# Reclaim the Wind



## Introduction

This module introduces new rules to Reclaim the Wild in order to run a campaign taking place in the very sky! Following a great disaster, the world has been fractured and what little is left of civilization has taken refuge on magically floating islands above the clouds. This includes :

- New races
- Create and using airships
- Navigation through a dangerous sky filled with monsters and dangerous weathers
- An island generator to populate your floating world quickly and easily.
- New buildings for Rebuild the Wild.

Though this module uses a world where the surface world isn't inaccessible anymore by default (either because it's blocked by the cloud barrier or because it has been rendered inhabitable somehow), it should be pretty easy to adapt in order to run alongside a more traditional Hyrule map. It should also be fairly usable for a space-themed or sea-themed adventure.

This book should be compatible with all official Reclaim the Wild materials with little to no change.

# Races [WIP]

Thanks to a miracle, or the mercy of the Goddesses, all the races of Hyrule managed to flee to the Sky one way or another, though some of them have had a difficult time to adapt to their new homes. As such all the races are usable as is in Sea of Mist, though new feats and techniques are offered for some of them. Some extra care might be required to introduce the Twili into the world.
On top of the already known races, the Sky offers a few unique ones as well as variant

## Wind Tribe

Hylian variant

## Ooca

Weird ass bird people with telekinetic powers

## Ancient Robot

SS cute little robots

## Piratians

Undead pirates. Very spook

# AirShip Rules

To cross the endless sky is a dangerous endeavor (See Travel rules for more details) and though it is possible to cross it on the back of a Loftwing, such a method is hardly appropriate for long travels, or transport of large groups or goods for that matter.

In response the sky people have managed to craft vessels able to sail the clouds as they would sea water using the remnants of ancient technologies. Though they were a rarity at first, these airships have since replaced horses as the most common method of travel and are a necessary part for any adventuring journey.

Most of them look like regular ships, but use giant air balloons and powerful propellers. Others use sails and more magical means to stay afloat. They come in various sizes and shapes as well, from the fast moving canoe-like planes to floating buildings.

## Stats

Ships are defined by the following stats :

**Rank :** The overall quality of the ship. A Rank 0 ship would be a bokoblin's floating raft while a Rank 5 vessel would be able to go search for the Sky One Piece. No facility or weapon on board may be of a higher rank than the ship's.

**Hull Defense :** Reduces damages taken much like a player's armor would. Ships can also either be Light, Medium or Heavy armored, each providing higher bonuses but reducing the ship's Evasion.

**Size :** The maximum number of facilities the ship can hold. Pre-bought ships may not use all of their available space, allowing you to add facilities later on. Moreover, a ship can carry up to Size heavy weapons by default (minimum 1). Size 0 ships are one-person flyers or mounts like loftwings.

### Secondary Stats

**Hull Points (HP) :** Much like a player's health, Hull points determine the overall state of the ship. When it falls to 0, the ship doesn't explode but is instead fully immobilized and cannot use any facilities nor fire weapons anymore. It is only destroyed if attacked again while in this state. If abandoned at 0 HP, a ship and its crew become Drifters
Equal to [Ship's Size]*10 + [Ship's Rank]*10 + 10.

**Manoeuvrability :** How agile and easy to drive a ship is. The maneuverability stat is used both to calculate a ship's evasion and is added to any roll for acrobatic maneuvers. Manoeuvrability is decided by a ship's size and rank. Smaller ships tend to have a higher maneuverability. It's equal to 3 + [Ship's Rank] - [Ship's Size]

**Evasion :** A ship's evasion is equal to 10 + Manoeuvrability - Hull penalty

**Speed :** The number of map-square a ship can traverse in a day. On a battlemap, a ship may move up to Speed x 3 squares per turn, as long as someone is at the helm. Speed is equal to [Ship's Rank] +1 - Size Penalty. Speed cannot exceed 5.

# Stations

Each crew member has a station, a special role they fulfill within the crew.
Not all stations are required for a ship to function and players can switch roles as they please. Moreover, it is common for members of a smaller-sized crew to handle multiple stations at once, though they obviously cannot perform the actions of both simultaneously.

During dangerous events, each station available on board will be able to perform actions to try and solve the issue, depending on their role within the crew. The station description comes with an example of the standard actions they can perform, though specific events may add new options. For example, during a heavy storm, the Navigator may roll Nature in order to find a way out, meanwhile the Helmsman will have to perform dangerous maneuvers muto keep the vessel steady in the face of powerful winds. A key attribute is provided for each station, though it is merely an indication of the roll often used to represent said actions.
Of course, characters are free to perform any of their usual actions instead of their station-specific ones.

**Captain -** The heart of the ship and the one to issue commands when things get dire. During a crisis, the Captain may spend his action to give specific directions to a crew member. To do so requires a Command roll against a DC of 9 + [Crisis's rank]. On a success, the targeted crewmember receives a Knack on their next roll. [Key attribute : Command]

**First/Second Mate -** Though not really stations on their own, the first and second mate are major officers that answer directly to the captain and hold strong authority over the crew. If the Captain isn't available for any reason, they are defacto in charge of everything. They usually occupy another role on board on top of their responsibility as second and third in command. [Key attribute : None]

**Navigator -** A Navigator has the difficult task of making sure that the ship stays on track and to predict weather events that may strike soon. Some rely on precise knowledge of the area while others are able to read the wind itself. Every day of travel, the Navigator must roll Civilization or Nature + Chart's Rank] against a DC of 6 + [current weather's Rank]. On a success, the ship stays on track. Moreover the DM rolls twice for weather change and the Navigator decides which to keep. On a failure, travel time is expanded by a day and the weather changes as normal. [Key attribute : Civilization/Nature]

**Helmsman -** The one who steers the ship. Though many captains or navigators enjoy handling this job themselves, it is not uncommon to leave this task to a specialist. During events, the Helmsman controls where the ship goes and will be asked to roll to navigate through dangerous air currents and perform perilous manoeuvers [Key attribute : Agility]

**Shipwright -** The one responsible for fixing the ship damages. Once per day, the shipwright may use up to [Mechanical] Wood or Metal of a Rank at least equal to the ship's to restore its HP. Each material used restores [Material's Rank]*5 HP. Moreover, during emergencies, the Shipwright may make emergency repairs with a Mechanic roll against a of DC of 9 + [Crisis's rank] to provide the ship with temporary HP. [Key attribute : Mechanic]

**Lookout -** Standing at the top of the ship, the Lookout is tasked with spotting nearby islands and incoming dangers. May roll to learn about features in nearby travel spaces (Up to [Telescope's Rank] +1). The roll's DC is 9+[Square Distance]*2+ Weather's Rank. During a crisis, it's never a bad idea to have someone on the lookout for incoming floating boulders.
[Key attribute : Perception]

**Gunner -** May use any of the ship's heavy weapons. See Rebuild the Wild for cannon's stats. [Key attribute : Accuracy]

**Quartermaster -** In charge of supplies and cargo, the Quartermaster's role is one that shines most out of combat situations. However during a time of crisis, their superior planning skills may save the day! During a crisis, may roll a Civilization Roll against a DC of 9 to retroactively provide the crew with much needed material. On a success, they may either create either a single cannonball or regular bomb (using the Ship's rank). Alternatively they can choose to make 2 units of Wood appear for emergency repairs (Ship's rank as well)
[Key attribute : Civilization]

Other possible stations, such as Doctor, Cook, Musician etc… may be created at the crew's discretion, though those do not have a standard station-specific action unless stated by the crisis faced.

## Stations and NPCs

Companions can be used to fill stations that aren't currently occupied by players. In this particular case, the maximum number of active companions for the group becomes [Captain's Command]. Too many people running around without proper coordination would create far too much chaos.

# Building your own ship

In order to build a ship follow those steps :

1. Determine desired Rank
2. Pick a frame (Ship's size)
3. Pick a starting hull
4. Add facilities

If they do not own their own airships, players are able to use one the many travel lines as passengers. The average ticket costs around 25 rupees for a trip between two major islands, though the average Player Character will have little trouble negotiating a spot on board in exchange for some adventuring work.

Keep in mind however that most captains won't bother halting their entire trip to accommodate a bunch of would-be heroes that want to explore and loot every floating rock they come across. Nor will they attempt to fly through dangerous areas and endanger their crews just because the PCs ask nicely.

## Rank

The rank of the ship will determine both the vessel's quality and the rank of the materials needed to build it. No material of a rank below the ship's may be used for the construction. Moreover, a ship's base speed is equal to its rank.

To build a ship requires a Mechanical Skill equals to [Ship's Rank] * 2.

## Size

Size is the maximum amount of facilities and weapons a ship can hold. It also impacts the ship's material cost and its speed. Ship can go from 0 (One person flier) to 7 (Small floating town).

For almost every ship, the primary material is Wood while the secondary is either Metal or Cloth. Exceptions may happen at a GM's discretion, like a ship using monster parts instead of Cloth for its air balloon and sails.

| Size | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|---|
| *Primary Material* | *5* | *10* | *15* | *20* | *25* | *30* | *35* | *40* |
| *Secondary Material* | *0* | *5* | *10* | *15* | *20* | *25* | *30* | *35* |
| *Speed Penalty* | *0* | *0* | *0* | *-1* | *-1* | *-2* | *-2* | *-3* |

For ease of use, below is a sheet calculating a ship's base speed depending on its size and rank.

| Size/Rank | 0 | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|---|
| 0 | *1* | *2* | *3* | *4* | *5* | *5* |
| 1 | *1* | *2* | *3* | *4* | *5* | *5* |
| 2 | *1* | *2* | *3* | *4* | *5* | *5* |
| 3 | *0* | *1* | *2* | *3* | *4* | *5* |
| 4 | *0* | *1* | *2* | *3* | *4* | *5* |
| 5 | *-1* | *0* | *1* | *2* | *3* | *4* |
| 6 | *-1* | *0* | *1* | *2* | *3* | *4* |
| 7 | *-2* | *-1* | *0* | *1* | *2* | *3* |

Null or negative values may be compensated by using facilities (except for rank 0 ships that just cannot sustain themselves past a certain size). To build a large ship is a potentially lengthy process that takes at least an entire day of dedicated work. Any ship beyond Size 0 requires to be built at a town with a dock.

**Enlarging a ship**

It is possible to add room to an already existing ship by paying the difference in price + an added fee of 5 primary materials for each size upgrade.

# Hull

Some ships are made to be fast and quick, others are made to sustain heavy fire from multiple cannons at once. The thicker the hull, the more resilient the ship, but all that extra weight comes at a cost of  evasion. This however does not have an impact on the materials needed for the construction.

| Weight | Evasion Penalty | Rank 0 | Rank 1 | Rank 2 | Rank 3 | Rank 4 | Rank 5 |
|---|---|---|---|---|---|---|---|
| Light | *0* | *3* | *6* | *9* | *12* | *15* | *18* |
| Medium | *-3* | *6* | *9* | *12* | *15* | *18* | *21* |
| Heavy | *-6* | *9* | *12* | *15* | *18* | *21* | *24* |

# Facilities

Facilities are the rooms available on the ship from the kitchen to the crew's quarters and the workshops.
All but the smallest of ships come with at the very least a Crew Quarter (Equivalent to Rebuild the Wild's House building).

Rebuild the Wild's buildings can be used as facilities with only some minor name changes. For example the House becomes the Crew Quaterners while the Office becomes the Captain's cabin etc…

Moreover, Reclaim the Wind add the following buildings as facilities :

**Secondary Engine**
Often reserved to the largest ships, this secondary means of propulsion can be anything from extra propellers, a new set of sails or some magical form of magical engine.
It increases the ship's speed by [Secondary Engine's Rank] and  can be used to counteract the negative from a large size. Even with a secondary engine, speed can not exceed 5.

**Hangar**
A space used to store smaller ships inside, ready to be deployed at a moment's notice. Only ships of size 3 and above can use a hangar and it can store a number of size 0 and 1 ships equal to [Hangar's Rank]+1.

**Boarding Hook**
A cannon that fires a hook to tie up an enemy ship for easier boarding. As long as the rope remains intact, the distance between the two ships is reduced by [Boarding Hook's Rank] each turn. Moreover, it can be used to grab on floating debris and objects near the ship. Multiple boarding hooks can stack.



# Examples

## Tetra’s ship (Flying Edition)

A fairly average sized pirate ship, comfortable to live in and equipped with canoes to facilitate exploration of smaller islands.

| Tetra's Ship - Flying Edition | | | | | |
|---|---|---|---|---|---|
| Rank 3 Medium Sized Fast Ship | | | | | |
| Hull Point : | 70 | | | | |
| Size | 3 | | | Manoeuvrability | 3 |
| Defense | 13 | (Light) | | Evasion | 13 |
| Speed | 3 | | | | |
| Weapons | 3/3 | | | | |
| 2x Heavy Cannon | | | | | |
| Rank 3 | | | | | |
| ACC | 3 | ATK | 6 | DUR | 12 |
| 1x Boarding Hook | | | | | |
| Rank 3 | | | | | |
| ACC | 4 | ATK | 4 | DUR | 12 |
| Facilities | 3/3 | | | | |
| Crew's Quarters (House) | | | | Rank | 3 |
| Captain's Quarters (Office) | | | | Rank | 3 |
| Hangar | | | | Rank | 2 |

## The Mighty Banana

A smart moving banana-shaped boarding ship that the Yigas use to rush their opponent and capture them in a flash.

| Mighty Banana | | | | | |
|---|---|---|---|---|---|
| Rank 4 Fast Boarding Vessel | | | | | |
| Hull Point : | 70 | | | | |
| Size | 2 | | | Manoeuvrability | 5 |
| Defense | 15 | (Light) | | Evasion | 15 |
| Speed | 5 | | | | |
| Weapons | 2/2 | | | | |
| 2x Grappling Hook | | | | | |
| Rank 3 | | | | | |
| ACC | 4 | ATK | 4 | DUR | 12 |
| Facilities | 3/3 | | | | |
| Crew's Quarters (House) | | | | Rank | 4 |
| Extra Engine | | | | Rank | 1 |

# Travel Rules

The Sky is a dangerous place to travel through, filled to the brim with monsters, dangerous weathers and pirates. The module uses a grid-based map for travels, with islands taking anything from a portion of a square to multiple squares for the largest pieces of land.
One of the oddities of traveling through the sky is that strong winds can cause islands and landmarks to move around. While the main islands won't move in any noticeable manner because of their sheer weight, any of the random pieces of rock the group comes across may be completely gone the next time they travel through this area. This means no two travels will be the exact same and a navigator's job is only harder for it.
For every day of travel, a ship is able to travel a distance in squares up to its speed stat.

### Weather Impact

Because of the unnatural circumstances that lead to its creation, the Sky is a dangerous and unstable place. Extreme weather phenomenons can occur at the drop of a hat, sometimes in nonsensical circumstances. It's not rare for a snow storm to start in what should be a decently warm area.
Whenever a weather check indicates an increase of weather conditions from Rank 0 to Rank 1, the GM rolls a d6 and uses the table below to determine which of the 4 weathers occurs.

| | |
|---|---|
| Rain | *1-3* |
| Coldsnap | *4* |
| Heatwave | *5* |
| Sandstorm | *6* |

Moreover, to represent the incredibly fast ways in which the weather can change, two weather checks are performed per short rests instead of one. (That means potentially 4 rolls total if a navigator is involved).

Because of the intense conditions, Rank 3 and 4 weather reduces a ship's speed by 1, while Rank 5 reduces it by 2. If its speed is reduced to 0, the ship is pushed 1 square in a random direction. If it is reduced below 0, the ship and its crew become Drifters instead.

### Becoming Drifters

In particularly dire circumstances (Ship abandoned with 0 HP, weather overwhelming the ship …), the vessel and its crews may become drifters. It's a dangerous fate, one often synonymous with death. The ship becomes at the complete mercy of the capricious winds and may end up anywhere in the sky, sometimes traveling incredible distances without anyone onboard noticing.

The GM rolls for the coordinates on the random spot of the map. The ship crashes on the main island nearest to this point with 0HP and can't leave it until it receives at least some emergency repairs.

#### Falling

One of the many risks of living atop a bunch of floating rocks is the real possibility of... well, falling into the void below. If for any reason, a character falls, there is only precious little time to react and save them before it's too late. They have 1d4+1 turns before they become drifters themselves. If the character can glide (either through his own power or with an item), roll 2d4+1 instead. Characters that are Natural Flyers can usually save themselves, but even them will fall of exhaustion if they remain in the air for more than 10 turns without landing anywhere. If not rescued in time, it is assumed that the character landed on a floating rock or was caught by a flying creature. They end up on a nearby island, with their HP, Stamina and Mana reduced to 1.

# Travel Events

A journey through the sky is an eventful one and random dangers and opportunity at waiting at every corner.
Random events occur generally once per day of travel. The GM rolls 1d6 and uses the table below :

| Roll | Event |
|---|---|
| *1* | Crisis |
| *2* | Monsters |
| *3* | NPC |
| *4-5* | Island |
| *6* | Landmark |

## Crisis

A dangerous event has struck the PCs. Something so terrible they can only try to get away from it. See Crisis rules below.

## Monsters

The group comes across a dangerous foe that attacks them on sight. Maybe they are Motulga on the hunt or defending their nest. Or maybe they are a pirate vessel that thinks the PCs would make for juicy prey. Generate a Rank-appropriate encounter.

## NPC

The PCs aren't the only ones exploring the endless Sky. Sometimes they will come across other folks doing the same thing, some friendly and some less so. Most will be wandering merchants, many of whom are somehow named Beedle.

Though most people will be friendly or at least neutral, roll 1d6. On a 1, the NPCs are secretly hostile, maybe even a bunch of Yigas in disguise!

Here are suggestions of NPCs motivations (May be rolled) :

1. Looking for a companion that became a drifter
2. Selling stuff
3. Gathering resources from the nearby islands
4. Hunting monsters for meat / destroy a lair
5. Trying to find a place suitable for a new settlement
6. Surveying the area in search of treasures
7. Looking for a dangerous criminal in the area
8. Investigating rumors about abnormal weather events
9. Patrolling the area to secure a nearby settlement/open the way for a large transport ship
10. Moving through to reach another island

## Island

A small piece of land floats in the PC's travel path, ready to be explored and harvested. See Island Generation rules.

## Landmark

Islands and ships aren't the only things floating around. Unlike other smaller sized islands, landmarks tend to stay around the same spot and may be written down on the map. Some may not even be physical things but continue weather events. If the NPCs have already seen a landmark around these parts, ignore the roll.

Here are a few suggestions :

1. An abandoned watchtower built on a sterile rock
2. A ship graveyard that crashed on each others
3. A whirlpool that speeds up any ship going through it by 2 for the rest of the day
4. The dead body of a large flying whale
5. A floating ball of water that nobody can explain
6. A minefield, requires a roll to navigate through

# Island Generator

During your travels, the PCs may encounter all kinds of small floating islands and it's important to be able to generate content for those on the fly. It is also an easy way to introduce variety to the Sky by populating it with all sorts of weirdness.
Of course, the major islands should probably still be handcrafted, though nothing is stopping you from using this generator as a basis.

## Size

The size of an island determines the number of features it can have (see below). Tiny islands are little more than pieces of floating rocks, usually only large enough to hold a single building or bits of ressources, meanwhile Large ones can hold entire cities with ease. Tiny to Medium islands can fit into a single map square, while large ones can take multiples.

For most random island generations, only roll 1d6. If you wish to include bigger landmasses, roll 2d6.

1-3 Tiny
4-5 Small
6-10 Medium
10-12 Large

## Biome

To each island a biome, though some are more welcoming than others.

| Roll | Biome | Weather |
|---|---|---|
| *2-6* | Temperate | Clear |
| *7* | Tropical/Swamp | Rain |
| *8* | Desert | - |
| *9* | Frozen | Coldsnap |
| *10* | Barren | - |
| *11* | Volcano | Heatwave |
| *12* | Corrupted | - |

Tropical, Swampy and Frozen islands are all under their associated weather at Rank 3.

Desert island weather goes from Heatwave during the day to Coldsnap at night. With random sandstorms for variety.

Volcanoes are an exception, with a Heatwave weather going from 3 to 5.

Barren islands are sterile rocks with little to no plant life. The DC to find Food, Wood and Critters is increased by 2. Meanwhile the DC to find Ore and Gems is reduced by 2.

Corrupted biomes are nightmarish landscapes, covered in deadly Malice or under the corrupting influence of the Twilight. What little life can survive there is usually deadly to outsiders.

## Features

There is something interesting to find on every island. An island will have a number of features depending on its size (1 for Tiny, 2 for Small etc…)

1-2 Ressource nod
3 Man-made curiosity
4 Monster nest
5 Mini Dungeon
6 Magical Oddities

Ressource nods are a spot abundant in a specific kind of gatherable ressource. Add +5 to any harvest roll for that specific material in this area.

A man-made curiosity can be anything from ancient ruins to an abandoned camping site.

Monster nest is a nest with monsters in it. Usually not too keen on intruders. Put Gohmas in there. It's never out of place.

Magical Oddities are supernatural features and unexplained phenomenons

## Inhabitants

All islands feature at least some sort of life, from simple faunas to entire towns.

1-3 Wild
4 Outpost
5 Town
6 Otherworldly

Wild islands have no form of civilized settlements on it, only wild faunas. It can be plentiful or rare, depending on the biome.

Outposts are small-sized, like camping sites for a group of adventurers, a random inn or a bokoblin encampment.

Towns are larger-sized settlements of an appropriate race. They may not be friendly to the PCs.

The last, and rarest type of islands are those that are home to some otherworldly entities. This is where you will find your fairy fountains, Mountain God and whatever weird almost-deity your setting may allow.

# Crisis Rules

Crisis are special events that endanger the group in an unique way. They can be anything from incredibly intense weather phenomenons to giant monsters (Think the giant octopus events from Wind Waker).

Unlike regular monsters, crisis cannot be fought and defeated, they must be escaped from. To do so, the crew must succeed at a challenge check by accumulating a given number of successes before the crisis causes too much damage.

Crisis events function much in the same way combat does, with an initiative order and the crisis itself "playing" at the end of the turn. The crisis itself has a set of possible actions determined by the crisis description.

## Example crisis :

### Escape From the Giant Gohma [Rank 2]

**Victory Condition :** 3 successes from the Helmsman at Agility Checks DC 9.

**Special Actions :**

Gunner : Fire at the Giant Gohma (Evasion 12). On Hit, reduces the Gohma's accuracy by 2 until the end of the turn.

Lookout : "Incoming". Perception Check DC 11. On success, makes the ship hard to hit until the end of the turn.

**Crisis Action :**

Rock Throw. +5 to Hit. 20 Dmg on the Hull. Knock crewmember prone if it hits Vitality.

LAZER BEAM : +5. 40 Dmg on the Hull. Cannot attack the following turn