



KING XEROS OF OLD AZLANT™



A PATHFINDER®
SOCIETY™ SCENARIO
By Greg A. Vaughan

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PATHFINDER SOCIETY SCENARIO 20

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Pathfinder Society Scenario 20: King Xeros of Old Azlant is a Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 16 of this product.

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KING XEROS OF OLD AZLANT



BY GREG A. VAUGHAN

In the final days of ancient Azlant, a few powerful mystics and seers may have gained some inkling of the coming Earthfall, though if so they failed to grasp the true magnitude of the imminent disaster. Nevertheless, in those days many strange and mysterious endeavors were undertaken in the dweomer-shrouded halls and planes-spanning observatories empowered by occult and little-understood energies. Planar travel was a well-known if not overly common practice then, yet nothing of the advancements and experiments done in this field could match the christening of the *King Xeros*.

The *King Xeros* was an *ether ship*, a strange vessel grown from mystical crystal designed to pierce the enigmatic veil of the Ethereal Plane and plumb its inscrutable gray depths. Its mission was shrouded in mystery, and its passengers and cargo a closely guarded secret. When the ship was launched and slowly faded from its home waters into the ether, its mystery became legend and soon sank into distant myth, for upon leaving on its maiden voyage the *King Xeros* was never seen by the Azlanti again. Shortly thereafter Earthfall erased Azlant from the face of Golarion and the *King Xeros* of Old Azlant became just an obscure bards' tale carried on by those steeped in ancient Azlanti lore.

Despite its disappearance from known Golarion history, the *King Xeros* was not erased entirely from the annals of time, for it continued to roam the Ethereal Plane on its endless mission. Reports began to trickle into planar cities and Material backwaters of a crystal ghost ship that plied the gray mists, appearing unexpectedly and disappearing just as suddenly. Boarding parties never found any trace of the original crew and many vanished altogether as the *ether ship* made a sudden disappearance. Many an Ethereal treasure hunter sought the *King Xeros* and the fabled riches or eldritch secrets it was said to carry, but only the occasional report from some itinerant traveler told of sightings of the lost ship as it slipped through the Deep Ethereal.

While the fate of the ship's crew and original mission remain a mystery, its current occupants are no old wives' tale. The *King Xeros* has been claimed once again and now serves as the vessel for a crew of opportunistic xill

seeking new slaves for their secret homeworld hidden deep within the Ethereal mists. These xill managed to crack the secret of piloting the *ether ship* and now use it as a trap to lure unsuspecting fortune-seekers and salvagers into boarding the legendary vessel and then taking them captive. To this end they utilize a special type of plant cultivated on their homeworld and implanted in the hold that allows them to tap into the ship's navigational helm and control its movements. The xill have thus used the *King Xeros* for decades, taking many slaves but always leaving enough witnesses to the ship's appearance to keep the legends fresh on the minds of those who travel the Planar Main. Now, at last, the xill have retraced the original trajectory of the *ether ship* back to its own port of origin. After an absence of more than 10,000 years, the *King Xeros* of Old Azlant has returned once again to its home waters of Golarion.

THE HARBOR AT THE CENTER OF THE WORLD

This adventure takes place entirely within the harbor of Absalom, the City at the Center of the World in the Pathfinder Chronicles campaign setting. While everything you will need to run this adventure is included within the scenario, other sources from Paizo Publishing that provide additional information on Absalom include: the *Pathfinder Chronicles: Guide to Absalom*, the *Pathfinder Chronicles Campaign Setting*, and the *Pathfinder Chronicles Gazetteer*.

SUMMARY

The PCs are dragged into the crisis occurring in Absalom's harbor by the manipulations of the city's elite through the city's First Harbormaster. This happens to dovetail nicely with the Pathfinders' goal of getting a team on board this strange vessel to explore its mysteries before anyone else has a chance to do so. As a result, the PCs quickly find themselves aboard a Harbor Guard sloop being ferried out to the *King Xeros* where several Harbor Guard and Wave Rider patrols have been keeping it safely cordoned. Unfortunately, they arrive to find the Harbor

Guards already on its decks being waylaid by the ship's automatic defenses that have suddenly activated.

Having rescued the beleaguered guardsmen, the surviving guard captain escorts the PCs down to the armored deck where the Harbor Guard were in the midst of attempting to breach a reinforced door to gain access deeper into the ship. This door is a *ghost portal* and harbors a spirit from the Ethereal Plane that must be overcome either through a battle of wills or brute force in order to explore further. Once beyond the *ghost portal* the PCs begin to encounter the farthest extremities of a strange, semi-corporeal plant of seemingly prodigious size. While picking their way through these alien surroundings, the PCs find themselves under attack by planewalking xill.

Fighting through the xill brings the PCs to the ship's helm where an immense puzzle box dominates the cabin, inscribed with thousands of runic characters in obscure languages. Powering the puzzle-box helm is the soul energy of an entrapped night hag. By solving the mysteries of the riddle box, the PCs are able to free the night hag and learn the meaning and use of the ship. Discovering the means to access the hold, the PCs confront the xenophage creeper that the xill have cultivated to control the ship and hold captives safely until brought to the xill home in the Ethereal Plane. After battling the xill and some of the creeper's predatory tendrils, the PCs discover several humanoids from Golarion already held within the plant's taproot. By freeing these individuals, the PCs destroy the plant and cause the ship's *phase spike* to activate and immediately begin the transition of traveling back to the Ethereal Plane. The PCs and newly freed captives must race against time to reach the main deck and evacuate the ship before they are carried along with it as it returns to its mysterious wanderings through the ether.

The King Xeros

The *King Xeros* is a unique type of vessel developed over 10,000 years ago in the human empire of Azlant. It is an *ether ship* grown directly from some mystical type of nearly indestructible planar crystal and designed to traverse the many planes of existence in the Great Beyond—primarily the Ethereal Plane. It is a specimen-gathering vessel of exploration capable of safely cocooning living creatures within nodules in its hull and holding them in stasis indefinitely until called forth again. It is powered by an enigmatic helm that uses the life force of creatures held within its hull as a power source. It superficially resembles a sailing vessel, and is capable of floating on water or other liquids—with a draft of about 25 feet—and has a 180-foot keel and 40-foot beam. The resemblance ends there, however, with an odd super structure at the stern featuring perpendicular ether vanes (with another extending downward from the keel) used for maneuvering

in the insubstantial mists of the Ethereal Plane and a tall *phase spike* in the bow that extends both far above and below the ship and provides its means of planar travel. The exterior of the *ether ship* itself is completely sealed except for a single gangway into the ship's magazine on the armored deck which could be sealed by a *wall of force* at will by the ship's captain (this feature is not used in this adventure).

The crystal of the ship's hull and interior bulkheads is an opaque cream color and completely obscures vision, though a strong light source behind a thin section of it can be seen as a diffuse ghostly glow from the other side. This allows the ship to be navigated without light sources during the day, as the sun's rays are likewise suffused throughout the hull providing a muted glow within equal to a *light* spell. When viewed at a distance, the crystal seems less opaque, giving a hint of the shapes of the decks and cabins within the ship, though closer inspection of any details is obscured by the crystal's opacity. There are no portholes on the vessel, as these perfectly seamless apertures were opened and closed in the hull by mental commands from the helmsman and are not in use in this adventure. Doors and secret doors are constructed of the same crystal as the rest of the ship and have inset handles. These open easily unless locked (this too required mental commands from a helmsman who no longer exists), so all provide easy access except for the *ghost portal* in Area 3 and the secret door in Area 7.

All of the cabins, compartments, and holds within the ship are smooth-walled and featureless—their contents having been long since ransacked over the years—unless otherwise noted in the room's description. The outer hull of the ship is covered in indecipherable glyphs and symbols etched directly into the crystal.

Crystal Decks, Bulkheads, and Hulls: thickness varies, but always at least 6 in.; hardness 25; hp 1,500 per 6-in. thickness; Break DC 65; Climb DC 30.

Crystal Doors: 3 in. thick; hardness 25; hp 600; Break DC 40.

Main Deck

1. Topside Decks: The topside decks of the *King Xeros* are multi-level and lack any sort of railing, lying between the obelisk-like tower that is the *phase spike* and the superstructure at the ship's stern. A series of stairs connect the foredeck, mid deck, upper deck, and abaft deck. There is a gangway in the upper deck that leads to the armored deck below but no access from the decks to the command structure. Despite there being no railing, there are ominous plinths, lumps, and nodules situated here and there along the edges of the deck. These are the ship's automated defense systems described in Act 1 below, which takes place in this area.

2. Command Structure: This is a complex and towering superstructure of crystal that rises above the topside decks at the ship's stern. A great, convex lens of opaque crystal seems to take up most of its forward face, flanked by facet-cut segments of the hull that serve as focuses for the lens. Wide, sail-like extensions of crystal extend out from the command structure perpendicularly—parallel to the water—and a third one—invisible beneath the waves—extends downward from the ship's keel. These are the *ether vanes* that provide the ship's maneuverability in the phlogiston of the Great Beyond. An aft castle extends from the back of this super structure but provides no visible access into the structure itself, formerly having provided access only through the mental commands of the helmsman.

Armored Deck

3. Magazine: Racks once held armor and weapons from the crew but are no longer present. The helmsman could open firing ports in the hull here to repel boarding actions. The complex mechanisms of the ship's automatic defenses are still cached in the bulkheads here but are invisible and inaccessible to those within the compartment. A single door of opaque crystal blocks entry to area 4 beyond and provides the only access into the interior of the ship. It is described in detail in Act 2.

4. Galley and Stores: A crystalline grill is inset into a bulkhead with an aperture in the overhead that once provided ventilation, though it is now blocked by a seamless crystal plug. Side chambers are empty but still have meat hooks and hanging nets embedded in the overhead to provide storage for foodstuffs and other supplies.

5. Crews' Cabin: Berths for 39 humanoids line the bulkheads of this chamber in 7-foot long by 3-foot high concavities, stacked three high. There is no trace of personal effects. The farthest tendrils of the xenophage creeper are semi-corporeal and extend through the walls and deck of this cabin. See Act 3 for details. The secret door to area 6 can be discovered with a DC 25 Search check.

6. Transitory Portal: This simple compartment ends where two angled walls come to a point. Lines engraved into the crystal along these walls give the chamber a sense of motion toward the terminus of the bulkheads. Anyone moving forward and touching this terminus is immediately transported via *dimension door* to area 10 on the lower deck. The walls there bear the same incisions and function in the exact same way to bring individuals back to the armored deck.

7. Helm: This chamber is empty except for a giant brass cube, 5 feet on a side, spinning slowly as it balances

on one point atop a 3-foot-high crystal plinth. The entire construct is covered in a dizzying array of glyphs, symbols, esoteric script, and pictographs, virtually all of it opaque to translation. This is the ship's helm, a semi-sentient device that provides the motive power to the vessel and allowed the helmsman to manipulate various aspects of the vessel—portholes, doors, automated defenses, etc.—through telepathic contact. The xill have been unable to replicate most of these functions, but their xenophage creeper has allowed them to access the gross abilities of the helm in regards to navigation of the vessel. The helm itself is powered by the life force of various creatures trapped in stasis within the ship's hull. The current life furnace is a night hag imprisoned out of sight within the plinth that supports the helm cube. The secret door to area 9 can be located with a DC 50 Search check but cannot be opened without the assistance of the helm. See Act 4 for details of this cabin.

8. Helmsman's Cabin: These chambers served as the day room and private quarters of the ship's original helmsman. They are no longer occupied and have been stripped of all furnishings. The helmsman was able to open a portal to the aft castle and gain access to the energy focus within the ship's superstructure, but these portals are no longer accessible to the ship's current occupants.

Lower Deck

9. Main Hold: The ship's hold is a vast, split-level compartment with a stair accessing the raised forward portion. This is the xill slavers' primary hive, and the xenophage creeper is rooted in the forward compartment with its tendrils spread throughout the entire hold. Exotic supplies and equipment for the xill are likewise stacked within this hold. The area is detailed in Act 5.

10. Stasis Hold: The entire hull of the ship acts as a stasis hold for collected specimens, though the bulk of these creatures collected over the last 10,000 years are encysted within this portion of the ship, completely inaccessible to the PCs or the xill. The only interaction possible with these creatures in suspended animation is through the defenses of the helm as described in Act 4. If some devastatingly powerful attack were to breach the crystal in this part of the ship, then random captives would be revealed and awoken. Use the table in Act 4 to determine what is uncovered or supply your own encysted passengers. The means to capture further specimens and place them in *temporal stasis* within the solid hull of the ship or release such specimens through means other than the defenses for area 7 has been lost with the secrets of the helm. In the middle of area 10 rests a small device

shapped like the phase spike on the front of the vessel. Anyone touching this device is returned to area 6.

GETTING STARTED

Read the following to get the adventure underway:

The summons was sudden and unexpected. One moment news was traveling around Absalom of the strange crystalline ship that appeared in Absalom's harbor, defying the Harbor Guard's defenses and attempts at interdiction, and the next instant a young Pathfinder, acting as courier, brought Venture-Captain Adril Hestram. The meeting occurred in the streets outside the Grand Lodge even as Hestram was coming. The facts of the matter were that a strange, seemingly derelict ship had indeed appeared in the harbor, it appeared to be of ancient Azlanti make, and the Pathfinders wanted the first crack at it. A clandestine meeting was set up at Harbormaster's Grange with Hestram and the First Harbormaster.

Upon arrival, Goodman Hugen of House Candren, a Grand Councilman and First Harbormaster, looks up from his cluttered desk. He quickly shoos away his secretary and walks around his desk to point out his window towards an ominously shaped vessel floating far out in the harbor.

"Thank you for bringing them Adril. The vessel first appeared at second watch. No one saw it enter the harbor and there was no warning of its approach through the Flotsam Graveyard. One instant the harbor was clear and the next instant it was there. According to the few eye witnesses we could find, it seemingly just faded into existence there in the water. Our gillmen and Wave Rider scouts reconnoitered it initially and reported there to be no signs of life on its decks and that it was seemingly constructed of a single piece of seamless, opaque white crystal. The Harbor Guard and Wave Riders immediately set up a cordone around the vessel to contain any threat it represented and the First Guard and Starwatch were placed on alert.

"When no threat appeared imminent we sent a Harbor Guard boarding party. They reported the top decks to be completely deserted and all access to the ship's interior to be blocked off by a single sealed portal. Indecipherable glyphs are incised all throughout the ship's hull but there is actual writing on the bow. We took copies from the bow to the city's sages, and the script was identified as Azlanti. It translates as *King Xeros*, which we believe to be the ship's name. Old travelers' tales tell of a ghost ship that wanders the Great Beyond; it is sometimes referred to as the *King Xeros of Old Azlant*, a magical vessel launched by the Azlanti shortly before Earthfall. We think this may be the very same vessel here in our own harbor.

"This is where you Pathfinders come in. We believe the ship to be the self-same *King Xeros* and an artifact of the ancient Azlanti. We need to get inside the ship and find out what secrets it holds and if any danger exists. Since it's old Azlanti, we figure it's all kinds of magic and mysteries six ways to Oathday. The sages want a crack at it, but we think it'll take more than just brains to get into it as it might be trapped or guarded. You Pathfinders are known for your ability to deal with this kind of prehistoric stuff and handle yourselves in a tight spot, so that's why I'm turning to you. The last thing I need is a dozen dead scholars and some monstrosity from beyond time unleashed on the city. I need you to get on board that ship, find a way inside, do a bit of poking around, and figure out if this is something I should be worried about or if it just happens to be the discovery of the millennium. Your lodge has graciously extended the offer of your services if you're agreeable, and you will of course have the opportunity to investigate and report on this phenomenon in your chronicles. I haven't got a lot of time here, so I need your answer relatively quickly before this mystery turns into a full-blown crisis."

Assuming the PCs accept this mission, the First Harbormaster and Hestram allow them one hour to gather their gear and any last minute supplies before they are to meet at a Harbor Guard pier on the Docks for transport out to the ship. Hugen doesn't think he can keep the lid on this thing much longer than that. The PCs are expected to use discretion and not advertise that they're heading out to the ship, but the fingers of the Pathfinder factions are long and, if the PCs don't report to their faction leaders on their own, they'll find that their faction leaders have caught wind of the mission and sent instructions to them before they depart. If a PC makes a DC 30 Knowledge (history) check during this time, he learns the information in the first three paragraphs of the background introduced in the opening of the adventure. A DC 25 Knowledge (the planes) reveals only the information in the third paragraph.

Adril tells the PCs that once they have made whatever preparations they wish to make in the allotted time, they are to gather at the designated pier for departure. From there they will proceed with Act 1.

ACT 1: BOARDING ACTION (EL 10 OR EL 13)

Your Harbor Guard sloop makes its way slowly and cautiously out toward the mysterious visitor. As the sloop draws nearer, details of the vessel become clear. It only superficially resembles a ship, with a symbol-covered hull of quartz glowing with a rosy tint in the wan light of evening. A tall aft castle of strangely faceted crystal rises from its stern sprouting from

King Xeros of Old Azlant

its sides giant, winglike sails of the same crystal that hang parallel to the water. It bears a split bow, between which rises a gigantic black spike towering over 60 feet into the air. It is the only portion of the ship that does not seem to be made of the same opaque crystal. The main deck is uneven, broken into several subdecks. From a distance, one can make out the faint lines of decks and compartments through the crystal hull, but these fade quickly upon closer inspection.

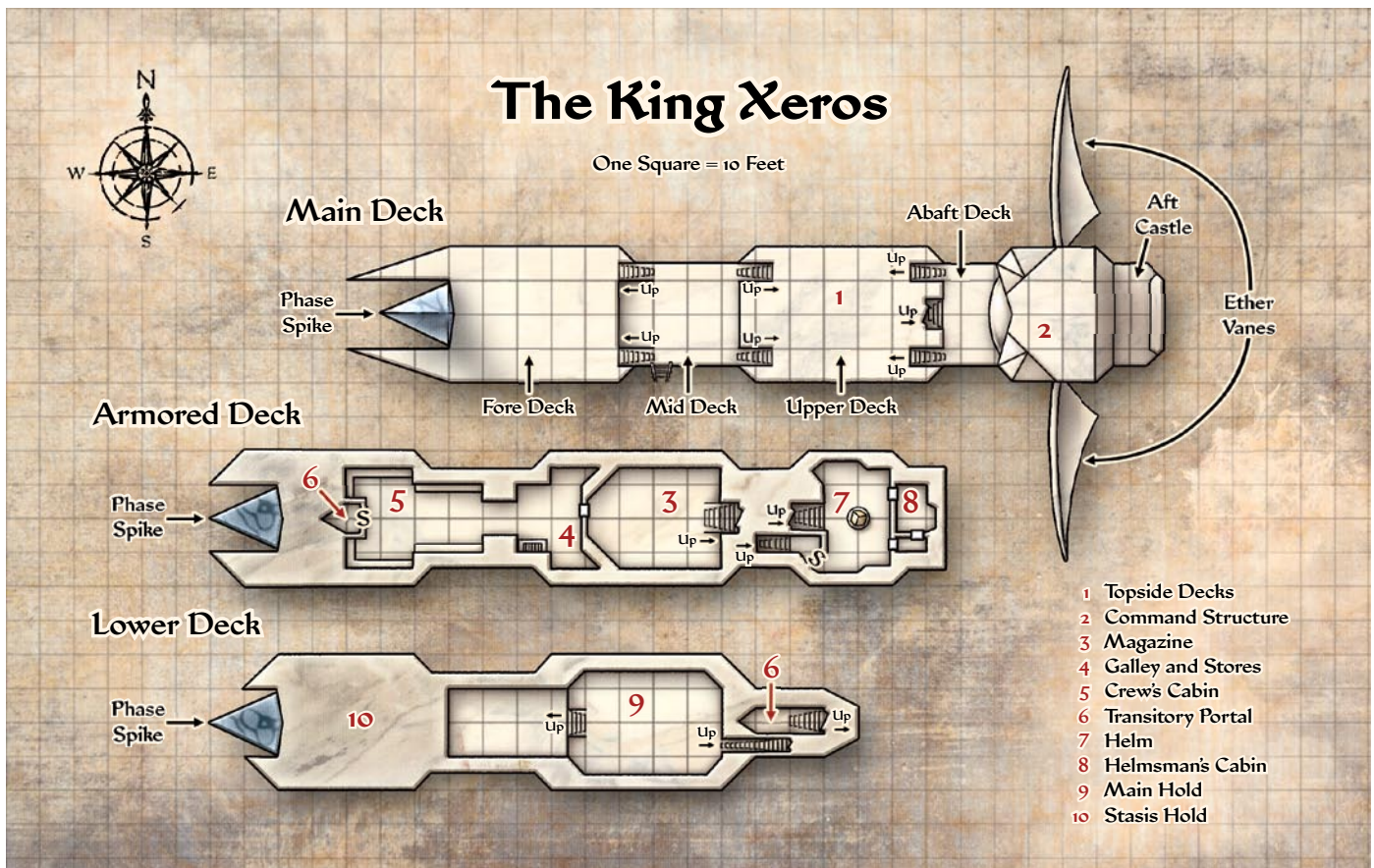
Arrayed around the vessel at a distance of perhaps a quarter mile is a ring of other Harbor Guard vessels, from sloops to cutters to dinghies; they seem to have turned out everything that could float in order to contain this potential menace. Within this cordone of vessels can be seen the forms of hippocampus-mounted Wave Riders patrolling closer in and even under the derelict hulk. A single accommodation ladder hangs over the port side just abaft of the fore deck, a shallow-draft barge moored at its foot, a sign that at least one patrol of the Harbor Guard still remains on board keeping watch over the upper decks of the mystery ship.

The lapping of water against the ship's hull is drowned out by the sounds of sudden screams from the ship's main deck, and flaring bursts from fiery explosions suddenly illuminate its superstructure. The Harbor Guards already aboard appear to

have come under attack and cries of pain echo over the waters of the harbor.

The Harbor Guard sent a patrol onto the *King Xeros* to explore it shortly after it appeared. However, they found themselves stymied in their attempts to explore below decks by the sealed door in area 3. Since then they have merely maintained their watch over the ship until the First Harbormaster's special troubleshooters, the Pathfinders, arrived. Just a few moments ago, one of the guardsmen who happens to own an adamantine axe attempted to jimmy the door. Doing so activated the ship's automated defenses, which attacked the patrolmen on board the ship just before the PCs arrive. If the PCs act quickly, they have the opportunity to come to the guardsmen's aid and save them. For each round that the PCs delay in boarding the ship, one guardsman is killed.

Creatures: The ship's defenses consist of self-targeting fire projectors that emerge from the crystal nodes situated along the edges of the ship's decks and defense constructs designed to repel boarders that arise from compartments in the decking itself. The fire projectors are situated atop 3-foot-tall crystal plinths. They consist of a steel dome with an extending tube from which the fire is projected in a 30-foot ray. They can rotate 360 degrees and elevate or declinate their fire



but are otherwise immobile. The defense constructs are composed of crystal that looks the same as that of the ship and are completely flat and featureless on one side. Despite their resemblance to the crystal that comprises the ship, their structure is no stronger than ordinary clay or stone (depending on the scenario's tier). They lie in concavities in the ship's deck that exactly fit their forms, so they are completely undetectable until activated. These defense constructs are identical to golems in all regards. There is a defense construct on the upper deck (area 1) and two fire projectors—one mounted beside each of the stairs descending to the abaft deck (area 2)—each capable of covering the entire abaft deck and most of the upper deck in flames.

There are currently 11 Harbor Guardsmen aboard the *King Xeros*. Another four have already been killed by the ship's defenses before the PCs arrive. Eight of the guardsmen are pinned down on the gangway of the abaft deck by the fire projectors of the upper deck. The other three surviving guardsmen battle a defense construct on the upper deck in their efforts to reach their comrades and save them. The guardsmen are 3rd-level fighters that are essentially helpless against the onslaught of the automated guardians (use the entry on page 117 of the DMG but with leather armor instead of full plate if you need their statistics). Once the PCs come within 10 feet of a defense construct or fire projector, that automated defense focuses on them as the greatest threat, giving the guardsmen the opportunity to retreat back to their boat.

Tier 7–8 (EL 10)

DEFENSE CONSTRUCT **CR 10**
hp 90 (use the stats for a clay golem; MM 134)

FIRE PROJECTORS (2) **CR 4**

Small Animated Object
N Small construct (fire)
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen –5, Spot –5

DEFENSE

AC 21, touch 11, flat-footed 20
(+10 natural, +1 size)

hp 52 (4d10+30)

Fort +1, Ref +1, Will –4

Defensive Abilities hardness 10; **Immune** construct immunities, fire

Weakness vulnerability to cold

OFFENSE

Spd 0 ft.

Ranged Touch 30-foot fire ray +5 (6d6+1 fire)

Space 5 ft.; **Reach** 0 ft.

STATISTICS

Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +3; Grp —

Feats Point Blank Shot^B, Weapon Focus (fire ray)^B

Skills —

SQ construct traits

Tier 10–11 (EL 13)

As Tier 7–8 with the following changes: there is a defense construct on the abaft deck (area 1) as well as one on the upper deck (area 2) in addition to the two fire projectors.

DEFENSE CONSTRUCTS (2) **CR 11**
hp 107 (use the stats for a stone golem; MM 136)

FIRE PROJECTORS (2) **CR 4**
hp 52 (see above)

Development: After the battle, if any of the Harbor Guard survived, their ranking officer welcomes the PCs aboard and thanks them for their intervention. He explains that the ship has been quiet ever since they first boarded, and the only access seems to through a sealed door in a compartment below the main deck. He explains that one of his men attempted to break through the door just before the PCs arrived, which is apparently what activated the ship's defenses. No other defense systems activate after the PCs arrival.

Treasure: If a PC provides the remains of a fire projector to Taldor or any other interested party (such as the city government), they are paid a finders' fee as described below. The guardsmen gladly hold it safely for the PCs on their boat until they return from the bowels of the ship.

Mission Notes: Coming to the guardsmen's aid and saving any of them qualifies for a Prestige Award to any Andoran characters. If a Taldor faction PC salvages the remains of one of the fire projectors and presents it to a representative of Taldor, he gains his Prestige Award.

Rewards: If the PCs sell an example of the automated defenses to an interested buyer (or deliver a sample to a representative of Taldor), reward each tier thusly:

Tier 7–8:

Give each player 333 gp.

Tier 10–11:

Give each player 833 gp.

ACT 2: BREACHING THE HULK (EL 7 OR EL 10)

The compartment appears empty and sterile except for the crumpled bodies of the two Harbor Guardsmen that lie on the floor—smashed by the crystalline automaton that attacked them so suddenly. The opposite end of the compartment has

a single door in the bulkhead, seemingly constructed of a single piece of crystal. Lying beside it is an ornate heavy axe with a head of a lustrous silvery metal.

The guardsmen were in the process of unsuccessfully attempting to batter down the door in area 3 when the ship's defenses activated and they were slain by a defense construct. The door is composed of the same material as the rest of the ship but is designed to allow passage to certain individuals. It is called a *ghost portal* and was specially created by the xill to serve as a sorting device for the kinds of slaves they are looking for at any given time. During this trip to the Material Plane they are seeking exceptional individuals—scholars, wizards, and adventurers who will bring the highest returns in the slave markets of their home world. The Harbor Guardsmen were of insufficient ability to gain access to the portal.

If any creature with an exceptional score of at least 16 in any ability approaches within 10 feet, the door takes on a shimmering aspect as if viewed through a rippling pond. The individual can then make an opposed ability check with that ability against the *ghost portal* (the portal has a modifier of +2 for these checks) and if successful pass through without hindrance. Multiple attempts can be made by a single individual. The *ghost portal* attunes to that individual and only allows him to pass through, becoming solid again if anyone else attempts to pass through. If the attuned individual stops in the midst of the portal to allow someone else to pass through as well, the guardian ghost immediately emerges and attacks. If the ghost is destroyed, the portal becomes an ordinary unlocked door until the ghost rejuvenates in 2d4 days.

Once a creature has passed through the *ghost portal* it is sealed to him unless someone coming through from the outside stops in its midst to allow them to exit as described above, with the same consequences. Additionally, anyone making a successful turn check against the *ghost portal* (same turn check as the inhabiting ghost) causes the ghost to emerge and attack. If forced from the door in this manner, the ghost cannot be turned again but can be destroyed by a turn check from an appropriately powerful cleric. As before, if the ghost is destroyed, the portal becomes a mundane door until the ghost rejuvenates.

Creatures: The ghost that is connected to the portal was once a tiefling barbarian from the Ethereal Plane that was consumed and metabolized by the xenophage creeper in area 9. As a byproduct of the creeper's digestion, the ghost and the possessed door respond to the plant's selection criteria for entry as mandated by its controlling xill masters. If called forth from the door by someone attempting to bypass its limitations on entry or through a turn check, the ghost immediately manifests and attacks

the closest target. Any guardsmen immediately flee to the main deck if the ghost manifests. Only by destroying the xenophage creeper can the ghost be permanently laid to rest, at which point the door no longer functions as a *ghost portal*.

Tier 7–8 (EL 7)

TIEFLING GHOST

CR 7

Male tiefling ghost barbarian 5

CE Medium undead (augmented native outsider, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Listen +9, Spot +9

DEFENSE

AC 14, touch 14, flat-footed 14

(+2 deflection, +2 Dex) or

On the Ethereal Plane:

AC 20, touch 12, flat-footed 20

(+6 armor, +2 Dex, +2 shield)

hp 32 (5d12); rejuvenation

Fort +4, **Ref** +3, **Will** +2; trap sense +1

Defensive Abilities improved uncanny dodge, incorporeal;

Immune undead immunities; **Resist** +4 turn resistance, cold 5, electricity 5, fire 5

OFFENSE

Spd fly 30 ft. (perfect)

Melee incorporeal touch +7 (+8 against ethereal foes) (1d6 or 1d6+3 against ethereal foes) or

On the Ethereal Plane:

Melee +1 *warhammer* +10 (1d8+4/x3)

Special Attacks corrupting touch, horrific appearance, manifestation, rage 2/day

Spell-Like Abilities (CL 5th)

1/day—*darkness*

TACTICS

Before Combat The ghost casts *darkness* over the area before emerging from the *ghost portal*. It rages if anyone attacks it on the Ethereal Plane.

During Combat The ghost uses its horrific appearance on all within range and then focuses its attacks on a single target at a time to the exclusion of all others.

Morale The ghost fights until destroyed.

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +5; **Grp** +8

Feats Improved Initiative, Weapon Focus (*warhammer*)

Skills Bluff +8, Climb +6, Hide +15, Intimidate +10, Listen +9, Search +9, Spot +9, Survival +9

Languages Common, Draconic, Infernal

SQ fast movement, illiteracy, incorporeal traits, undead traits

Gear +1 *breastplate*, heavy steel shield, +1 *warhammer*

SPECIAL ABILITIES

Corrupting Touch (Su) A hit against a living target with its incorporeal touch deals 1d6 points of damage. Against ethereal

opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su) Any living creature within 60 feet that views the ghost must succeed on a DC 14 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by it for 24 hours. The save DC is Charisma-based.

Tier 10–11 (EL 10)

TIEFLING GHOST

CR 10

Male tiefling ghost barbarian 8

CE Medium undead (augmented native outsider, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Listen +10, Spot +9

DEFENSE

AC 15, touch 15, flat-footed 15

(+2 deflection, +3 Dex) or

On the Ethereal Plane:

AC 21, touch 13, flat-footed 21

(+6 armor, +3 Dex, +2 shield)

hp 55 (8d12+3); rejuvenation

Fort +6, **Ref** +4, **Will** +3; trap sense +2

Defensive Abilities improved uncanny dodge, incorporeal; **DR** 1/—; **Immune** undead immunities; **Resist** +4 turn resistance, cold 5, electricity 5, fire 5

OFFENSE

Spd fly 30 ft. (perfect)

Melee incorporeal touch +11 (1d6 or 1d6+3 against ethereal foes)

or +1 *ghost touch warhammer* +13/+8 (1d8+4/x3)

Special Attacks corrupting touch, horrific appearance,

manifestation, rage 3/day

Spell-Like Abilities (CL 8th)

1/day—*darkness*

TACTICS

Before Combat The ghost casts *darkness* over the area before emerging from the *ghost portal*. It rages if anyone attacks it on the Ethereal Plane.

During Combat The ghost uses its horrific appearance on all within range and then focuses its attacks on a single target at a time to the exclusion of all others.

Morale The ghost fights until destroyed.

STATISTICS

Str 17, **Dex** 17, **Con** —, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +8; **Grp** +11

Feats Improved Initiative, Toughness, Weapon Focus (warhammer)

Skills Bluff +9, Climb +9, Hide +18, Intimidate +13, Listen +10,

Search +9, Spot +9, Survival +12

Languages Common, Draconic, Infernal

SQ fast movement, illiteracy, incorporeal traits, undead traits

Gear +1 *breastplate*, heavy steel shield, *gloves of Dexterity* +2, +1 *ghost touch warhammer*

SPECIAL ABILITIES

Corrupting Touch (Su) A hit against a living target with its incorporeal touch deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su) Any living creature within 60 feet that views the ghost must succeed on a DC 16 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by it for 24 hours. The save DC is Charisma-based.

Development: Once the PCs have won past the *ghost portal*, they are on their own. The Harbor Guard does not accompany them deeper into the ship.

Treasure: The owner of the axe lying on the floor is dead, and the PCs can claim it if they wish. The weapon is a +2 *adamantine battleaxe*.

Rewards: If the PCs defeat the ghost, reward each tier thusly:

Tier 7–8:

Give each player 1,248 gp.

Tier 10–11:

Give each player 2,081 gp.

ACT 3: HUNTERS FROM BEYOND (EL 10 OR EL 12)

A strangely shaped cabin stretches forward, but its dimensions are difficult to make out due to its alien features. Odd, man-sized cubicles seem to be stacked into the bulkheads themselves throughout the room, but whether sleeping berths, holding cells, or simply shelving is unclear. Their true purpose is further masked by the growths of ghostlike plant life that hang throughout the room. Like thick tendrils of ivy and great curling leaves, these colorless tangles and shoots mat the walls, twist upon the deck, and dangle in curtains from the overhead, eerily shifting in and out of phase as they protrude through solid surfaces and each other alike. It is as if sections of them are wholly present and other parts are mere ghost reflections of the strange plant life. The result is a wraithlike maze of otherworldly growths and tangles.

This cabin (area 5) once housed the ship's crew and now serves as the new-growth region of the xenophage creeper in area 9. At the far extremities of its growth, the plant is not wholly in the Material Plane, with sections of it incorporeal even though connected to other sections

of the translucent vines that are solid and real. The result is that some of the solid segments seem to hang unsupported in midair or protrude impossibly from a solid surface, while others seem to shift in and out of phase from the rest of the cabin. Movement through this tangle is reduced by 10 ft. (to a minimum of 5 ft.) and all creatures have cover from anything more than 5 feet away. Creatures that are incorporeal or ethereal are not affected in their movement by the plant growths.

Creatures: Waiting in this chamber to spring their trap upon anyone who successfully penetrates the *ghost portal* is a gang of xill. They are currently undetectable, hiding in ethereal form. As soon as the PCs enter and begin exploring areas 4 or 5, the xill planewalk around them to ambush the PCs from flanking positions. The xill attempt to isolate their targets in the thick plant growth and attack in flanking pairs with swords and claws. They attempt to grab with their claws in order to inject their paralytic venom and take the PCs captive. Any PC that is paralyzed or knocked unconscious is grabbed by a xill who then begins to planewalk back to the Ethereal Plane in order to carry them down to area 9 where they are encysted in the xenophage creeper. These xill fight to the death to prevent the PCs from advancing further into the ship unhindered.

Tier 7–8 (EL 10)

XILL (4)

hp 32 (MM 259)

CR 6

Tier 10–11 (EL 12)

As Tier 7–8 but increase the number of xill to 8.

Development: If any PCs are captured, they are stripped of their gear and found within the xenophage creeper's taproot in area 9. See Act 5 for further details.

Treasure: The xill carry assorted coinage from varied worlds that they have purloined from their slaves. The value of these coins is given below.

Rewards: If the PCs recover the treasures carried by the xill, reward each tier thusly:

Tier 7–8:

Give each player 50 gp.

Tier 10–11:

Give each player 583 gp.

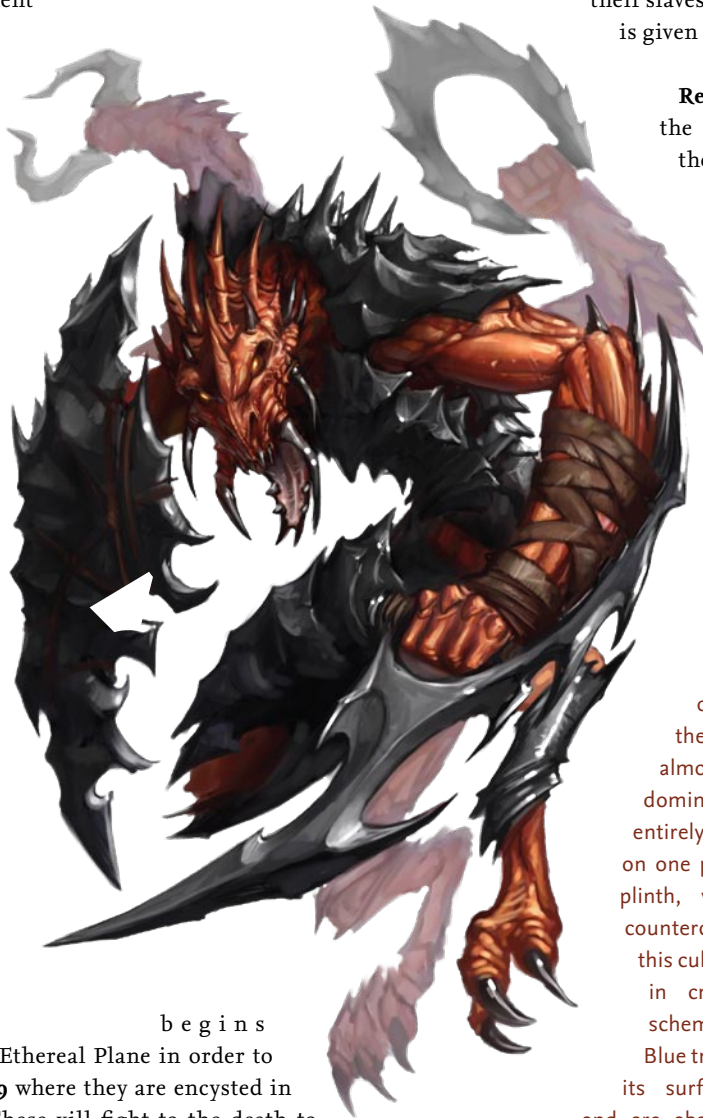
ACT 4: RIDDLE OF THE

NAVIGATOR (EL VARIES)

This feels like the heart of the strange ship, and the pulse of its energy is almost palpable. The cabin is dominated by a cube composed entirely of brass that balances on one point atop a 3-foot crystal plinth, where it rotates slowly counterclockwise. Every inch of this cubiform monolith is covered in cramped script, symbols, schematic designs, and glyphs. Blue tracers of power flash across its surface every few seconds and are absorbed into these etched

characters.

The strange artifact in area 7 is the ship's helm that would respond to the telepathic commands of the ship's helmsman to control multiple aspects of the vessel and its navigation. It is currently largely quiescent, though the xenophage creeper that suffuses the ship allows the xill some limited contact with its navigational aspects,



permitting them to guide the *ether ship* throughout the planes.

The symbols and sketches on the cubic helm are indecipherable for the most part, having to do with an advanced form of non-uniform spatial mathematics that has been largely lost since the fall of Azlant 10,000 years ago. Nevertheless, a DC 25 Search reveals a single line of script hidden within the jumble that appears to impossibly incorporate writing in Ancient Osiriani hieroglyphs. If translated it is nonsense, consisting of a stream of random, unrelated characters, but actually forms the key to an acrostic code hidden within a tomb deep in the Osirian desert and provides incontrovertible proof that the inhabitants of ancient Osirion did indeed have contact with the *King Xeros* at some point in the distant past.

Trapped within the thick crystal plinth is a night hag held in stasis. Its form is just visible within the crystal on a DC 20 Spot check. Short of bashing through the nigh-indestructible crystal, the only way to reach her is to solve the riddle of the helm. In addition, though the PCs are likely to discover the secret door to area 9, they will be unable to open it by any means magical or mundane (other than its total destruction) except by unraveling the puzzle box as explained below. The helm itself is extremely sturdy, possessing the same characteristics as the ship's crystal hull and cannot be dislodged short of its destruction. Even if its plinth is destroyed, the cube continues to float in place, slowly rotating. If the helm is somehow destroyed, all ship's functions cease (including the sealing of doors or releasing of encysted creatures) and the vessel becomes a true derelict unable to traverse the ether anymore.

The Helm Riddle: The entire helm acts as a giant puzzle box of which various parts can be slid around to create new configurations of the characters on its sides. This is easily ascertained by anyone giving it even a cursory examination. However, the meanings and functions of doing so are less obvious. In fact, there are only two functions that the PCs will be able to successfully perform by manipulating the puzzle box. The first is the release of the trapped creature whose life force is being used to fuel the helm (in this case Skarja the night hag—see **Creatures** below). The second function is to open the secret door to area 9 and allow the PCs to continue their exploration of the ship's interior. Successfully releasing Skarja requires a DC 20 Knowledge (arcana) or a DC 25 Intelligence check. Successfully opening the secret door requires a DC 20 Knowledge (architecture and engineering) or a DC 25 Wisdom check. PCs may not take 10 or 20 on these attempts but can be recipients of aid another attempts. Any time one of these checks is failed, the helm randomly releases either one of the creatures being held in stasis

HELM EFFECT

Roll d8 when a Knowledge or Intelligence check is failed for the resulting encounter.

d8	Result	EL	Source
1	Ethereal marauder	3	MM 105
2	Phase spider	5	MM 207
3	Dream Spectre	9	See below
4	Devourer	11	MM 58
5	Ether cyclone	4	See below
6	Planar whirlpool	5	See below
7	<i>Disintegrate</i> ray	12	See below
8	No result	—	—

within its hull or a trap effect as described on the table below. The released creatures and effects all emerge from a random bulkhead in the surprise round. Creatures attack until destroyed. These results each occur only once, after which that roll is considered a “no result” (for Tier 7–8, treat a result of a dream spectre or devourer as a phase spider or ether cyclone respectively).

Dream Spectre: This creature looks like a humanoid silhouette composed of living shadow with white-hot pinpoints of light for eyes and its lower body trailing away into wispy tendrils of darkness. These creatures roam the Ethereal Plane (and sometimes the Material) seeking dreaming creatures upon which to feed. It is starving so it attacks even creatures that are awake.

DREAM SPECTRE

CR 9

The Tome of Horrors III 60

NE Medium outsider (evil, extraplanar, incorporeal)

Init +7; **Senses** darkvision 60 ft., dreamsense 100 ft.; **Listen** +21, **Spot** +21

DEFENSE

AC 16, touch 16, flat-footed 13

(+3 deflection, +3 Dex)

hp 84 (13d8+26)

Fort +10, **Ref** +11, **Will** +11

Defensive Abilities incorporeal

Weakness daylight powerlessness

OFFENSE

Spd fly 60 ft. (perfect)

Melee incorporeal touch +17 (1d4 plus 1d4 Cha)

Special Attacks Charisma damage, heart-stopping fear, nightmare, sleep

TACTICS

During Combat The dream spectre attempts to put as many foes to sleep as possible in order to feed upon them. Failing that, it uses its heart-stopping fear attack.

Morale The dream spectre is starving and fights to the death.

STATISTICS

Str —, **Dex** 17, **Con** 15, **Int** 16, **Wis** 16, **Cha** 17

Base Atk +13; **Grp** —

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (incorporeal touch)

Skills Bluff +19, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +19, Hide +19, Intimidate +21, Knowledge (arcana) +19, Knowledge (dreams) +19, Knowledge (the planes) +9, Listen +21, Search +13, Sense Motive +19, Spot +21, Survival +19 (+21 on the planes, +21 following tracks), Use Rope +3 (+5 with bindings)

Languages Common, Dreamspeak

SQ incorporeal traits, outsider traits

SPECIAL ABILITIES

Charisma Damage (Su) Any creature hit by a dream spectre's incorporeal touch attack takes 1d4 points of Charisma damage. At Charisma 0, the victim falls into a nightmare-filled coma until at least 1 point of Charisma is restored.

Heart-Stopping Fear (Su) By revealing its true form to a living creature (only one designated creature can be affected at a time), a dream spectre instills heart-stopping fear in its foe. If able to see the dream spectre, the creature must succeed on a DC 19 Will save or suffer a heart attack and be reduced to 0 hit points. On the next round the creature drops to -1 hit point and is dying. Whether or not the save is successful, that creature is immune to the heart-stopping fear attack of that dream spectre for one day. This ability functions only against creatures that are awake. The save DC is Charisma-based.

Nightmare (Sp) As a full-round action, a dream spectre can touch a sleeping creature and warp its dreams into violent, chaotic nightmares. An affected creature must succeed on a DC 19 Will save or be affected by a *nightmare* spell. The save DC is Charisma-based.

Sleep (Su) As a full-round action, a dream spectre can induce sleep in a single creature it touches with its incorporeal touch attack. An affected creature must succeed on a DC 19 Will save or fall asleep for one minute. It can be awoken by a *break enchantment* spell. Elves are immune to this effect. The save DC is Charisma-based.

Daylight Powerlessness (Ex) Dream spectres are utterly powerless in direct natural sunlight (not merely a *daylight* spell) and flee from it. A dream spectre caught in sunlight cannot attack and can take only a single action in a round.

Dreamsense (Su) A dream spectre can automatically pinpoint the presence of dreams within 100 feet. This ability only works against sleeping creatures.

Ether Cyclone: This howling wind suddenly fills the entire cabin and persists for 1 round, dealing 5d10 points of sonic damage (DC 20 Fort save for half) to everyone in the room. It does not damage the helm.

Planar Whirlpool: This 10-foot diameter vortex of swirling gray mist springs from the bulkhead at a random location within the cabin. Anyone in the whirlpool must make a DC 18 Strength check or be drawn into the center of the vortex in 1 round. Anyone attempting to pull an

affected PC free must likewise make a Strength check. If it is failed, he must either release the trapped PC or be drawn into the whirlpool himself. Anyone reaching the center of the whirlpool is instantly transported to the surface of the water directly beneath the *King Xeros*, effectively flushing that PC from the ship.

Disintegrate Ray: This ray fires at a single random PC (+6 ranged touch) and deals 24d6 points of damage (caster level 12th) on a successful hit unless a DC 20 Fortitude save is made. On a successful save, the ray deals 5d6 points of damage.

Creatures: If successfully freed from the plinth, the night hag Skarja is weak and not immediately hostile. If attacked she is able to defend herself but uses *ethereality* to flee if reduced to 30 hit points. If the PCs successfully change her attitude from indifferent to friendly, she provides information as described in **Development** below.

SKARJA, NIGHT HAG
hp 68 (MM 193)

CR 9

Development: If Skarja is made friendly, she relates that she has been trapped in suspended animation within the crystal hull of the ship for untold years. She explains that many creatures are so held and that the ship uses them as fuel sources. She was recently moved by the ship into the plinth and was slowly being leached of her life force. She knows that it is the hated xill who now control the ship through a rare plant found on the Ethereal Plane that has some natural empathic abilities, which allow the xill to tap into the helm. She felt its presence while serving as the ship's fuel source. If anyone asks the night hag for further details about how the ship operates, she has some inkling as to its function and can point out the correct section of the schematic on the helm cube that explain the rudiments of its plane-traveling function.

Treasure: If she is freed, Skarja rewards the PCs from her own stash of gems from the Elemental Plane of Earth that she keeps in her pouch. If she is slain, the gems can be recovered from her as well. Their value is given under the **Rewards** section below.

Mission Notes: If a PC of the Osirion faction takes a rubbing or otherwise copies the Ancient Osiriani hieroglyphs on the helm, he qualifies for a Prestige Award. In addition, if the appropriate section of schematics from the helm is copied that explains its propulsion device, PCs of the Qadira faction gain a Prestige Award.

Rewards: If the PCs obtain Skarja's elemental gemstones, reward each tier thusly:

Tier 7–8:

Give each player 288 gp.

Tier 10–11:

Give each player 1,467 gp.

ACT 5: THE ETHER FLY TRAP (EL 11 OR EL 13)

The narrow stairwell opens out into the ship's main cargo hold, a massive split-level affair with the upper portion ten feet above accessed by a wide stair. The entire area looks like a giant botanical garden. A massive plant, milky-white and translucent, grows atop the upper hold area and curls about the entire chamber with a forest of fronds, tendrils, and clinging vines. The shapes of multi-armed humanoids can be seen moving about its thick growth of vines and tendrils that appear to grow into the very bulkheads. A number of strangely shaped flowers of deep violet bloom among this tangle, and at the top of the hold stairs, a great gnarled root crown stands like the trunk of a hoary old tree, a crease in its side opened wide like a dragon's maw. Behind it stretches a winding taproot that disappears toward the bow of the ship, as large around as a wagon. Clearly discernable within this taproot are the huddled forms of unmoving humanoids.

Growing throughout the hold (area 9) is a gargantuan plant unique to the Ethereal Plane called a xenophage creeper. This botanical monstrosity is semi-sentient and has been cultivated by the xill for years. Its semi-corporeal tendrils and roots permeate the ship and allow them some control over the helm and the ship's navigation. The roots and tendrils within the hold itself are all corporeal and create light undergrowth throughout the room (movement costs two squares and increases Tumble and Move Silently DCs by 2) that provides concealment to all within. The root crown is a maw that is able to swallow creatures of size Large or smaller if successfully grappled and pulled within (see below). The taproot holds captives that have been paralyzed by the xill. It slowly digests them one at a time so that while one is being consumed the rest can be safely held in storage and kept alive for several weeks. It is in this way that the xill transport the slaves they capture back to their home world. There are currently 11 humans being held within the taproot taken in a recent raid by the xill on an isolated island off the coast of Garund.

Creatures: Hiding within the foliage and largely unimpeded by it due to their planewalk ability are

three xill. They move to attack the PCs from all sides. Leading this band of slavers is the plant's keeper, a xill cleric, that sits atop the root crown where it has cover and is able as a standard action to manipulate the plant and attack with two of its tendrils anywhere within the cargo hold (+15 slam for 2d6+6 points of damage). On a successful hit, the tendril can start a grapple as a free action without provoking an attack of opportunity (+20 grapple check). If it establishes a hold, the victim is dragged to the root-crown maw in the next round. There the xill plant keeper is able to bite and paralyze the pinned PC just as if the xill were grappling himself. Once it has paralyzed a victim, the root crown is able to swallow the individual in the next round. Attacking the plant deals no damage as it is so large, but slaying the xill plant keeper or removing him from his perch causes the plant's attacks to cease. The xill fight to the death, knowing that victory is their only escape. Once the xill have been dealt with, it is a simple matter of cutting open the taproot to free the imprisoned captives who will recover from their paralysis one round after being freed. Cutting open the taproot in this way kills the xenophage creeper (see **Conclusion**) below.

Tier 7–8 (EL 11)

XILL (3)

CR 6

hp 32 (MM 259)

XILL PLANT KEEPER

CR 10

Male xill cleric 4

LE Medium outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +11, Spot +11

DEFENSE

AC 26, touch 10, flat-footed 26

(+9 armor, +7 natural)

hp 32 (5d8+10 plus 4d8+8)

Fort +10, **Ref** +8, **Will** +11

Defensive Abilities *freedom of movement* 4 rounds/day; **SR** 25

OFFENSE

Spd 30 ft.

Melee 2 mwk short swords +9 (1d6+2/19–20) and

2 claws +8 (1d4+1)

Ranged 2 longbows +7 (1d8/x3)

Special Attacks feat of strength (+4 bonus) 1/day, implant, improved grab, paralysis, rebuke undead 3/day (+0, 2d6+4, 4th), spontaneous casting (*inflict*)

Spells Prepared (CL 4th)

2nd—*bull's strength*^D, *hold person*, *resist energy*, *silence*

1st—*cause fear* (DC 14), *doom* (DC 14), *entropic shield*,

longstrider^D, *protection from good*

0—*create water* (2), *cure minor wounds*, *detect magic*, *purify food*

and drink

D Domain spell. **Domains:** Strength, Travel

STATISTICS

Str 15, **Dex** 16, **Con** 15, **Int** 12, **Wis** 16, **Cha** 11

Base Atk +8; **Grp** +10

Feats Improved Initiative, Multiattack⁸, Multiweapon Fighting

Skills Balance +13, Climb +4, Concentration +6, Diplomacy +6, Escape Artist +5, Intimidate +8, Jump –2, Knowledge (the planes) +5, Listen +11, Move Silently +5, Sense Motive +11, Spot +11, Tumble +11, Use Rope +3 (+5 with bindings)

Languages Common, Infernal

SQ outsider traits, planewalk

Gear +3 *splint mail*, 2 masterwork short swords, 2 longbows, 20 arrows

Tier 10–11 (EL 13)

As Tier 7–8, but increase the number of xill assisting the plant keeper to 8.

Development: If the captives are rescued, even a cursory examination reveals that three of them have been implanted with eggs by the xill. As described in the MM, these can be removed with a successful DC 25 Heal check or a *remove disease* spell, though this should probably be done after the PCs and former prisoners have left the ship (see **Conclusion** below). The egg in one of the prisoners, if removed is discovered to not be a xill egg after all. Instead it is a small egg-shaped object constructed of some unidentifiable black stone. How it came to be in the victim is a mystery.

Treasure: Searching among the foliage of the creeper uncovers the xill treasures in the form of supplies, gems, and exotic materials picked up during their jaunts across the planes. Their value is included under the **Rewards** section below.

Mission Notes: If the black egg is removed from the prisoner and obtained by a member of the Cheliox faction, that is sufficient to gain that faction's Prestige Award.

Rewards: If PCs defeat the xill and recover their treasures and possessions, reward each tier thusly:

Tier 7–8:

Give each player 966 gp.

Tier 10–11:

Give each player 1,588 gp.

CONCLUSION

If the xenophage creeper is destroyed, its controlling connection with the ship's helm is lost. Immediately the helm goes into automated mode and draws another creature from the stasis hold to use as a fuel source in

the plinth. This triggers the ship to follow its pre-programmed directives and head back to the Ethereal Plane. The first clue that this is happening is that a tremor runs through the ship followed by a sudden surge of power as a new life-force battery is accessed by the helm. The bulkheads and decks begin to shimmer and shift out of phase slightly as the *phase spike* warms up and prepares to activate. The Harbor Guardsmen on the main deck see the mystical energies playing about the massive *phase spike* and immediately abandon ship. The PCs and any rescued captives have one minute to leave the ship before it and everything on it is carried back to a random location in the Deep Ethereal, where it is unlikely to be seen again. If any PC is carried back with the ship, it should be considered a condition gained that requires 6,800 gp to have cleared by both tracking him down and recovering him. In any case, the ship quickly slips away again and is once more lost among the mists of gray to continue its mysterious mission.

FACTION MISSIONS

Andoran Faction: PCs from the Andoran faction who actively work to save the Harbor Guards under attack in Act 1 earn 1 Prestige Award.

Cheliox Faction: PCs from the Cheliox faction who recover the black egg in the xenophage creeper (see Act 5) earn 1 Prestige Award.

Osirion Faction: PCs from the Osirion faction who obtain a rubbing of the line of Ancient Osiriani script from the helm in area 7 earn 1 Prestige Award.

Qadira Faction: PCs from the Qadira faction who obtain an explanation of the workings of the ship's *ether spike* from Skarja in Act 4 earn 1 Prestige Award.

Taldor Faction: PCs from the Taldor faction who recover a partially intact fire projector from the main deck for further study by Taldan weapons experts earn 1 Prestige Award.

Pathfinder Society Scenario

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Andoran Faction Handout

Fellow Free Citizen,

Goodman Hugen is a champion of our noble cause. And as the First Harbormaster, he brings great advantage to the freedom of trade and ideas that we hold dear. It is his direct intervention with the Grand Council that provides our illustrious order with the opportunity to have first crack at this strange vessel—a gold mine of lore and discovery for the Pathfinder Chronicles. However, there are those among the powers of the city that would see him fail for his support of glorious Andoran. Specifically, Lady Darchana of the Grand Council would like nothing better than to see our involvement at Hugen's behest be an utter and tragic failure.

I urge you to take utmost care in your investigation of the mystery ship. It is incumbent upon us to ensure that no harm comes to the city or its people and that any threat the ship represents be averted. This mission must be a success or the damage to our cause and one of its most powerful patrons could be incalculable.

Capt. Colson Maldris

Beseechingly Yours,

Captain Colson Maldris



Cheliox Faction Handout

Her Majestrix's Most Loyal Servant,

What interesting tidings find me in my boudoir this day.

According to my erstwhile source, the King Xeros' expedition into the Aether was more than a journey of exploration. A small, egg-shaped device of purest black was put aboard the ship before its departure. The vessel's true mission was to carry this device as far as possible from Golarion and the Material Plane.

I know not what true purpose this legendary egg holds, but if it be still on the ship I charge you with its recovery so that our thaumaturges may delve into the secrets of whatever power it possessed that made its escape from Earthfall so important to the Azlanti. Bring the egg to me, and you shall be well rewarded.

Zarta Draldeen

Paracountess Zarta Draldeen

Osirion Faction Handout

Honored Subject of the Ruby Prince,

As I look from my window and see the strange ship in the harbor, I recognize it as one that I have seen before, not with my own eyes but with the memory of our ancestors. In the Tomb of Anubur III beneath the Pyramid of Shadow and Scarabs recovered from the sands of the deserts this last spring was found an inscription of which I have a rubbing in my possession. Among many hieroglyphs of mystery is the image of a vessel with winged castle at the stern and an unmistakable spike upon its bow. There can be no doubt, this ship has crossed the path of Osirion before, sometime before the dynasty of Rekh more than 5,000 years ago.

Any clues to be found within this ship of ancient Osirian contact could do much to increase the understanding of our ancestors. Bring back any such information you find to help us rediscover the paths that lead to Osirion ascendant.

In All Sincerity,



Amenopheus

Amenopheus, The Sapphire Sage


Qadiran Faction Handout

Servant of the Satrap,

Long have our sailors and navigators ruled the trade lanes and markets of the far corners of the world. Yet here in our midst now lies a vessel that knows no boundaries of tide or wind and can seemingly come and go as it wishes.

I beseech you, while you explore this fantastic vessel from beyond, seek the means of its propulsion and navigation and bring a detailed description of such to me upon your return. It may be that our wise men and magi can recreate the means of such travel and place Qadira as the pre-eminent heart of trade for all of Golarion, filling our coffers with the bounty of a thousand thousand ports.

*Kind Regards,
Pasha Muhlia Al-Jakri*



Taldor Faction Handout

Agent of the Glorious Empire,

Oh, for the days of Old Taldor when all stepped their sails for our flag and bowed to our superior seamanship. What a sight the fleets of old were. News of this development in Absalom Harbor brings great hope to me, for our Azlanti forebears were much like us. Their navies ruled the oceans entire! It took the works of the gods themselves to lay that empire low and bring to heel a military power that was undefeated in all arenas. Loyal agent, enter that mystery vessel that is ours by right and plumb the secrets of its defenses. If some example of any unique weaponry on board could be recovered, I will have it spirited to the Imperial Shipyards so that we might once again bring the rule of law and justice to the shipping lanes.



Joyfully yours,

BARON JACQUO
Baron Jacquo Dalsine



SCENARIO 20: KING XEROS OF OLD AZLANT

This Chronicle Certifies That _____

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
_____ Has Completed This Scenario.				

Scenario Chronicle # _____

TIER	7-8	▶	2,885	MAX GOLD
TIER	10-11	▶	6,552	
TIER				

EXPERIENCE

Starting XP
+1 XP
Final XP Total

Prestige Award

Starting PA		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: 8px;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
PA Gained (GM ONLY)		
Final PA Total		

GOLD

Start GP		
<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="width:80%;"></td> <td style="width:20%; text-align: center; font-size: 8px;">GM's Initial</td> </tr> </table>		GM's Initial
	GM's Initial	
GP Gained (GM ONLY)		
+ _____		
Items Sold		
= _____		
Sub Total		
- _____		
Items Bought		
= _____		
Sub Total		
- _____		
Gold Spent		
= _____		
Sub Total		

Items Found During This Scenario

TIER 7-8 +2 *adamantine battleaxe* (Cost: 11,310 gp)
+3 *splint mail* (Cost: 9,350 gp)

TIER 10-11 +1 *ghost touch warhammer* (Cost: 8,312 gp)
Gloves of dexterity +2 (Cost: 4,000 gp)

TIER

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #