



## **The Seven Winds:**

„So you decided to travel the Seven Winds? Good! But be warned: Only Wind One and Two are perfectly safe. They are used to travel short and longer distances. Wind Two is mostly used by the big trading companies. So if you are not with them... better use Wind One. They don't like competition up there. Wind One can be used freely by everyone. But at some areas you have to pay a toll for traveling through. If you ever want to use one of the other Winds... Well good luck with that. They are faster than the lower Winds but they are also more dangerous. So if you have a fast ship and a fearless crew, just go up and see what's there. Only few came back to tell about what they saw.”

- Ambrose Bergdorf's Guide to adventurous traveling

## **What are the Seven Winds?**

Seven constant airstreams spanning the planet, blowing in different directions with different speed in different heights. On each level (Wind) each airstream consists of two directions. For example: Wind One has an eastbound and a westbound airstream. So you can travel east- and westwards on the same Wind using different airstreams. Wind Two consists of a northern and a southern airstream.

## **Wind One (5000 Fathoms):**

*Wind One* is the first and the closest stream to the surface. Also it is the slowest one. It is used by small airships, not so fast and strong ones like the little ships used by messengers and small trading vessels. This wind is perfectly safe and traveled by many. Unfortunately traveling through *Wind One* is very expensive, because you have use more energy to get from point A to point B caused by the slow wind.

*Directions: East/ West*

## **Wind Two (10.000 Fathoms):**

This Wind stream is the most economic for traveling long distances. It's almost twice as fast as *Wind One* and also perfectly safe. From the City of Port Banks, you can reach all the big cities in a very short time via *Wind Two*. It is completely controlled by the trading companies and you have to buy storage space on one of *their* trading ships.

*Directions: Northeast/ Southwest*

## **Wind Three (15.000 Fathoms):**

Only fifty years ago, it was discovered, that the airspace didn't end at *Wind Three*. This Wind is also called the ceiling, because it consists of a thick layer of clouds. The great traveler and well-known cartographer Ambrose Bergdorf was the first one who made this knowledge accessible by publishing his opus magna, the "*Guide to adventurous traveling*". This airstream is, compared to *Wind One* and *Two*, very slow. But it is hard to travel, because there is no reference point for the navigator in this thick, grayish, constantly moving stream of air. Also it is carrying many large, solid objects and some hostile creatures (for more information see *Knobblers Bestiary*) making traveling this Wind particularly dangerous.

*Directions: ???/???*

**Wind Four (20.000 Fathoms):**

When you first enter *Wind Four*, leaving the cloudy and gray wind Three, you get blinded by the bright sunlight. Then you can really enjoy your sight. Steel-blue sky above, and the carpet of clouds beneath. And in between, the famous floating giant Rocks, airborne by puffy clouds they fly by slowly, humming in an unsettled tone. Traveling through this stream doesn't require much energy. The wind blows steady and very slow and all potential obstacles can be seen from a great distance.

*Direction: North/South*

**Wind Five (30.000 Fathoms):**

If you choose to ascend further, you will be hit by the very fast *Wind Five*. This clear and cold Wind is very fast. Some ships might take a lot of damage and even get completely ripped apart. Also be warned, very fast and dangerous creatures are lurking here. At this point you should travel back down or ascend fast up to the next wind. Not many ships can stay up here for long.

*Direction: East/West*

**Wind Six (35.000 Fathoms):**

If you survived the hostile Wind Five, you can relax now. Wind Six is a moderate blowing wind with a constant warm airstream. Gigantic landmasses float here with rich and colorful flora and fauna. Four big islands and up to twenty smaller platforms aviate on this stream. Also surrounded by clouds, they are very hard to spot from below. You can barley tell the difference between an ordinary cloud or one of the big islands.

*Direction: Northeast/Southwest*

**Wind Seven (40.000 Fathoms):**

Most ships break apart before they reach Wind Seven. Only one ship actually was up there, a long time ago. But it vanished! Rumor has it, that Captain Bellamy and his crew actually found paradise up there and settled down, never to come back to the surface of the planet.

*Direction: ???/???*

So if you decide to go up and look for treasure and adventure make sure, that you have a well equipped and strong ship. Traveling up to Wind Seven will take several days of constant flying. Plan your route very well and hope for good winds. And be warned about the transfer from one Wind to another. Incredible forces challenge the material of you ship.

One word about the crew. Only take men with you, who you absolutely trust and just take experienced and fearless men!

Farewell and good luck to you!

*Ambrose Bergdorf*