

CODEX OF THE INFINITE PLANES

VOLUME IV: PLANE OF AIR

THE ESSENTIAL GUIDE TO THE PLANES OF EXISTENCE



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VOLUME IV:

PLANE OF AIR

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VOLUME IV: PLANE OF AIR

“Of all the Inner Planes, the Plane of Air is easily the most pleasant. Endless azure skies punctuated by multicolored clouds above and below with absolutely no end in sight – it truly is a sight to behold. Islands of earth and ice float through the air and provide enough stable ground for travelers to put their feet down every once and a while, but the real joy comes in soaring across the boundless blue. And if you can avoid the nosy djinn or the life-threatening storms of colossal size, all the better.”

Astromarchus the Sage

The Plane of Air is the most hospitable of all the Inner Planes, and because of that sees the most traveler traffic from across the multiverse. All manner of creatures visit, sometimes without even realizing it – perhaps as a result of the increased traffic, more natural portals and vortexes exist to the Plane of Air than almost any other plane. Flying creatures of all variety seek out the endless azure skies of this realm, but that doesn't mean it's without its dangers.

Navigating the plane requires the power of flight, but contrary to most rumors falling is not really a problem. Where is there to fall to? If a creature or object in flight loses its ability to fly while in the air, it simply hovers or is picked up by one of the strong wind gusts that permeate the never-ending sky. Larger objects, such as the various earth motes that dot the azure landscape or even a sailing ship, generate their own gravity, but escaping those bounds can be deceptively easy. Being stranded and caught in one of the dangerous storms that pepper the plane in regular intervals is the real danger.

Because of its relative safeness, the Plane of Air is home to a large variety of creatures. Many Material Plane natives with the ability to fly can be found around, but the true masters of the realm are the djinn. They keep magnificent castles built upon solid clouds, and most can be depended upon to do the right thing when pressed – but not all. Navigating the Labyrinth Winds without a guide can be frustrating for travelers, but only by doing so can such wondrous sites be visited, such as the cloud city of Calypso, the Citadel of Ice and Steel that serves as the home to the Great Caliph of the Djinn, the realm of Aaqa and its aarokocra guardians, the massive Storm of Chaos, or the mysterious Borealis Radiance.

LAY OF THE LAND

The vast majority of the Plane of Air is comprised of a complex maze of wind gusts and air streams known as the Labyrinth Winds. This creates invisible paths that push and pull travelers and natives alike along certain courses, and the canny flyer knows to use the currents as a propellant rather than trying to move against them. Finding the right channel and then following its gale is a difficult skill for non-native creatures to master, but with a combination of magic, training, and luck, the Labyrinth Winds can be navigated.

The Labyrinth Winds holds various independent realms,

such as Aaqa, the Confederation of Calypso, and various djinn citadels and strongholds. Many of these realms are hidden away from view by magic and the natural properties of the plane, requiring specific actions or magic to reach. Great clouds of all color, from blue to purple to red and orange, dot the never-ending landscape of boundless blue, and behind some of them lurk treasures and dangers of all sorts.

Where the Plane of Air nears the Plane of Water, the azure sky grows colder and the earth motes are joined by large ice chunks. This region is known as the Mistral Reach and is infrequently traveled – the snowstorms and blizzards that occur with only a moment's notice are dangerous for flying creatures and vessels to handle. Beyond the Mistral Reach a traveler can eventually arrive at the border between the planes of Air and Water known as the Place of Ice.

At the opposite end of the endless plane, the Plane of Fire heats up the air and creates an area known as the Sirocco Straits. Hot gusts whip sand and grit around, polishing the earth motes that dot the region, but it is a favorite staging ground for gargoyles and the Elemental Lords of Earth to mount attacks on their sworn flying enemies. The Grand Sultan of the Efreet is known to have a remote palace in the Sirocco Straits. The Plane of Ash, with its continual lightning storms and ash-choked sky, rests beyond the Sirocco Straits, and native creatures avoid getting too close to it.

CYCLE OF TIME

The Plane of Air has no cycles of day and night, which can be unnerving for travelers that are used to the regular setting and rising of a sun. Some natural aspect of the plane keeps the skies deep blue at all times and all around as well – up, down, left, right, in all directions an endless azure sky. Clouds billow up and blow around at random, and some can reach hundreds of miles in size. These clouds can drift into an earth mote or hardened cloudstone and darken the view of the azure sky for a period, but they're not an accurate form of time measurement.

The djinn and most realms such as the Confederation of Calypso are less interested in the telling of time, living in the moment and taking things as they come, so the need has not come up for them to accurately tell if it's been 12 hours since they last slept or only 11. If they are sleepy, they sleep. If they are hungry, they eat. The major exception to this is Aaqa, home to the vaati, a powerful race of elementals dedicated to law and order. They have developed complex wind-up devices to track the passage of time and they meticulously synchronize these devices with a large clock in the center of their realm.

SURVIVING

While the Plane of Fire can burn, and the Plane of Water can drown, and the Plane of Earth can suffocate, the Plane of Air simply allows creatures to breathe and live without too much interference. There are still the dangers of the elemental storms, angry natives, and powerful winds, so it's not quite all safe, but the basic properties of the plane are not directly harmful to travelers.

GETTING THERE

More portals exist to the Plane of Air than any of the other Inner Planes, and this is likely due to the abundance of air and sky in the Material Plane and nearly every other plane in the multiverse. Natural portals on the Material Plane are known to spontaneously appear near the tops of tall mountain, but sudden and intense storms can also contain a vortex to the Plane of Air. Some vortices are permanent and travel around the Material Plane in the center of normal-seeming clouds.

The djinn maintain a number of portals to the Material Plane and other regions that they use to experience the wonders of the multiverse first hand. In the Citadel of Ice and Steel, the Great Caliph is said to have an entire citadel level dedicated to portals to his favorite realms. The caliph's personal bodyguards keep these portals a secret and guard them with their life, so travelers are warned about their use.

The cloud city of Calypso boasts a guild of wizards that specialize in creating and controlling portals, a skill that they use to keep intruders from invading the city whenever they want. As the cloud captains have a tendency to raid and pillage from all they can, including the djinn, the Guild of Portals is kept very busy maintaining the city's defenses by preventing unwanted portals from opening.

TRAVELING AROUND

For creatures with a flying speed, movement in the Plane of Air is as simple as taking off and flying in a direction, navigating the winds in a similar manner as the Material Plane. Creatures without a flying speed are usually stuck on an earth mote or cloudstone island, but it should be noted that gravity does not behave normally on the Plane of Air. Outside the gravitational bounds of a large object (generally about 50 feet), an object or creature simply hovers to be picked up by the winds that push and pull everything.

The sailing ships of the Calypsian cloud captains are large enough to hold gravity, and most earth motes and cloudstone islands are as well. The winds of the plane push these objects around as well, but since there's no permanent reference point on the Plane of Air few creatures notice or care when this happens. For the cloud captains, sometimes it takes longer to reach an earth mote than it did before, and sometimes you never find the same one again. Such are the mysteries of the Plane of Air.

Clouds are a regular feature of the plane and they come in all shapes and colors. Many produce storms, some incredibly violent, and there are some storms that have been raging for decades – others last only a few minutes before they exhaust themselves of their energy. Passing through or hiding in a cloud can be an effective strategy, but it can also be the home of any number of native creatures, such as hostile air elementals, great swarms of cloudworms or skymites, or even a sky ship from Calypso looking to ambush an unsuspecting target.

THE POWERFUL AND MIGHTY

As wild and free as it presents itself, the Plane of Air does have its fair share of powerful entities and organizations that seek to impose its own sense of order upon the realms. Some are more deliberate in this endeavor than others, but all could use the services of a party of skilled adventurers from time to time.

CONFEDERATION OF CALYPSO

There are only a few permanent settlements in the Plane of Air, and the cloud city of Calypso prides itself on being the most mysterious, at least to the outside. It is a city that sits in a permanent blue cloud built upon cloudstone that serves as the central base of power for the Confederation of Calypso. The Confederation is a loose alliance of pirate captains, each with their own sky ship, that call the city of Calypso their neutral home. Whatever blood feuds and ancient enmities exist outside, inside the bounds of the city there is a peace truce.

At least, that's the idea. The Confederation does meet irregularly, usually only when the city is threatened by some force, and then it's only the sky ship captains that happen to be close to Calypso at the moment that are invited. Each captain registered with the Guild of Ships in Calypso is entitled to a seat on the confederation council, which allows them to vote and pass laws as necessary. As the council is made up of murdering, thieving pirates who ply the air currents of the plane seeking treasure and plunder, little actual governing is done and the council has thus far only enacted one law. Known as the First Law, it is what keeps Calypso as neutral ground for all confederation members.

The cloud captains of the Confederation of Calypso range far and wide from their home, and encountering one in the wilds of the Plane of Air usually has no lasting consequences beyond dealing with the single pirate sky ship. Theoretically, the council could take some large-scale action against a force that attacked one of their members, but thus far no such concerted effort has even been brought forth as a proposal. The pirates seem content to raid on their own and return to Calypso, happy in the knowledge that the First Law protects their ship from deliberate harm.

Several members of the Confederation of Calypso have hired themselves out as mercenaries to other powers in the plane, such as Yan-C-Bin or the Prismatic Order. The Wind Dukes of Aaqa want nothing to do with the pirates, however, and Memnor the cloud giant god pays them no heed, though at least one cloud captain is a cloud giant scoundrel of dark reputation. Other captains include an aarokocra sorcerer, an air genasi bravado, a gnome priestess, a grim tiefling thug, and a charming half-elf bard with a legion of loyal pirate followers.



ELEMENTAL LORDS OF AIR

The Elemental Lords of Air are the princes and princesses of the elementals, owing allegiance to none but themselves and working towards their own ends. The most famous is Yan-C-Bin, the Prince of Evil Air Elementals, who dwells in his massive Cyclone Palace in a remote section of the Labyrinth Winds. Yan-C-Bin is a wise and malicious creature with patience to spare and a simple desire to destroy the Material Plane in a whirlwind of total chaos. While he is worshipped by cultists across the multiverse, Yan-C-Bin pays them no heed – he has no allies beyond the air elementals he commands and that suits him just fine.

Yan-C-Bin's seat of power is his Cyclone Palace, but he has built up quite a collection of destroyed Material Plane chunks in a region called the Hurricane Boneyard. There his “good” works across the multiverse are catalogued, haphazardly and without apparent order, and he keeps a force of elite air elemental guardians around the site to keep travelers from stealing from him.

At the other end of the spectrum, Chan is the Princess of Good Air Elementals, but she takes a more hands-off approach to the multiverse. Within her glass-walled Palace of Unseen Contemplation, Chan observes and monitors a great many things. She is engaged with a secret war with Yan-C-Bin, and the two make subtle moves against each other that are nearly invisible to comprehend for non-elementals. Chan is on good terms with the Great Caliph of the Djinn and the two meet for tea on a regular basis to discuss the state of affairs in the Plane of Air and beyond.

GREAT CALIPH OF THE DJINN

The wild and free-willed djinn recognize few leaders and no formal hierarchy, but the power and influence of the Great Caliph is without question. Great Caliph Husam al-Balil ben Nafhat al-Yugayyim, Master of the Clouds, Son of the Breezes, Secret Keeper of the Four Winds, Prince of Birds, Storm of the Heavens, Defender of the Righteous, Emperor of Gales, Commander of Monsoons, and Master of the Air, keeps court in the fabulously appointed Citadel of Ice and Steel, the largest djinn stronghold and one of the greatest seats in the Plane of Air. From his icy palace, the Great Caliph receives visitors and news from across the realm, which he sees as under his protection. Like most djinn, the Great Caliph takes a pragmatic view towards possessions – if something can be used, it should be used, and the ownership is determined by the best suited person.

Though arrogant like the rest of his kind, the Great Caliph can be kind, especially when something threatens the freedom of an individual or group. He hates the efreit and dao for their slave-taking policies, and believes that all creatures great and small should have the opportunity to perform great deeds and have them recognized. The Great Caliph and the rest of the djinn do hold a great number of servants, but these beings are treated well and paid for their time. A servant of the Great Caliph in the Citadel of Ice and Steel is a great privilege fought over by many.

The Great Caliph rarely keeps to a schedule, and even with important emissaries awaiting introduction in his court he has been known to take leave on a whim to deal with some manner or event. He enjoys tea and keeps a heated fountain that pulls pure liquid from the Plane of Water in his private chambers, and he has treated kindly with the Great Padishah of the Marid from time to time.

MEMNOR, GOD OF EVIL CLOUD

GIANTS

Unlike most other giant races, cloud giants have a philosophical split that pulls them in two separate directions, good and evil. This split is represented in their deities by the blood feud between Memnor and Stronmaus, two of the siblings of Annam, greatest of giant gods. While Stronmaus keeps his fabulous palace in the Beastlands and counts storm and cloud giants as among his worshippers, Memnor sees himself as the true heir to their father's legacy. He is cruel, charming, and wicked to the core, and only counts the evil cloud giants as his worshippers and followers.

Memnor's realm in the Plane of Air is the Scarlet Sky, a collection of red- and white-hued clouds peppered with fierce rainless lightning storms that continually arc between them. Here he has built grand palaces for himself and his most loyal followers, but due to some curse the lightning strikes continually destroy the buildings. Never deterred, Memnor simply rebuilds with renewed effort and views the entire affair as a symbol for his struggle to see his chosen cloud giants ascend in the Ordning to become the greatest giants across the multiverse.

PRISMATIC ORDER

Wizards have always been drawn to the Plane of Air, whether to remove themselves from the multiverse's troubles or to study the unique elemental effects found only in this realm, but these are usually loners that setup isolated towers and castles away from the eyes of others. For the Prismatic Order, however, hiding is something they cannot do – they use the seven colors of the prism to harness magical energy for their own purposes.

The wizards, sorcerers, and librarians of the Prismatic Order are dedicated to magical research of all kinds, but membership is only awarded to a handful of apprentices in any annual cycle so their numbers are not great. Nonetheless, they wield considerable influence on the Plane of Air, and the Great Caliph of the Djinn is known to consult with them on magical matters from time to time. The Prismatic Order tries to keep itself neutral in terms of the maneuverings of the planar powers, and they keep to their eight citadels and castles spread across the Labyrinth Winds. Each citadel is dedicated to a color of the prismatic spectrum, in ascending order of importance and power – red, orange, yellow, green, blue, indigo, and violet. Each citadel is governed by a master mage (Red Master Mage, Orange Master Mage, etc.), and the order's central headquarters is the fabulous Prismatic Fortress. There, the Prismatic Master keeps their work, which is usually focused on greater applications of the magical color spectrum.

Though it is referred to as a single organization, the individual master mages of the Prismatic Order vary wildly in their goals and views. The current Yellow Master Mage is a dragonborn wizard dedicated to experimenting on djinni blood, which has put him in poor graces with the Great Caliph and his kin. The Indigo Master Mage is a female drow wizard focused on ways to blanket the Plane of Air in eternal darkness, and the Red Master Mage is

a human wizard seeking to map all of the portals of the multiverse for archival purposes.

As long as each master mage is working to advance magical prowess in the Plane of Air and beyond, the Prismatic Master allows all such work to continue. The current Prismatic Master is an enigmatic human of considerable old age, considered by many in his own ranks to be feeble-minded and frail but capable still of fending off various coups in the Prismatic Fortress.

WIND DUKES OF AAQA

While most of the Plane of Air is a wild, chaotic mess of wind currents, air streams, and storms of indeterminate length and power, such unfettered chaos has no place in the rigid realm of Aaqa. Home to the Wind Dukes, an ancient race of elementals known as vaati, Aaqa is a bastion of order and law in the Plane of Air that offers tranquility and serenity at the price of personal freedom. A fair trade off for the Wind Dukes, who have dedicated their existence to standing against the forces of pure, unfettered chaos.

Within the bounds of Aaqa in the Labyrinth Winds, a simple cool breeze flows at all times, and the earth motes hold beautifully simple structures of organized architecture rarely seen outside the plane of Mechanus. Gardens are neatly groomed and meticulously tended to by lesser vaati, who are organized in a rigid caste system based on age and duty. The central earth mote is known as the Valley of Aaqa, and it is there that the Wind Dukes themselves discuss the laws of the multiverse and their eternal conflict against chaos.

The Wind Dukes are a noble and powerful race, but they are dwindling in number. They once numbered in the thousands long ago, but their war against the forces of the Queen of Chaos and her champion, Miska the Wolf-Spider, drained Aaqa of its inhabitants. The vaati number much less now, but they believe their efforts have not been in vain. With the creation and use of a powerful artifact, they have managed to keep the Queen of Chaos at bay – though in doing so, the relic was sundered and scattered, creating what is now known as the *Rod of Seven Parts*.

The vaati count the aarokocra as their staunchest allies, and the winged birdfolk are the rank-and-file warriors and soldiers of Aaqa that keep the various forces of chaos from invading the idyllic realm. Across the Plane of Air, the aarokocra maintain Aeries of Vigilance, each attuned to another so that threats can be assessed quickly and dealt with appropriately by the Wind Dukes.

CREATURES & DENIZENS

The Plane of Air is home to all manner of creatures, including many from the Material Plane. From air elementals to arrowhawks, vaati to wind walkers, the denizens of the Plane of Air can be dangerous, helpful, or simply mysterious – or all three, depending on the circumstances!

ARROWHAWK

Sinewy and dangerous, arrowhawks are scavengers that scour the Plane of Air looking for scraps and leftovers. They have feathered, snake-like bodies covered in azure scales, with a long tail and a razor-sharp peaked snout. A pair of strong feathered wings are attached at both the bottom and top of the arrowhawk's body, and its this physiology that allows it to fly and maneuver with the greatest speed and agility.

Floating Eggs. Arrowhawk eggs have a natural levitation trait that keeps them floating even if they are outside the Plane of Air. The egg shells are radiant blue in color but are thin, so the arrowhawks keep them protected in nests of clouds. Intact arrowhawk eggs are known to fetch high prices in planar markets, especially to collectors of exotic creatures and wizards interested in studying aeromancy.

Unlucky Scavengers. On the Plane of Air, clutches of arrowhawks follow the movements of gargoyles and other invading creatures, seeking to clean up the scraps from combats waged in aerial battlegrounds. Arrowhawks are known to follow sky ships from Calypso, having learned that the pirates tend to leave good eating in the wake of their raids. For their part, most residents of Calypso consider arrowhawks to be omens of bad luck and they avoid them as much as possible.

GENIE, DJINNI

Like most genies, the djinn of the Plane of Air are proud to the point of arrogance, but they have much to be proud of. The djinn have built massive citadels on the elemental plane, havens of freedom and institutions of learning available to all who pay their proper respects. Though they are as wild and chaotic as the winds of their native land, djinn have an innate sense of honor and a deep reverence for customs and traditions – when it suits their needs.

Whims of the Winds. The mood of a djinni is like a storm – volatile, powerful, and unpredictable. They can be amenable hosts, especially to gracious and flattering guests, but the slightest social misstep can send them into a furious rage. That rage can be abated by a joke, sending the djinni into fits of laughter that cause it to forget the slight in the first place. Non-natives that deal with the djinn in their homeland should be prepared to expect the unexpected.

Ambitious Schemers. Djinn that live long enough to hold the title of noble are ambitious and crafty, even if they have the best interests of other creatures at heart. The schism between what is right and what is wrong becomes

ARROWHAWK

Medium elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 44 (8d8+8)

Speed 0 ft., fly 50 ft.

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

Skills Perception +3

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (1,800 XP)

Aerial Acrobatics. While flying, the arrowhawk can use a bonus action to Dodge. Melee attacks against the arrowhawk ignore the effects of the creature's Dodge.

ACTIONS

Multiattack. The arrowhawk can use its bite and electricity ray in a combat round.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8+3) piercing damage.

Electricity Ray. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 10 (3d6) lightning damage.

blurred for these djinn, who often justify their actions as means to a noble end. This can cause more than a few to act more in line with the efreet that they loathe so much, a comparison sure to cause an upset to any djinni.

Hall of Welcome. Every djinni citadel is built with a special room called the Hall of Welcome, where visitors are greeted and treated to food and wine to their heart's content. Most djinn keep their doors open to travelers on the Plane of Air, for they know that places of respite and safety are few and far between across the realm. In the Citadel of Ice and Steel, the home of the Great Caliph of the Djinn and largest of all djinn strongholds, the Hall of Welcome is a full palace unto itself, with well-respecting servants attending to all the needs of travelers.

HORUTH

An offshoot of the aarakocra race, horuth are broad-shouldered owl-like creatures that prefer lives of silent contemplation away from the meddling of lesser races. Their bodies are covered in feathers, ranging in color from dirty brown to sandy yellow, with snowy white being the rarest. A pair of large wings spring from their back, and they are usually draped in heavy robes and cloaks specially designed to allow full movement of their wings. The eyes of a horuth are large, penetrating yellow orbs of mystery. They are rarely seen without a large gnarled quarterstaff clutched in their clawed hands.

NOBLE DJINNI

Large elemental, any chaotic alignment

Armor Class 19 (natural armor)

Hit Points 275 (22d10+154)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	24 (+7)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Dex +9, Wis +9, Cha +11

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 14

Languages Auran

Challenge 14 (11,500 XP)

Innate Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *create food and water* (can create wine instead of water), *detect evil and good*, *detect magic*, *thunderwave*, *tongues*, *wind walk*

3/day each: *conjure elemental* (air elemental only), *creation*, *gaseous form*, *invisibility*, *lightning bolt*, *major image*

1/day each: *control weather*, *plane shift*, *power word stun*, *weird*

ACTIONS

Multiattack. The djinni makes three ice steel scimitar attacks.

Ice Steel Scimitar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) slashing damage plus 10 (3d6) lightning or thunder damage (djinni's choice).

Create Whirlwind. A 15-foot-radius, 40-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 19 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 19 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

LEGENDARY ACTIONS

The noble djinni 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 noble djinni regains spent legendary actions at the start of its turn.

Cutting Whirlwind. Any creature in the noble djinni's whirlwind suffers 18 (4d8) slashing damage.

Scimitar Attack. The noble djinni makes an ice steel scimitar attack.

Spell (Costs 2 Actions). The noble djinni casts one of its at will or 3/day innate spellcasting spells.

HORUTH

Large monstrosity, any neutral alignment

Armor Class 15 (natural armor)

Hit Points 45 (6d10+12)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	20 (+5)	14 (+2)

Skills Insight +8, Perception +8

Damage Resistances cold

Damage Immunities psychic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 18

Languages Auran, Common, Horuth, telepathy 60 ft.

Challenge 3 (700 XP)

Keen Hearing and Sight. The horuth has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Mind Blank. The horuth is under the effects of the *mind blank* spell at all time.

ACTIONS

Psychic Screech (Recharge 5-6). The horuth releases a 30-foot cone of psychic power. Any creature in the cone must make a DC 14 Intelligence saving throw, suffering 27 (6d8) psychic damage on a failure, or half as much on a successful save.

Psychic Talons. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) psychic damage.

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage.

Horuth speak their own language, a screeching tongue nearly unpronounceable to non-avian vocal chords. Each horuth has a name in their language, but they often adopt much simpler names in Common that reflect their coloration and actions. Snow White Whisperer, Storm Gray Seeker, and Speckled Brown Teacher are just some examples of horuth adopted names.

Paranoid Librarians. Horuth are solitary creatures that view themselves as keepers of secrets and knowledge that others want to steal for their own devices. Their natural telepathic powers and defenses provide them with ample abilities to hoard information, which they transcribe in great personal libraries. A horuth guards its personal library with zealous ferocity – creatures that enter this sacred space uninvited risk the full wrath of a horuth and all its guardians. Their paranoia leads them to trust little but golems and the basest of elemental guardians.

Ancient Denizens. On the Plane of Air, it is widely believed that the horuth were the original builders of the Sky Temples, ruins of which dot the Labyrinth Winds. If true, no horuth has confessed to it, but their library lairs are often located near Sky Temple ruins. It is true that the horuth appear to be incredibly long-lived if not immortal, aging slowly physically while expanding their wisdom and

intellect through the ages.

Parliament of the Skies. Horuth are solitary creatures, utilizing guardians and elementals to protect their libraries and help them seek out knowledge, but on occasion they gather in a large group known as the Parliament of the Skies. The exact schedule of this gathering is known only to the horuth – even the Great Caliph of the Djinn has not divined the exact timing. Each Parliament of the Skies is located in a different Sky Temple ruin somewhere in the Plane of Air, and the gathered horuth share information about prophecies and portents between them. It is one of the only times a horuth willingly gives up information to another of its kind.

NATIVE CREATURE

The Plane of Air is home to a large variety of creatures that resemble Material Plane inhabitants but have been adapted to life in the elemental realm. All native creatures to the Plane of Air have a flying speed equal to their walking speed with resistance to lightning damage. The exact nature of their flight is left up to the DM to determine, or you can determine randomly on the below table.

1D10	MODE OF FLIGHT
1-2	Leathery wings
3-4	Feathered wings
5-6	Insect-like wings
7-8	Webbed limbs
9-10	Balloon sacs

NYTH

Nyth are strange multicolored glowing orbs, similar to will-o'-wisps, that originate in regions of the Plane of Air with a close proximity to the Positive Energy Plane. The Borealis Radiance contains the largest concentration of these dangerous creatures, and is the only known place where they gather in any large numbers. A nyth is intelligent and can speak, which it does to lure travelers, especially spellcasters, into casting energy spells at them.

Guardians. Outside of the Borealis Radiance, a nyth is a solitary creature that protects its chosen region zealously. It can be flattered, however, and some wizards – especially those of the Prismatic Order – have been able to train nyths to become guardians of certain regions or rooms. A nyth that is fed a regular diet of fire or lightning and treated with respect protects its chosen area with vigilance and zeal.

Energy Healing. Nyth do not heal naturally, so they must find a source of energy to replenish their hit points. A wounded nyth on the Material Plane has been known to seek out the campfire of a traveling band, using its abilities to draw away as many creatures from the fire as possible so that it can recover. On the Plane of Air, they frequently look for elemental storms to help heal any wounds.

NYTH

Small elemental, chaotic evil

Armor Class 19

Hit Points 36 (8d6+8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities force, fire, lightning, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Auran, Common

Challenge 4 (1,100 XP)

Absorb Energy. The nyth feeds on energy. Any fire or lightning damage inflicted upon it is instead added to the creature's life as temporary hit points. If a nyth ever reaches double its maximum hit points from this effect, it explodes, creating two nyths each with hit points equal to its original amount and shooting a *magic missile* spell cast as a 4th-level spell (6 missiles) against targets of its choice.

Deflect Force. If the nyth is subject to a spell or effect that would deal force damage, it suffers no damage and instead reflects the effect back to its source or wielder.

Ephemeral. The nyth can't wear or carry anything.

Incorporeal Movement. The nyth can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The nyth sheds bright multicolored light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The nyth can alter the radius as a bonus action.

ACTIONS

Multiattack. The nyth makes three Force Missile attacks.

Force Missiles. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (3d4+3) force damage.

Invisibility. The nyth and its light magically become invisible until it attacks with its Force Missiles, or until its concentration ends (as if concentrating on a spell).

PRISMATIC CLOUD

Large ooze, unaligned

Armor Class 8

Hit Points 90 (12d10+24)

Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	14 (+2)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9

Languages -

Challenge 4 (1,100 XP)

Amorphous. The prismatic cloud can move through a space as narrow as 1 inch wide without squeezing.

Color Change. When agitated, the prismatic cloud constantly shifts colors, and each color provides a different damage immunity and energy attack damage. At the beginning of the prismatic cloud's turn, roll 1d8 to determine the dominant color of the creature, determining damage immunity and special extra damage on attacks it possesses. The effect lasts until the start of the prismatic cloud's next turn.

1d8	Color	Damage Type
1	Red	Fire damage
2	Orange	Acid damage
3	Yellow	Lightning damage
4	Green	Poison damage
5	Blue	Cold damage
6	Indigo	Psychic damage
7	Violet	Necrotic and radiant damage
8	Multi	Resistance to all of the above damage types

False Appearance. The prismatic cloud is indistinguishable from a regular cloud until it becomes agitated, and it can blend in with the color of a natural cloud within 30 feet of it (including white and gray).

Wind Immunity. Due to its form, the prismatic cloud is unaffected by wind and wind-related effects.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 18 (4d8) energy damage of a type determined by the prismatic cloud's current color. If the prismatic cloud is violet colored, the damage is half necrotic and half radiant, and if the cloud is multi-colored the damage is considered all of the available damage types.

PRISMATIC CLOUD

Most planar scholars believe the prismatic clouds are the result of experiments done by one or more sects of wizards within the Prismatic Order. If this is true, no one has confessed to the deed, and the creatures have certainly spread out across the Plane of Air at this point. Prismatic clouds appear as small fluffy clouds within larger cloud formations, shifting colors to match the clouds around them. They wait for the perfect moment to strike, and it's not uncommon to find several of them gathered together in one large cloud in order to take on larger prey.

Feed on Colors. Prismatic clouds have an unusual diet – they actually devour color from living creatures. They do this by engulfing a defeated victim and “digesting” them for several hours, after which they leave a gray lifeless corpse. It is theorized that because of this appetite, a traveler can avoid a prismatic cloud by covering themselves in gray, but to date no one has been able to prove this theory in the wild.

Storm Chasers. The most common to place to find a group of prismatic clouds is inside a large storm on the Plane of Air. Wind and air passes through their form without affecting their movement, and they find that the storms draw in the most unsuspecting of creatures that they can attack and feed upon.

SYLPH

Sylphs are female elemental spirits of the Plane of Air. They resemble faeries and are often mistaken as such, with their long vibrant hair, lithe frame, and delicately beautiful features. A pair of dragonfly wings attach to their backside and they often dress in gossamer gowns and robes that accent their hair and wings.

Spirit of Adventure. Sylphs never settle in one place for too long, instead letting an innate wanderlust take hold and take them off to some new and distant land. This tendency towards wandering has given them the nickname “spirits of adventure.” They are known to travel far and wide, across the Inner Planes and beyond, and can often be found in the company of creatures from the Plane of Faerie. Most sylph are good-aligned and they find adventurers to be a kindred spirit, so they often assist traveling heroes on quests, asking little but the experience of adventure in return.

Exclusively Female. All sylphs are female, and they can live up to 1,000 years, never losing their beauty or charm as they age. When the fancy strikes them, they may choose a male humanoid as a mate, usually an elf or halfling. The result of their offspring is a pearly egg that the sylph keeps hidden away for the gestation period of six months. When it hatches, a baby girl emerges with wing buds, and the child grows at the same rate as humans until reaching maturity. Sylph children can fly by age 10.

SWARM OF STORMWORMS

Stormworm swarms are an omnipresent threat in the Plane of Air. Each stormworm is about 1 foot long, thin and dull blue in color with irregular white bands along its segmented body. They have no eyes but their mouths are built for devouring cloudstones with razor sharp teeth. They gather in swarms around lightning storms, and they have a natural ability to discharge lightning through their bite, weakening cloudstones to make it easier to devour.

Infestations. If left unchecked, a single swarm of stormworms can wreak havoc on the infrastructure of a cloudstone island, causing any buildings to collapse in stiff winds. Djinni citadels employ servants to regularly search cloudstone foundations for signs of stormworms, while wizards of the Prismatic Order harden their infrastructures with glassteel and other magical building materials.

Strange Rain. On the Material Plane, violent storms can sometimes create sporadic planar vortices to the Plane of Air. In some cases, especially given a stormworm swarm's proclivity towards violent weather, such vortices can pull through masses of these tiny elementals and deposit them like rain across a wide area. Some instinct ingrained in the creature causes them to burrow down and seek out one another, as if understanding they are more effective

SYLPH

Medium elemental, neutral good

Armor Class 16 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	11 (+0)	15 (+2)	14 (+2)	20 (+5)

Skills Perception +4, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common

Challenge 2 (450 XP)

Innate Spellcasting. The sylph's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *fog cloud*, *gust of wind*, *invisibility*
3/day each: *confusion*, *gaseous form*, *wind wall*

Magic Resistance. A sylph has advantage on saving throws against spells and other magical effects.

ACTIONS

Lightning Arc. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 7 (2d6) lightning damage.

SWARM OF STORMWORMS

Medium swarm of Tiny elementals, unaligned

Armor Class 13

Hit Points 45 (10d8)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities lightning

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 3 (700 XP)

Lightning Charge. If the swarm of stormworms takes any lightning damage, the creature becomes agitated and gains advantage on attack rolls for the next 1 minute.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny elemental. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 9 (2d8) piercing damage and 14 (4d6) lightning damage, or 4 (1d8) piercing damage and 7 (2d6) lightning damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw or be stunned until the start of the swarm's next turn.

as a large group, and once joined they begin searching for sources of lightning to feed upon.

VAATI

Noble and proud, the vaati are the rulers of Aaqa, a majestic realm dedicated to absolute law. They are also known as the Wind Dukes, and though they trace their origins to the Upper Planes rather than the Plane of Air, these celestials have made the elemental realm their home. A vaati is a statuesque androgynous humanoid, with muscular ebony skin and brilliantly white eyes. They traditionally wear nothing except for belts and harnesses to carry their equipment.

Commanders in the War on Chaos. Vaati are dedicated to absolute law over chaos, and to this end they wage a never-ending war against their eternal foes. This war was being on since time began, when the Wind Dukes of Aaqa still dwelled in the Upper Planes. Chief among their foes was the Queen of Chaos and her consort, Miska the Wolf-Spider, and to defeat these powerful creatures the vaati destroyed their sacred relic, the Rod of Law. The pieces were scattered and Aaqa was plunged into the

VAATI

Medium celestial, lawful neutral

Armor Class 17 (natural armor)

Hit Points 78 (12d8+24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	18 (+4)

Skills Insight +7, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 17

Languages Auran, Vaati

Challenge 4 (1,100 XP)

Ageless. The vaati are immune to aging, including magical effects that would affect their age.

Chaos Smite. Against a target with a chaotic alignment, the vaati inflict an extra 9 (2d8) radiant damage on melee attacks.

Friend to Air. Air elementals cannot attack a vaati unless attacked by it first.

Innate Spellcasting. The vaati's spellcasting ability is Charisma (spell save DC 14). The vaati can innately cast the following spells, requiring no material components:

At will: *feather fall*, *gust of wind*, *wind wall*

ACTIONS

Multiattack. The vaati makes two greatsword attacks or two longbow attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Plane of Air as a result of that climactic battle. The *Rod of Seven Parts*, as it is now known, is a potent artifact of law and order, but its pieces only rarely surface across the multiverse.

Seven Castes. In Aaqa, the vaati divide themselves into seven distinct castes. The first and lowest is the worker caste, and the other castes are bolstered or created in times of great need. These other castes include soldiers, teachers, judges, counselors, advisors, and guardians. Each caste provides a set of unique abilities and skills suited to the jobs of that caste (the above statistics can be used for a worker caste vaati). A vaati employ no visible badges or emblems of their current caste, but each Wind Duke immediately recognizes another vaati's caste.

HAZARDS & PHENOMENA

While falling isn't as big of a threat as many think, the Plane of Air still holds its share of dangers and threats. And sometimes, in a plane where vision can extend for miles, these dangers can appear suddenly and without warning.

CLOUDS

Most travelers don't think of clouds as dangerous, and most of them are not, but a cloud on the Plane of Air is defined as a collection of gases separate from the rest of the plane. Most of the time, these gases are simply water vapors, harmless and easily breathed, but other times they can be distracting or lethal. Clouds are ubiquitous on the Plane of Air and they can be added to any other encounter as background or distraction.

Three random tables help define the mighty clouds of the plane. The first is the cloud's size, ranging from under 100 feet in diameter to several miles long. Each cloud is roughly ovoid, though the size chart references diameter – use it as a general guide. The second table determines the cloud's color, which can be fluffy white to steely gray to dull red. The third table determines what kind of cloud it is – water vapor cloud, posing no threat, or other type, which can pose some threat to creatures and travelers passing through it.

1D20 CLOUD SIZE

1-5	Small (50-foot diameter)
6-12	Medium (500-foot diameter)
13-18	Large (1-mile diameter)
19-20	Colossal (5-mile or larger diameter)

1D20 CLOUD COLOR

1-10	White
11-12	Gray
13-14	Yellow
15-16	Red
17-18	Green
19-20	Black

1D20	CLOUD TYPE
1-16	Water vapor cloud. No threat or danger
17	Dream mist. The first round a creature starts their turn in the cloud they must make a DC 14 Wisdom saving throw or fall asleep for 1d6 hours.
18	Poisonous cloud. Creatures that start their turn in the cloud must make a DC 14 Constitution saving throw, suffering 18 (4d8) poison damage on a failure, or half as much on a successful save.
19	Noxious cloud. Creatures that start their turn in the cloud must make a DC 14 Constitution saving throw. On a failure they gain one level of exhaustion.
20	Cloudmite cloud. Creatures that start their turn in the cloud must make a DC 14 Dexterity saving throw, suffering 21 (6d6) piercing damage on a failure, or half as much on a successful save, as the ravenous cloudmites strip flesh from bones.

CLOUDSTONES AND EARTH MOTES

Sometimes, clouds that float through the Plane of Air become supercharged with enough elemental energy that they actually stiffen and become hard surfaces. They continue to float and be pushed around by the winds of the plane, but they cease becoming storm-riddled clouds and instead become solid masses. They still look like clouds but they support buildings and infrastructure as if they were regular earth. Many creatures build homes and settlements on these objects, the largest of which is the cloud city of Calypso.

Similarly, earth motes are simply chunks of earth and dirt that have collected together over time, generally as a result from multiple elemental storms. They can also appear from planar portals and vortexes, especially in the Mistral Reach and Sirocco Straits regions, where earth motes become more common. They are solid ground upon which creatures can rest and build homes as if it were Material Plane earth.

LABYRINTH WINDS

The bulk of the Plane of Air is made up of a series of air channels known as the Labyrinth Winds. Navigating these invisible pathways is chaotic and confusing, and there is no straight path to any single destination. Some djinni and certain shops in Calypso have maps detailing various sections of the Labyrinth Winds, but these can change with little notice.

Navigating the Labyrinth Winds requires two things – a starting point and a destination, and on the Plane of Air a destination can include a length of time (1 day, 1 week, 1 month, etc.). The wind gusts and breeze ways are strong enough to pull objects and creatures along the way without the need for special equipment, though the ability to fly or harness the winds effectively (such as a sky ship) can greatly decrease travel times.

Perception is key in the Labyrinth Winds, and traveling it requires keen senses and a sharp lookout. At least one creature in a group must be devoted to navigating, who must make one or more Wisdom (Perception) checks throughout their journey in reach their destination. Like all of the elemental planes, the Plane of Air is vast, and travel time in the Labyrinth Winds is divided into legs. Each leg lasts a variable length of time as determined by the below table, after which the person on lookout must make a Wisdom (Perception) check against a variable DC based on the strength of the air currents.

1D12	LEG DURATION
1	2 hours
2-4	6 hours
5-8	12 hours
9-11	1 day
12	2 days

1D20	AIR CURRENT STRENGTH
1-7	Breeze – DC 12
8-13	Gale – DC 15
14-17	Storm – DC 18
18-19	Cyclone – DC 21
20	Tornado – DC 21 at disadvantage

Total travel time is measured as a number of successful legs. For example, a sky ship leaving Calypso bound for the Citadel of Ice and Steel might need to complete 5 legs to reach their destination. The DM sets the number of successful legs needed and keeps that information secret unless the party has some advanced knowledge of the route.

The individual making the Wisdom (Perception) check at the end of each leg must be awake and conscious for the entire length of the leg. Passing off duties to someone who has not been monitoring the travel causes the check to be made with disadvantage, though doubling up on the duty and taking shifts can negate the penalty.

ELEMENTAL STORM

It is not uncommon for even normal clouds to unleash an elemental storm on the Plane of Air with barely a moment's notice. These storms are churned up by powerful forces contained within the Elemental Chaos, and they manifest with bolts and rains of energy just as often as water. Elemental storms always manifest from clouds; randomly determine the type using the cloud tables earlier. Use the table below to determine the nature of the elemental storm as well as the storm's duration.

1D20	ELEMENTAL STORM
1-8	Light rain storm. Visibility within the storm is reduced to half distance.
9-12	Heavy rain storm. The area within the storm is considered lightly obscured.
13-14	Lightning storm. A bolt of lightning strikes a random target each round, who must make a DC 13 Dexterity saving throw, suffering 28 (8d6) lightning damage on a failure, or half as much on a successful save.
15-16	Fire storm. Fiery globs rain down from the cloud. Every creature that starts their turn in the storm must make a DC 13 Dexterity saving throw, suffering 14 (4d6) fire damage on a failure, or half as much on a successful save.
17-18	Ice storm. Razor-sharp icicles fill the area. Every creature that starts their turn in the storm must make a DC 13 Dexterity saving throw, suffering 9 (2d8) slashing damage and 9 (2d8) cold damage on a failure, or half as much on a successful save.
19	Grit storm. Particles from the Plane of Earth are flung in the radius of the storm. The area within the storm is considered heavily obscured.
20	Double threat. Roll twice on this table, re-rolling duplicate results and this result.

1D20	ELEMENTAL STORM DURATION
1-4	2d6 rounds
5-10	2d6 minutes
11-14	2d6 hours
15-17	2d6 days
18-19	2d6 years
20	2d6 decades

VOID MAELSTROM

Of all the environmental effects on the Plane of Air, void maelstroms are the most dangerous and least understood. Most planar scholars agree that a void maelstrom is the result of a spontaneous vortex to the Negative Energy Plane, drawing energy and light into it and creating a swirling maelstrom that sucks in debris, earth motes, and creatures. Why do void maelstroms only occur on the Plane of Air? There are some that theorize that since air is so ubiquitous across the multiverse, it touches more of the cosmic forces that hold everything together. Others say it has to do with meddling by ancient powers, such as the ones that built the original Sky Temples.

Whatever their cause, void maelstroms are dangerous and rare. When encountered, they appear as monstrous tornadoes, with a planar vortex to the Negative Energy

Plane at its peak, drawing everything in. Void maelstroms are usually the same size, encompassing a rough cone about 1 mile long and 1 mile in diameter at its mouth, narrowing down to about 100 feet in diameter at the vortex. Creatures and objects caught in the maelstrom are sucked towards its center at an astonishing rate of 1/5 of a mile per round.

Creatures can try to escape a void maelstrom by making three successful DC 20 Strength checks before reaching the maelstrom's vortex. The check is made at disadvantage if the creature is more than halfway as the force gets stronger the closer targets are to the end. Unless acted up by some powerful force, sky ships have no chance of escaping the void maelstrom, and are usually demolished in the few rounds leading up to the vortex.

Creatures and objects that do not escape are sucked into the Negative Energy Plane. This realm is the antithesis of life and existence, and all creatures and objects suffer 55 (10d10) necrotic damage at the beginning of each round they stay in the Negative Energy Plane. Undead creatures are unaffected.

Mercifully, void maelstroms are volatile and ultimately collapse upon themselves in 1d6 minutes.

MYSTERIOUS SITES & TREASURES

Battered by constant winds and shuffled about by the unseen forces, the Plane of Air still holds a great number of mysteries and treasures that draw travelers from across the multiverse. Its general accessibility followed by the abundance of sights and wonders combines to make it the most traveled elemental plane in the multiverse.

AAQA

Home of the Wind Dukes, Aaqa is an idyllic realm of law and order in every aspect. It is hidden from travelers of the Labyrinth Winds by elaborate illusions and elemental magic, so that only the vaati and their allies can locate it. While the vaati are the rulers of Aaqa, they number very few, and they rely heavily on aarokocra to take up most duties. The aarokocra are the eyes and ears of the Wind Dukes across the Plane of Air and the multiverse, and they communicate simple messages back and forth through the use of attuned Aeries of Stewardship.

Aaqa is shielded from the chaotic gales of the Labyrinth Winds by ancient vaati magic, and within its borders a peaceful serenity gathers around the gentle breezes that kiss the skin. Several earth motes are anchored to the realm, each containing idyllic gardens and marble columned buildings of radiant white stone. The earth motes are connected to one another by well-crafted stone bridges carved with the images of vaati legends.

The main earth mote is known as the Vale of Aaqa and houses the majority of vaati, working and going about their orderly lives according to ancient sacred laws. The seven castes of the vaati each have their role to play in the maintenance and defense of Aaqa, and the focal point of each caste is found in the Seven Houses located on the main earth mote. The Great Congressional Hall is the largest building in Aaqa, and its doors are sealed by vaati

decree, only to be opened when the realms are threatened by the forces of utter chaos.

It has been centuries since the Great Congressional Hall was opened, but some Wind Dukes believe chaos is gathering strength across the multiverse and the time for action is approaching. Others preach patience, and the schism growing in the ranks of the vaati creates an opportunity for chaos to flourish.

AERIE OF ANCIENT FEATHERS

While the aarokocra primarily serve the Wind Dukes of Aaqa, they do have their own beliefs and legends. Chief among these stories is the legend of their creator deity, Syranita, who once flew the azure skies of the Plane of Air in majestic freedom. She created the aarokocra out of a rare cloud she discovered, and the result were a race of noble bird folk with a strong belief in good and justice. Like her people, Syranita never settled down, and the beat of her wings took her from the elemental planes and beyond.

Through some calamity, Syranita's power and influence declined rapidly. Different tribes of aarokocra have different versions of this downfall. The aarokocra of Aaqa blame Syranita's fall on the forces of chaos, while others say she fought a mighty battle against a powerful Elemental Lord of Earth, destroying her foe but losing much of herself in the process. Whatever the truth, Syranita returned weakened to the Plane of Air, and she knew that her time was running low. She flew higher and farther than any creature had gone before, and there she discovered a cloudstone island far removed from much of the realm.

With her most loyal followers at her side, Syranita laid down upon the cloudstone island and never woke up again. Her body became a holy aerie, sacred to the aarokocra and tended to by her loyal followers and their descendants. The Aerie of Ancient Feathers was born from the passing of Syranita, creator of the aarokocra, and sometimes an actual feather descends from the distant site to visit good fortune upon one of her people. Some aarokocra don't believe the Aerie of Ancient Feathers is real, and that it is only a myth, while others claim to have set clawed foot upon its sacred ground.

BOREALIS RADIANCE

Deep in the Labyrinth Winds, an unusual brilliant light sits suspended in the air, unaffected by the gales and storms, acting as a sort of stationary sun for miles and miles around it. The light is known as the Borealis Radiance, and planar scholars say it is a permanent vortex between the Plane of Air and the Positive Energy Plane. The radiant light shifts colors at times, always blindingly bright but changing from yellow to white to pale green on no set schedule.

Earth motes hang suspended around the Borealis Radiance, and the light from the vortex's heart gives rise to unusual vegetation and formation found nowhere else on the Plane of Air. Enormous stalks of vegetation of brilliant hues, fields of serpent-like grass, rocks that spontaneously shift from solid to liquid, and massive trees sprouting huge bunches of strange fruit are just some of the unusual

occurrences reported around the Borealis Radiance.

Living creatures that approach too close to the vortex risk being burned by the positive energy, but most of the earth motes are far enough away to only mildly irritate visitors.

And the region is not uninhabited. Strange creatures called nyth dance around the earth motes in the light of the planar vortex. These normally solitary hunters have developed some unknown truce in the Borealis Radiance, perhaps because they are formed as a result of the planar confluence. Most planar scholars point to the Borealis Radiance as their birthplace, and certainly the nyth act as guardians of the entire area. Visitors are warned to be wary of the creatures, which act with naked aggression towards any trespassers.

CALYPSO, CITY OF CLOUDS

If the Plane of Air had a capital city, Calypso would be a strong contender for the title. This sprawling city sits on a series of massive cloudstone islands in a magically supported cloud that obscures it from casual view in the Labyrinth Winds. Ramshackle buildings, opulent towers, grand villas and terraces, and dozens of shops and stores lay haphazardly scattered about the uneven cloudstone streets of Calypso, and all manner of creatures live, eat, and die in the City of Clouds, which has become a lawless haven for thieves, pirates, and unscrupulous merchants.

The city is nominally governed by the Confederation of Calypso, a group of the most influential sky ship captains that call the city home, but they have passed only one law, known as the First Law, the makes Calypso neutral territory for the purposes of pirate rivalries. The law is maintained by no regular militia, and fights regularly break out, but they are between individuals with problems with one another, not ship crews fighting ship crews.

Several influential guilds and organizations in Calypso keep things running as smoothly as possible. The Guild of Mages are the first line of magical defense for the city, and they maintain the portals that lead into and out of Calypso with a tight rein. The city's Guild of Thieves runs gambling institutions, protection rackets, and other activities considered unsavory in more respected places. The most powerful guild on Calypso, however, is the Guild of Shipwrights. These are the craftsmen that make and repair the sky ships that support the activities of the Confederation, and this guild wields its power with tyrannical authority. Most residents understand that though the Confederation of Calypso supposedly runs things, it's the Guild of Shipwrights that operates the in's and outs of the city on a regular basis.

CITADEL OF ICE AND STEEL

The djinn have the strongest presence in the Plane of Air, with a great number of freeholds and citadels scattered about. These genies believe in personal freedoms, so they don't owe much loyalty beyond themselves and the people around them, but they do recognize the power of the Great Caliph of the Djinn, who dwells in the magnificent Citadel of Ice and Steel. This metropolis is constructed on a massive chunk of ice and earth, sculpted by the legendary crafters of the djinn harnessing the natural winds of the



plane around them to form a massive oval shape. No less than 15,000 djinn dwell in the opulent citadel, which is one colossal building built over the entire sheet of ice and stone.

Walls are carved of magically reinforced ice set with steel beams and doors, and dozens of towers and minarets stand tall across the citadel. The center of the city is known as the Palace of Fortune and holds the court of the Great Caliph himself. The top of the palace reaches higher than any other point in the Citadel of Ice and Steel, a crowning symbol of the Great Caliph's eternal standing as steward of all the djinni. The Great Caliph's court is attended by dozens of noble djinni, some of whom live in the citadel but many of which are visiting from across the plane. Dragons, emissaries of elemental lords, celestials, and other powerful creatures have also been known to pay the Great Caliph a visit.

The Citadel of Ice and Steel is guarded by a well-trained cadre of loyal genie soldiers known as the Thunderbolt Legion. Service in this well-respected order is a high honor, and the Great Caliph has made honorary members of mortals that have come to the aid of the djinn in the past. To date, the Thunderbolt Legion has been called upon only once to defend the Citadel of Ice and Steel from a hostile force – a surprise attack by efreeti warriors and dao assassins nearly brought the citadel to ruin. But the heroes of the Thunderbolt Legion stood their ground, and many veterans of the legion still serve that remember the

Battle of Boiling Stone.

Non-hostile visitors to the Citadel of Ice and Steel are brought to the Hall of Welcome, a custom for all djinn freeholds, but here the opulence is beyond measure. The finest food and the most delicate of wines are served to guests while they await their summons to the Great Caliph's court, and there have been some visitors that have simply decided to live in the Hall of Welcome rather than move on. The djinni welcome such guests as long as they don't inflict their beliefs on other travelers or residents of the citadel, a grave crime in the eyes of the Great Caliph. Personal freedoms are to be protected and treasured.

CLOUD OF THE NIGHTWINGS

Black clouds on the Plane of Air are rare but not unheard of, but there's at least one unusual specimen that appears so black it looks like a hole in the azure sky. Travelers and natives refer to it as the Cloud of the Nightwings, and many believe it holds either a planar vortex to the Plane of Shadow or the Negative Energy Plane. Bone-numbing cold radiates from the massive cloud, and strange ray-shaped monsters dart in and out of its great expanse.

The cloud captains of Calypso know to avoid the Cloud of the Nightwings when possible, but some rogue scholars with a flair for adventure have taken up its study in a shadowed guildhall in the City of Clouds. They propose that there are more than one such cloud floating through the Plane of Air, and that it holds not a planar vortex in its center but a portal to a previously unrecorded demiplane. Thus far, the scholars have sponsored three expeditions into one of the black clouds, but none have returned. Few captains seem willing to take them up on their lucrative offer for further study, however.

CYCLONE PALACE OF YAN-C-BIN

The Prince of Evil Elemental Air, Yan-C-Bin is a greedy and destructive lord who sees little value in the aid or assistance of others. His home, the Cyclone Palace, is a reflection of this – a swirling cyclonic torrent of winds several miles wide and tall, at the center of which sits a cocoon of silence that Yan-C-Bin sits in to contemplate his actions and next moves. The movement of the Cyclone Palace draws in all sorts of things, including creatures and earth motes, but by exerting his powerful will the elemental lord can force out any intruders to his gust-filled realm.

The exception to Yan-C-Bin's self-induced isolation are air elementals, who do not communicate with the sullen lord and instead simply obey his every wish and command. Yan-C-Bin cultivates a sense of wickedness in his air elemental servants by pitting them against one another, rewarding creativity and punishing failure. A small cadre of powerful air elementals serve Yan-C-Bin as sounding boards, assassins, thugs, soldiers, or whatever else he needs, and he often sends them to wreak havoc in a targeted region of the Material Plane and return with some desired treasure.

There are rumors of certain smaller objects caught in the Cyclone Palace that Yan-C-Bin has either not noticed or simply not cared enough about to deal with. It's also

possible that the elemental lord has created these rumors himself in order to lure gullible travelers to his realm so that he can smash them to pieces with the force of his slashing winds. It certainly would not be past the famously petty Prince of Evil Elemental Air to lay such a trap for the foolhardy.

HURRICANE BONEYARD

Yan-C-Bin's Cyclone Palace is a whirling maelstrom of chaos and winds, but the elemental lord still enjoys collecting trophies from his eternal war on the rest of the multiverse. These trophies include rubble from destroyed kingly palaces, the smashed remnants of towers that once belonged to powerful wizards, debris from temples dedicated to gods of all types, and many others, and they are all deposited in a secret cloudstone island known as the Hurricane Boneyard. To the most people, however, the cloudstone island is simply filled with mountains of detritus with no rhyme or reason.

Yan-C-Bin is not most people, however, and he knows every piece of rubble and ruin he deposited in the Hurricane Boneyard. Here he keeps memories of past victories, and he has assigned a unit of his elite air elemental guardians to protect it from invaders that would steal his precious debris. Few generally care about the Hurricane Boneyard, but occasionally Yan-C-Bin scoops up lost treasures along with the broken masonry of his conquests. Several outstanding bounties still exist in Calypso for rumored lost treasure dropped somewhere in the boneyard, but none have taken up a ship to risk Yan-C-Bin's wrath to find them.

PRISMATIC FORTRESS

The impressive home of the Prismatic Order, the Prismatic Fortress is an imposing castle built of stone and glass upon a multi-colored cloudstone island. The fortress has seven towers, each colored and dedicated to one of the colors of the order, with a massive central citadel serving as the home of the Prismatic Master. The individual towers hold representatives of the seven master mages, who dwell in their own castles and citadels elsewhere on the Plane of Air, and they work to secretly spy on each other's activities.

Visitors to the Prismatic Fortress are rare, but the current Prismatic Master is more accommodating than his predecessors. Guests are allowed to land in the Central Courtyard before the master's citadel where they are greeted by the golem guardians and apprentice wizards that serve the order in the fortress. Obtaining an audience with the Prismatic Master is difficult as he is usually deep in his studies, but the appearance of travelers spreads quickly to the other master mages around the plane, so intrigue and rumors catch like wildfire.

Against attackers, the wizards summon elemental guardians to defend the Prismatic Fortress, and automated defense systems trigger spell effects that mimic the most powerful of prismatic spells in a wizard's arsenal. Glass golems are common on the ground troops in the case of a hostile invading force, which to date has not happened.

SKY TEMPLE RUINS

The Plane of Air holds many mysteries, and one of the most frequently discussed in the taverns and bars of Calypso and even the courts of the Citadel of Ice and Steel are strange ruins scattered about the plane. Located on unusual purple colored cloudstone islands, these colossal ruins contain iconography and images wholly unknown to the scholars of the current age. Long ago, some traveler called them ruins of an ancient Sky Temple, and the name stuck, but there is little evidence to suggest all of the ruins were once part of a holy site.

The ruins themselves are massive blocks of stone that look like granite but weigh one hundred times as much. The cloudstone islands that they are built upon should not even be able to support their combined weight, but somehow they do, though whether it's a natural phenomena of the Plane of Air or something inherent to the unusually colored cloudstones is a mystery unto itself. The mysterious horuth usually keep their library lairs hidden near Sky Temple ruins, but the connection between the two is simply another piece to the whole baffling puzzle.

Some planar scholars believe the ruins to be the result of ancient giants who once ruled over the elemental planes, but little evidence in the other Inner Planes exists to support this wild theory. Others say it was a massive empire of horuth that collapsed due to some eldritch calamity, but without confirmation or information from existing horuth it remains unconfirmed. Sky ship pirates from Calypso generally avoid the ruins, considering them bad luck, and travelers that have visited the Sky Temple sites and returned tell strange stories of disembodied voices, ghostly apparitions, and unnerving feelings of "wrongness." Few cloud captains are willing to venture to the unusual sites.

STAR CLOUD ISLANDS

Near the Mistral Reach, travelers have noticed groups of strange black clouds that seem studded with multicolored lights, as if reflecting a night sky that never appears on the Plane of Air. For those willing to brave the cold and the winds of the region, these Star Cloud Islands hold a great number of unique properties not found elsewhere in the plane. They are solid, functioning as cloudstone for all intents and purposes, but when exposed to direct light the cloudstone softens and can be broken apart. It instantly reverts to its solid state when the light is removed, and some djinni near the islands have commissioned statues and ornaments to be constructed of the unusual material.

Nevari Sorraxon, the female tiefling Violet Master Mage of the Prismatic Order, is currently obsessed with cataloguing and understanding the properties of the Star Cloud Islands. She keeps several teams of apprentices and surveyors around them at all times, and Nevari has moved her personal fortress closer to the region to facilitate faster access. Of the Prismatic Order master mages, Nevari has been considered one of the most ambitious, with her tiefling sights set on the position of Prismatic Master, but the obsession with the Star Cloud Islands has consumed her in the past year. What does she hope to find there?



And why do some apprentices go mad experimenting with cloudstuff from the islands?

STORM OF CHAOS

The Storm of Chaos is a primordial and powerful phenomenon traveling across the Plane of Air at random speeds and intervals. It is a massive elemental storm, several miles across, and consumes all of the clouds and air in its radius when it appears. Fire, lightning, earth, ice, acid, poison, all and more have been reported to be whipped about by the violent winds produced by the Storm of Chaos. The eye of the traveling storm is a colossal object that few have ever witnessed.

The truth is that the Storm of Chaos is fed by a living creature, driven mad by chaotic forces beyond its control, and this living creature was once one of the most powerful Wind Dukes of Aaqa. Before being wracked by chaos, the Wind Duke was instrumental in the creation of the Rod of Law and the battle against the Queen of Chaos. Something happened afterwards, something that the vaati do not talk about, and this Wind Duke fled Aaqa and was consumed by the very chaos it fought so hard to keep at bay. Then the chaotic forces of the Plane of Air combined with vortices from other planar realms and exploded out in a storm of titanic proportions.

If the Wind Duke is still conscious in the eye of the Storm of Chaos, it gives no indication, and none have reached the eye with their wits and skills about them to make any contact attempt. The Wind Dukes consider this a mark of personal shame and do not talk about it, but some aarokocra that guard Aaqa still mourn the loss of such a great general for the forces of law and good.

ADVENTURE HOOKS

As one of the most frequently traveled Inner Planes, the Plane of Air can offer near limitless opportunities for adventure and danger for adventurers able to reach its lofty heights.

TIER 1 (LEVELS 1-4)

Even low-level characters can have opportunities to interact with the creatures and effects of the Plane of Air, and it's not inconceivable for such a party to even travel to the boundless blue realm given the right portal! The lack of inherent threat in the plane invites all to come and find adventure in its clouds and storms.

... The characters witness a raiding party of pirates attacking a caravan – with no sign of water in sight! The pirates take what they need and flee to a nearby location containing a portal to the Plane of Air, where they depart and board their sky ship moored on a cloudstone island. Following, the characters can liberate the goods stolen, steal the sky ship, and take off on their own, or they can stowaway and learn about the pirate's next planned raid.

... A cry from a nearby woman draws the characters to the aid of a sylph who angered a group of orcs by being uncooperative. After dealing with the orcs, the sylph thanks the party and asks for their assistance in tracking down her sister, who came to the Material Plane seeking an elven noble whom she had become infatuated with. It turns out the noble had less than honorable intentions and captured the sylph, keeping her locked in his manor dungeon. The characters must break the captured sylph out of the dungeon and return her to the Plane of Air while avoiding the elven noble's guards, traps, and pets.

... A strange storm rains unusual worms down on the countryside, and from the same storm screech arrowhawks intent on eating the worms or other creatures for a meal. The storm does not dissipate, and more unusual things continue to appear out of the cloud. The characters must find a way to close the portal to the Plane of Air sitting in the center of the storm, a feat requiring research and no small amount of bravery and luck!

TIER 2 (LEVELS 5-10)

Characters of this tier gain the regular ability to fly, a key component to moving about in the Plane of Air without trusting to violet winds and gales.

... Seeking a renown thief, the characters find his lair only to reveal a hidden portal to Calypso, City of Clouds, that the thief used to transport stolen items. Passing through the portal alerts the Guild of Mages in the city, who raid the ramshackle hideout on the other side of the portal shortly after the party arrives. The characters must negotiate with the guild enforcers if they hope to find their thief, who resides somewhere in Calypso's maze of buildings and warehouses.

... While in a large city, the characters rescue a simply dressed half-elf from a gang of thugs who turn out to be cultists dedicated to elemental fire. The half-elf thanks them profusely and takes them to his master, a djinni visiting the city, who wishes to take them to his personal citadel on the Plane of Air to thank them in style. The characters are whisked away to the djinni's Hall of Welcome and treated to all manner of fine delicacies and wine, but during the feasting the citadel comes under attack by a force of fire-themed monsters. The djinni asks for their aid once again, and the characters find themselves in the middle of a feud between the djinni and a rival efreeti.

... The characters defeat a drunk pirate captain in a game of chance, and as part of their winnings they take ownership of a sky ship. Unfortunately, the pirate captain's ship is in possession of a band of cultists dedicated to Yan-C-Bin on the Plane of Air, and the characters must find them and clear them out if they wish to take possession of their new vessel. With a sky ship at their command, the party can take to the Plane of Air and find all sorts of adventure!

TIERS 3 AND 4 (LEVELS 11+)

By this tier, characters have proven themselves to be great heroes of the land, and they can begin to have serious effects on the multiverse as well. Larger scale plots become apparent, and the players involved suddenly have more resources at their disposal to deal with groups of upstart adventurers from the Material Plane.

... Through some means, the characters find themselves in possession of a piece of the *Rod of Seven Parts* without much information about what to do with it or what it can do. They must travel to Aaqa on the Plane of Air to meet with the Wind Dukes who originally fashioned the artifact. The vaati see the resurfacing of the relic as a sign, and they offer to provide guidance to the characters on finding and locating the rest of the pieces on a quest against the powers of Chaos itself.

... The Great Caliph of the Djinn is holding a sumptuous feast and masquerade ball to commemorate his reign, and the characters find themselves in possession of an invitation. The Citadel of Ice and Steel is decorated to the hilt in preparation for the festivities, but dangerous forces move among the djinn to overthrow the Great Caliph. The powerful djinni lord suspected this and enlists the characters to help root out the traitor, who turns out to be a noble djinni from the Sirocco Straits working with nefarious powers in the City of Brass on the Plane of Fire.

... The characters find themselves in need of magical research assistance, and all signs point to the only source as being the Prismatic Master of the Prismatic Order. They must travel to the Plane of Air and seek out the Prismatic Fortress, which can pose a problem in and of itself given the dangers of the Labyrinth Winds. Once there, the Prismatic Master is discovered to be missing and a gathering of the master mages of the Prismatic Order is at hand. Can the characters find the Prismatic Master in time before one or more master mages usurps his power and takes control of the Prismatic Order?

RANDOM ENCOUNTER TABLES

The below tables can be used by the Dungeon Master as a source of inspiration when a party of characters is traveling around the Plane of Air. Four separate tables are provided – one for a djinni citadel (which can include the Citadel of Ice and Steel), one for the Labyrinth Winds, one for the Sirocco Straits, and one for the Mistral Reach.

DJINN CITADEL

1D100	DJINN CITADEL ENCOUNTER
01-05	Elf servants fetching wine
06-10	A visiting marid genie and entourage
11-15	Sylph musicians playing delicate instruments
16-20	A pack of griffons being saddled
21-25	A cloud giant ambassador
26-30	Secret cultists of Yan-C-Bin
31-35	An apprentice wizard serving a master mage of the Prismatic Order
36-40	A lesser djinni lost in the halls
41-45	A gang of dust mephits cleaning
46-50	An androsphinx waiting for an audience with the djinni
51-55	Merchants from the Material Plane selling rare goods
56-60	A cloud captain and crew from Calypso looking for shelter
61-65	Aarokocra bounty hunters looking for a fugitive
66-70	A djinni visiting from another citadel
71-75	Air elemental servants
76-80	A dwarf wizard entertaining a group with riddles
81-85	An elemental storm
86-90	A storm giant looking for entertainment
91-95	A famous artist painting a masterpiece
96-00	A noble djinni investigating a mystery

SIROCCO STRAITS

1D100	SIROCCO STRAITS ENCOUNTER
01-10	1d6 hostile air elementals
11-20	1d6 hostile fire elementals
21-30	2d8 gargoyles
31-40	1d4 efreet
41-50	1d6 air element native displacer beasts
51-60	Earth mote
61-65	1d4 invisible stalkers
66-99	Elemental storm (always fire)
00	Void maelstrom

LABYRINTH WINDS

1D100	LABYRINTH WINDS ENCOUNTER
01-05	1d4 hostile air elementals
06-10	A prismatic cloud
11-15	1d4 cloud giants
16-20	2d6 arrowhawks
21-25	1d4 sylph
26-30	A sky ship from Calypso
31-35	1d8 perytors
36-40	An adult silver dragon
41-45	An adult green dragon
46-50	1d4 air element native ropers
51-55	2d6 griffons
56-60	Cloudstone island
61-65	1d4 djinn
66-70	An invisible stalker
71-75	1d4 air element native octopi
76-80	1d4 swarm of stormworms
81-85	Earth mote
86-99	Elemental storm
00	Void maelstrom

MISTRAL REACH

1D100	MISTRAL REACH ENCOUNTER
01-10	1d6 hostile air elementals
11-20	1d6 hostile ice elementals
21-30	1d4 air element native remorhaz
31-40	1 air element native purple worm
41-50	1d4 prismatic clouds
51-60	1d6 frost giants mounted on rocs
61-65	Earth mote
66-99	Elemental storm (always ice)
00	Void maelstrom

PLAYER OPTIONS

The element of air is so prevalent that most creatures take it for granted, but to those that can harness its power great skills can be learned. Whether it's controlling winds in the name of an air god, running like the wind as a ranger dedicated to an ancient cause, or manipulating zones of air as personal servants, air can be a surprisingly versatile element with many practical applications for the adventurer.

The new class options include the Air domain for clerics, the Windrunner archetype for rangers, and the arcane tradition School of Aeromancy for wizards.

CLERIC DOMAIN: AIR

Air is so common across the multiverse that many cultures revere it as a source of strength and goodwill, and it is so important that many gods claim dominion over this bountiful element in one form or another. Whether it's aspects of storms or wind, gods such as Akadi, Phaulkon, Aerdrie Faenya, Zeus, Njord, and Shu command the sky and hold dominion over its powers, and their devout followers strive to do the same. The power of air is the power of freedom, to do and be whatever one wills, so most clerics follow a chaotic alignment in their efforts to emulate their gods. Air priests and storm priests often work side-by-side in their endeavors as their influences intersect.

AIR DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	<i>feather fall, fog cloud</i>
3rd	<i>gust of wind, warding wind*</i>
5th	<i>fly, wind wall</i>
7th	<i>freedom of movement, greater invisibility</i>
9th	<i>control winds*, conjure elemental (air elemental only)</i>

Spells marked with * are found in supplementary books (Elemental Evil Player's Guide and Xanathar's Guide to Everything).

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *gust** cantrip if you don't already know it.

BONUS PROFICIENCY

Also at 1st level, you gain proficiency with martial weapons.

BREEZE SHIFT

At 1st level, you learn to emulate the chaotic powers of the wind around you to confound your enemies. If you move at least 10 feet and are not wearing heavy armor, you can Dodge as a bonus action. You can use this ability a number

of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: FORCE OF WIND

Starting at 2nd level, you can use your Channel Divinity when casting a spell with a single target to create a blast of powerful air to accompany the spell's effect. In addition to the spell's effects, if the target is Large size or smaller, it is knocked prone by the force of wind.

CHANNEL DIVINITY: WINDY STEP

At 6th level, you can use your Channel Divinity when you move to transport yourself wholly as a magical wind for a short period. You can instantaneously teleport to any unoccupied space you can see within 30 feet of your current location. You can use this ability three times in the round, but any other movement you have is reduced to 0 feet. The Windy Step ends at the end of your turn.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 lightning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SKYBORN

At 17th level, you have a flying speed equal to your current walking speed whenever you are not underground or indoors.

RANGER ARCHETYPE: WINDRUNNER

Whether it's out in the open plain or across a dungeon floor, few creatures can match the windrunner ranger for sheer speed and agility. They move with the swiftness of a morning breeze, and many seem to catch and ride a wild wind as they blow past their opponents in a blur.

WINDRUNNING

When you choose this archetype at 3rd level, you hone the art of windrunning, the secrets of which have been passed down from ranger to ranger for generations. You gain the following benefits when you are wearing light armor or no armor:

- Your base walking speed increases by 10 feet.
- In a round in which you move at least 10 feet, you gain a +2 bonus to your AC until the start of your next turn.
- While traveling at a fast pace, you do not suffer the usual penalty to your passive Wisdom (Perception) score.
- While traveling in a forced march, you only need to make the Constitution saving throw at every other hour (at hour ten, twelve, etc.), and the DC is affected in the same way (DC 11 at hour ten, DC 12 at hour twelve, etc.).

PATHLORE

At 6th level, you learn the windrunner art of pathlore, which is the sense of direction that allows them to find the shortest route through terrain. When traveling in wilderness, you can take 10 minutes and make a Wisdom (Survival) check against a DC based on the terrain's size. On a success, you are able to find the shortest route through the terrain, cutting travel time in half for you and up to eight other traveling companions.

TERRAIN SIZE	DC
Small (<25-mile radius)	12
Medium (25-50-mile radius)	14
Large (51-100-mile radius)	16
Huge (101-200-mile radius)	18
Enormous (>200-mile radius)	20

Once you use this feature, you must complete a long rest before you can use it again. You can only attempt to use Pathlore on a specific stretch of terrain once in a 24-hour period.

BURST OF SPEED

At 11th level, you learn to focus the wind around you to move at an incredible pace for a short period. You can cast the *haste* spell without requiring material components, targeting only yourself.

You must complete a short rest before you can use this ability again.

EVASION

At 15th level, you can dodge and weave out of certain area effects as effortless as a breeze. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

WIZARD TRADITION: SCHOOL OF AEROMANCY

For the wizard, the element of air is a mystery to be unraveled. It is wild and chaotic, but bends to its own set of rules. It can be more malleable than water, more forceful than earth, and more unpredictable than fire, and its natural abundance makes research a breeze. Aeromancers are the wizards who dedicate their arcane pursuits to the full understanding of the air element, and they are quick to point out that it's more than just the ability to fly.

GUST

Beginning when you select this school at 2nd level, you learn the *gust** cantrip if you didn't have it already.

CREATE ZEPHYR

Starting at 2nd level, you can use your mastery over elemental air to create a 5-foot sphere of swirling wind called a zephyr. Creating a zephyr is an action, and you can create it in any unoccupied space within 30 feet. A zephyr has an effective Strength score equal to your Intelligence and it can be used to push objects as if it were a creature. You can move the zephyr on your turn as a bonus action up to 30 feet, with a maximum range of 100 feet from your position. The zephyr lasts for as long as you are concentrating, up to 1 minute.

You can also use the zephyr to strike Medium or smaller creatures by moving it into an occupied space. The zephyr ceases moving for the round and the target must make a Strength saving throw against your spell save DC. On a failure, you can choose to either knock the target prone or push the target up to 10 feet away.

You must complete a long rest before you can use this feature again.

IMPROVED FLIGHT

At 6th level, you add the *fly* spell to your spellbook if it is not there already. When you cast *fly* it is considered to be using a spell slot one higher than the actual spell slot you are using, allowing you to target more willing creatures. In addition, targets affected by your *fly* have the following additional benefits:

- Advantage on Dexterity saving throws while flying.
- Gain the benefit of the *feather fall* spell once the *fly* spell ends if they are not on the ground.

CONTROLLER OF WINDS

At 10th level, you add the *control winds* spell to your spellbook if it is not there already. When you cast *control winds* you can switch between effects as a bonus action rather than an action. You can move the area of effect as an action up to 30 feet in any direction.

You can also cast the *control winds* spell without using a spell slot. You must complete a long rest before you can do so again.

GREATER ZEPHYR

At 14th level, you learn to create bigger and more effective zephyrs from the air around you. Zephyrs you create using the Create Zephyr feature are now 10-foot diameter spheres, and you can move them up to 40 feet per round as a bonus action. The greater zephyr can affect Large or smaller targets, and when it moves into a creature's space, you can choose one of the following effects to occur:

Restrain. The greater zephyr ceases all movement for the round and the target must make a Strength saving throw against your spell save DC. On a failure, the target is restrained. Restrained targets move with the greater zephyr, and there can be a maximum of 1 Large target or 4 Medium or Small targets in the greater zephyr. At the end of the restrained target's turn it can attempt a Strength saving throw against your spell save DC to escape. On a success, they enter an unoccupied adjacent space.

Knock Down. The target is knocked prone. The greater zephyr can continue moving, but the only effect it can perform for the rest of the round is Knock Down.

Defenestrate. The greater zephyr ceases all movement for the round and the Large or smaller target must make a Strength saving throw against your spell save DC. On a failure, the target is hurled 50 feet into the air and then comes back down, suffering 5d6 bludgeoning damage from the fall. If the target encounters a solid surface before reaching the 50 feet in height, it suffers 1d6 bludgeoning damage per 10 feet difference. For example, a target flung into the air 30 feet that encounters a ceiling suffers 2d6 bludgeoning damage when it hits the ceiling.

Push Back. The greater zephyr ceases all movement for the round and the Large or smaller target must make a Strength saving throw against your spell save DC. On a failure, the target is pushed back up to 20 feet and knocked prone.

NEW BACKGROUND

SKYFLYER

You learned to fly on air currents and jet streams within the chaotic jumble of the Labyrinth Winds on the Plane of Air. Not really flying, though the effect on the plane is similar, you instead harnessed the natural gusts that cross the boundless blue elemental plane using a special device called a wing harness. Perhaps you served aboard a sky ship sailing out of Calypso, as a ruthless raider or conscripted sailor. Or perhaps you served one of the wizards of the Prismatic Order or a noble djinni as a courier, running errands between aerial locations. You never lost that sense of freedom that came with sailing on the Labyrinth Winds, even if your wing harness is less effective on the Material Plane.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Wing harness

Languages: Auran

Equipment: Wing harness, a pair of goggles, token of your allegiance (sigil of a cloud captain, mark of a djinni, or emblem of a Prismatic Order mage), leather cap, 10 gp

FEATURE: WING HARNESS

You are proficient with the wing harness, a light-weight device worn over clothing with a set of folded leather wings. The wings can be extended as an action out to 5 feet wide and are used to capture wind gusts. On the Plane of Air they give you a flying speed equal to your walking speed, but elsewhere they simply allow you to glide in a controlled descent.

SUGGESTED CHARACTERISTICS

The kinds of people drawn to the life of a skyflyers are usually risk takers and daredevils, never able to sit still or stay in one place too long. Some seek flight as a means of escaping their past, while others look only to the promise of tomorrow to solve their worries.

d8 PERSONALITY TRAIT

- 1 I need to have multiple projects going or I feel like I'm falling.
- 2 I hate being in enclosed spaces.
- 3 I live a carefree life, never worrying about tomorrow while today's still here.
- 4 Most problems can be solved with a little perspective I've found.
- 5 I need to feel the caress of a breeze in order to be happy.
- 6 People who have never flown just don't understand.
- 7 I keep my eyes on the path ahead and try not to let distractions keep me from my goals.
- 8 I've got a plan for every situation.

d6 IDEAL

- 1 **Freedom.** Everyone should be allowed to follow their own path. (Neutral)
- 2 **Escape.** You can't keep me penned up in any kind of cage! (Any)
- 3 **Carefree.** Why worry? Life works itself out every time. (Chaotic)
- 4 **Obedient.** The winds flow and I'm just along for the ride. (Lawful)
- 5 **Hopeful.** If the winds aren't going my way, I wait cause sooner or later they'll shift to a more favorable condition. (Good)
- 6 **Covetous.** I need to cling onto everything cause it could all change in a moment. (Evil)

d6 BOND

- 1 My wing harness was a gift from a mentor that I'll never forget.
- 2 An aarakocra saved my life in a storm. I owe him and his people a great debt.
- 3 The only thing I need is my wing harness, it can get me out of any scrap!
- 4 I feel a kinship with the natural world and really feel alive in a storm.
- 5 The journey is more important than the destination.
- 6 I flew the Labyrinth Winds as part of a crew and I would do anything for them.

d6 FLAW

- 1 I'm afraid that if I stop moving I'm going to fall.
- 2 Storms and lightning make me nervous.
- 3 I only trust myself and my wing harness. Everything else lets you down eventually.
- 4 I'm only considered arrogant by people who don't know as much as me, which is everyone.
- 5 The Plane of Air is where the action is at, and everywhere else is boring by comparison.
- 6 I get nervous and start panicking when I can't see where I'm going.