't use an action if the station does not have the requisite crew.

Movement: The glick class science vessel can move up to its movement speed.

Travel Pace: 50 mph **Speed (fly):** 50 ft.

Fire Port Bio-Cannons (5): Ranged Weapon Attack: +6 to hit, range 1,000/4,000 ft., one target. **Hit:** 27 (6d8) bludgeoning damage plus 27 (6d8) necrotic damage.

Fire Starboard Bio-Cannons (5): Ranged Weapon Attack: +6 to hit, range 1,000/4,000 ft., one target. **Hit:** 27 (6d8) bludgeoning damage plus 27 (6d8) necrotic damage.

Constrict. Melee Weapon Attack: +6 to hit, reach 100 ft., one target. **Hit:** 33 (6d10) bludgeoning damage, and the target is grappled (escape DC 22). Until the grapple ends, the target takes 33 (6d10) bludgeoning damage at the start of each of the glick's turns. The glick class science vessel can constrict up to two ships at a time.

Pull. The hivemind tentacles begin retracting, pulling one grappled ship 50 feet straight toward the glick.

Psychic Pulse.

Casting Time. 1 minute

Range. 1,500 feet

Cost. 10 spellcasting points

Duration. 1 round

When this mode is activated, the spellcaster causes the glick to release a pulse of psychic energy. Each creature within 1,500 feet of the glick class science vessel who is not aboard must succeed on a DC 18 Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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