

Wreckage to Deliverance



A Pathfinder Skybourne/Spheres Adventure
for 1st level characters

Wreckage to Deliverance

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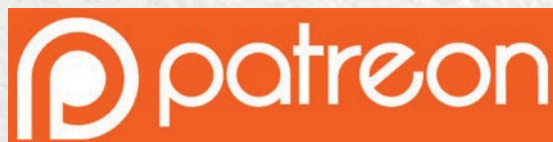
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Introduction

In this module, the PCs begin their adventure by boarding an airship, the Merlin, and seeking their fortune. However, a crash leaves them stranded in the desert, where they must use their skills to save the crew and brave the terrors of the desert to find their way to civilization.

There are two purposes to this adventure

- 1st) Help tables learn about the *Ultimate Spheres of Power* and *Spheres of Might* systems, in addition to other alternative rule systems such as psychological combat, skill challenges, spontaneous alchemy, etc..
- 2nd) To help GMs begin a campaign in the Skybourne campaign setting or homebrew settings that also include harsh desert locations.

It is intended that this adventure be run using *Spheres Bestiary: Desert Encounters*, which contains all of the encounters to be used in this adventure.

Adapting To Higher Level Parties

The adventure was written for a party of 1st level adventurers; However, it may be modified to accommodate a party of a higher level or tier by increasing the skill challenge DCs (using *The Skill Challenge Handbook*), using different encounter tables, and increasing the distance that the Merlin airship crashed away from both Deliverance and Haalthran. For example, a tier 2 party (levels 5-8) could have their crash site still in the Eventide, but just outside the Tradewind region. A tier 3 party (levels 9-12) could have their crash site deep into the Eventide. A tier 4 party (levels 13-16) could begin in the cryptwood north of the Eventide. Attempting to adapt this adventure for a party of tier 5 characters (levels 17-20) is not recommended.

Adventure Background

A month ago, you learned from a reputable source that a city from the old world had been unearthed on the Morago continent, in the great wastes of the Jeo desert.

If you leave now, you could be the first group to enter this city and delve for its riches, but the only airship scheduled to leave heading in that direction from the city of Andrus in the next two months is the Merlin, a falcon-class airship. Getting yourself hired aboard the Merlin should be easy enough, and if you can, not only will you arrive in time to recover the treasure, but that you also will not have to compete with any other companies.

Depending on whether you are beginning the campaign here or enticing players from a previous campaign, it is left up to you if you wish to roleplay players learning of the city or gaining jobs aboard the Merlin. However, it happens, once the players are hired, players should have no more than 1 month of downtime before the Merlin leaves. Players who utilize this short time to research or learn about the areas they may pass over on their way to the ancient ruins will learn that during their voyage, provided everything goes as planned, they will stop to resupply at a small airship trade-port in the Eventide (a small section of the Jeo desert), called Haalthran, before arriving at the delve site.

Merlin Airship at a Glance

The Merlin is not much different than any other falcon-class airship, except for perhaps the colors of which it sports. The dirigible is made of blue-dyed canvas and leather, while the hull of the airship is painted white. These distinguishing features are more cosmetic than practical and do little to make the merchant vessel less noticeable. The airship is manned by a small crew of noble orcs, half-orcs, and humans. The ship's officers on the other hand do not share the same heritage as the rest of the crew.

Captaining the Merlin is an alraun by the name of Marcus Olsen. Captain Olsen is younger than most captains, and is described by others as experienced beyond his years, but equally narcissistic. Besides commanding the vessel, Marcus Olsen spends his off time in numismatics, otherwise known as coin collecting. Olsen is particularly interested in currency from the old Kolean empire, and is more than happy to spend an hour or two discussing each piece of his personal collection.

The second in command aboard the air vessel is chief engineer Tayara, a created. Tayara, has been attached to the Merlin longer than the captain, and knows the airship better than anyone. Tayara looks like a dwarf who had their legs replaced with arms; unfortunately, lost one of hands during a raid made by pirates. Because walking with arms (let alone arms with one missing hand) is less effective than legs, this created prefers to traverse the ship by climbing the bulkhead and then swinging on the overhead to her destination. To make up for her missing hand, Tayara carries around a number of weaponized prosthetics.

Kre-keith is the master at arms of this airship, and also happens to be a tatulani. As a tatulani, he is very well aware of how his appearance may be off-putting to other humanoids, and so spends his time making sure the ship's armory is properly maintained away from everyone else. Meanwhile pairs of crewmen take shifts to patrol the Merlin, reporting anything suspicious to Kre-keith to be dealt with by him personally.

A cecaelia, Orita, is both the medical and navigation officer aboard the Merlin. While maternal when it comes to her crew, she firmly believes in providing the most painful medical treatment available. Orita is also quick to suggest utilizing less pleasant means of information gathering such as torture, although the captain has yet to ever resort to such methods. Being a creature of the sea, Orita has a special bath prepared at all times to keep her body moist and prevent cracking.

Boarding the Merlin

As you approach the quarterdeck of the Merlin, you are challenged by a trio of enlisted crewmembers. The first requesting your name and information pertaining to your business aboard the vessel, while the second logs the information into the logbook. The third watchstander stands by a brass bell, which is obviously used to alert the ship incase of fire or attack.

Assuming the PCs give the three watchstanders no trouble, they are given permission to come aboard, and are directed to a wooden diagram portraying the ship's layout. The watchstanders also inform the adventurers that it is ship policy for the crew to keep their weapons peacebound (weapons must be sheathed), and that passageways must be clear (PCs must stow their backpacks in their quarters, and cannot carry more than a light load). PCs that give the watchstanders trouble will have a starting attitude with the rest of the crew of unfriendly. PCs who so desire may make a chalk rubbing of the map provided they possess chalk and either parchment or paper. The PCs are also told that if they desire they can meet with each of the airship's officers, and can currently be found in each of their workstations. While the PCs are free to wander the ship, the PCs are especially encouraged to meet with the captain, Marcus Olsen.

As the PCs step onto the topside deck of the Merlin, they will notice the ship has two compartments, each located at opposite ends of the airship. Those who examined the wooden diagram, or are familiar with sailing vessels (Profession (sailor) DC 5) know that the compartment at the aft end of the ship is the captain's quarters and armory, while the compartment forward is dedicated to navigation and medical. While both compartments have stairwells leading down to the main level, only those who are on watch or have business with the captain use aft stairwell. Crew members who desire to avoid passing by the officer's compartment utilize the hatch located just outside the forward compartment.

Airship Merlin - Main Level Introductions

Captain's Quarters - Marcus Olsen

As you enter the captain's quarters, you are greeted by a boy, who by human standards should be no older than 15. The youth has crimson hair, a sure-sign of the alraun, and is dressed in garb befitting a captain (although his captain's coat and tricorne hat) was obviously sized for an adult). If asked about the coat and hat, he will explain that they belonged to his father before him.

Armory - Kre-Keith

The door to the armory has a barred window revealing that the back walls of the room contain two large weapon racks each holding 15 weapons of a particular type (light crossbows and spears). Guarding the room is a tatulani, whose carapace is patterned brown and tan. If asked about the weapons, he will assure the PCs that should conflict arise, not only is the crew experienced and able to hold their own, but that weapons will be freely lent out as necessary.

Medical & Navigation - Orita

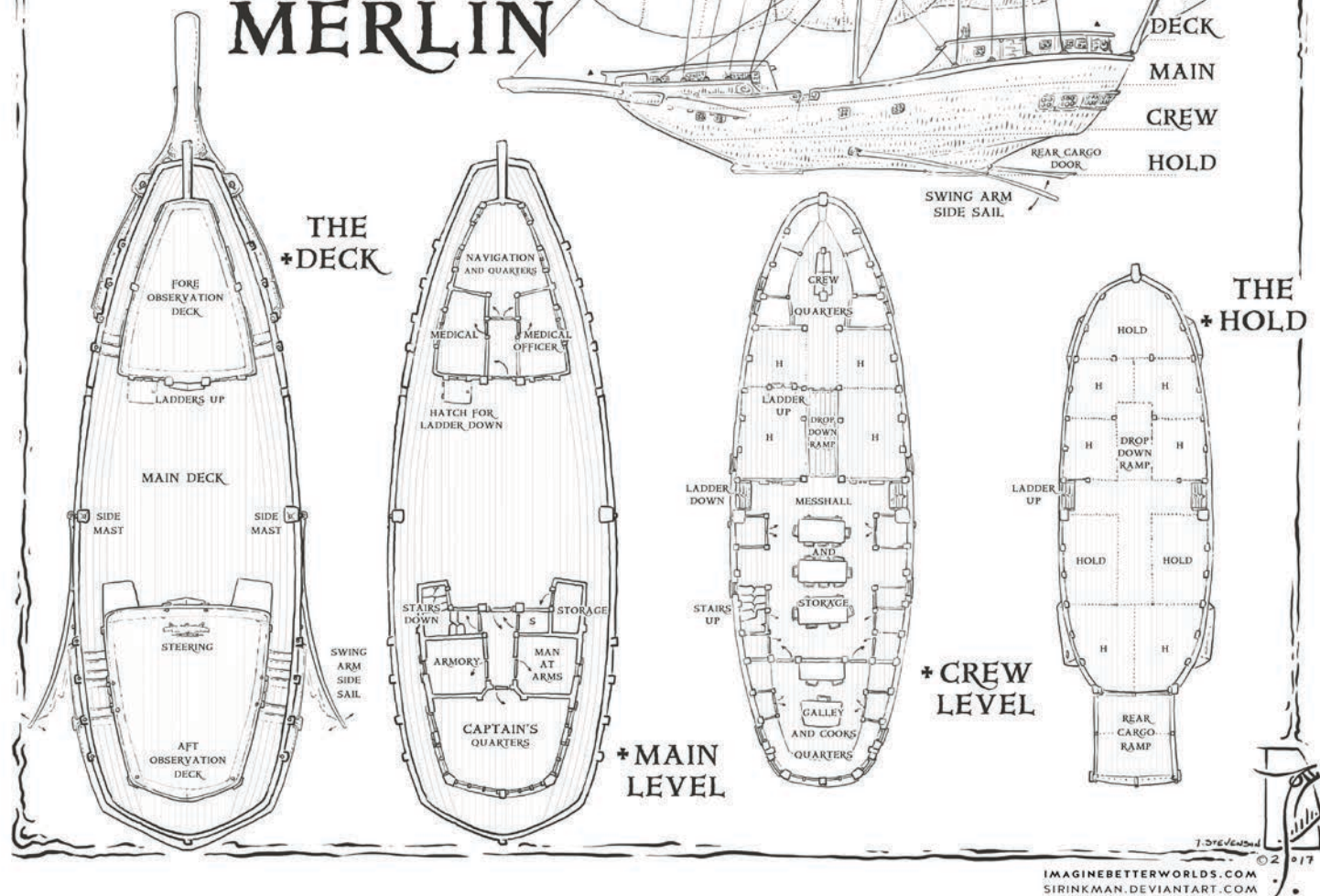
Once you enter the forward compartment, you find that the doors to three inner compartments are latched open for ease of movement (and for good reason). The medical officer, who also doubles as the navigation officer, is a female cecaelia who spends most of her time basking in a porcelain tub. If asked for medical care, she will happily oblige (but she will more often than not use methods that may be classified less as treatment, and more as torture).

Duty Station Awards Aboard the Merlin

Location	Duty Station Rewards
Armory	Player acquires a weapon or armor whose gp worth is equal to or less than the check result; multiple successes stack (allowing the PC to gain more valuable equipment), but reset between encounters while keeping whatever equipment they acquired.
Berthing	Player acquires an alchemical item whose gp worth is equal to the check result; multiple successes stack, but reset between encounters.
Cargo Hold	Player gains a +1 competence bonus to all rolls made to repair the Merlin (including the Damage Control skill challenge); multiple successes stack.
Crows Nest	Player gains an additional round to react to encounters aboard the Merlin; multiple successes stack, but reset between encounters. Players in the crows nest may warn or signal other players allowing them to act in the extra rounds (although from their current location).
Galley	Morale among the crew is boosted, increasing their loyalty score by +1 (see <i>Player's Guide to Skybourne</i> , pg 85); multiple successes stack.
Medical Bay	Player gains a +1 bonus to all rolls made to heal the crew (including the Triage the Crew skill challenge); multiple successes stack.
Mess Decks	Player gains a +1 bonus to all Profession (sailor) checks made while aboard the Merlin; multiple successes stack.
Navigation	Player gains a +1 bonus to all skill checks made to navigate the Eventide desert (including driving the sand skiff); multiple successes stack.
Topside	Player gains a +1 bonus to all rolls made interacting with officers (including the Rescue Captain Olsen skill challenge); multiple successes stack.



AIRSHIP MERLIN



Should the PCs continue to explore the airship, they will likely find themselves on the crew level of the ship.

You are now at what is commonly referred to as the crew level of the ship, and more presently the mess hall. It is here that the crew receive their daily meals and are gathered for daily briefings. The bulkhead is adorned with notice boards intended to be used to remind the crew of general orders, specific rules, and regulations. To the aft of the ship you can smell the galley, where food is prepared. Should you move forward (toward the bow of the ship), you will find the crew quarters. On this level there are two ladderwells (port and starboard), both leading downward to the hold.

PCs who go out of their way to read the notice boards will gain a +1 bonus to any Profession (sailor) check made while aboard the Merlin, and learn the following information:

- Bells are usually rung to alert the crew to time of day and shift change.
- Whistles are usually blown to alert the crew to announcements.
- Traversing the ship with a backpack or seabag is unauthorized while underway.
- Use of a lifeline is required for those working aboard the dirigible or over the side.
- Weapons must be peacebound (sheathed) while traversing the ship. Weapons too large to sheath must be kept in the armory.

Investigating the airship's hold will introduce the party to the fourth and final officer aboard the Merlin.

The hold is where the ship's supplies are stored (including trade goods). Currently a large portion of the crew is securing the storage for flight. Leading the operation is a created, best described as a female dwarf with arms instead of legs (with a prosthetic attached where one of her feet would be). She acknowledges you, but appears too busy to converse with you at the moment, as she climbs some rigging making sure the knots are secure.

After a couple of hours, or after the PCs have finished touring the airship, a whistle is blown and the crew start heading topside to man the rails and sails while the master at arms sweeps the ship for stowaways or contraband. When the tatulani finishes his search he reports back to the captain, then the airship undocks and takes flight to the sky leaving Andrus behind.

Downtime and Duty Stations

The Captain does not keep an idle crew; However, during the next two weeks, the players will manage to have two days of downtime to do with as they please, making one check per week. In addition to their downtime activities, each player must decide where they worked each week. Have each player attempt a relevant skill check for their chosen duty station vs. a DC 15; successes grant additional rewards listed below. Keep a record of each player location and their successes.

Winged Terrors - CR 2 (4-6 very young Dimorphodons (CR 1/3 ea))

After two weeks of smooth sailing, the airship will be attacked. Ask each player to attempt a Perception check, if relevant let the party know that unless the character is either Topside or in the Crow's Nest that the check is sound-based.

PC Location -- Armory, Berthing, Cargo Hold, Galley, Medical Bay, or Mess Decks:

Skill Check	DC	What is Noticed
Perception	DC 05	A single high pitched note is blown for 3 seconds, before changing pitch at the last note. The whistle is immediately followed by a call or command of some sort was shouted from near the Crows Nest above.
Perception	DC 15	"General Quarters! General Quarters!"
Profession (Sailor)	DC 10	General Quarters is a command usually signifying that the airship is under attack.
Profession (Sailor)	DC 15	The whistle is used to bring attention to all crew aboard, and usually followed by an announcement of some sort.

PC Location -- Crows Nest or Topside:

Skill Check	DC	What is Noticed
Perception	DC 05	What appears to be a flock of birds is flying fast toward the airship.
Perception	DC 20	The flock of flying beasts are likely to be upon the ship within 1 round.
Knowledge (nature)	DC 11	This is a flock of dimorphodons, flying dinosaurs with sharp teeth.
Perception	DC 16	(Scout sphere only): Same info as Knowledge (nature).

Players at this time should be given 1 round to respond to whatever knowledge gleaned from the skill checks.

The enlisted crew immediately jump into action, running to their posts aboard the ship, ensuring that all hatches to the exterior are shut and secure before mustering up outside the armory to receive their weapons. PCs that were hired as muscle (or who wish to engage in the encounter) are directed topside and are told to use the life-lines if they intend to fight near the sides of the ship.

Should you desire, the Merlin is outfitted with a Huge-sized net launcher at each of the 7 lookout locations (most are atop the dirigible). While they deal no damage, they can be used to entangle flying creatures, causing them to harmlessly fall or be dragged onto the deck.

If 2 or less PCs decide to face the encounter, they are also joined by the Captain, who will help even out the encounter in the PCs' favor. If a PC is knocked unconscious or dying, crew members will immediately move in defensively to drag the PC out. Should more than half of the party be incapacitated, the rest of the enlisted crew will step in to aid the party.

Dimorphodon Tactics:

The dimorphodons will split up attacking the PCs in groups of two. Dimorphodons will land flanking players who are using melee weapons, and will utilize flyby attacks against players using spells or ranged weapons. Flying dimorphodons will remain within the first range increment of any spell or ranged weapon of their target.

Aftermath

As the encounter draws to a close, the Captain congratulates the PCs and the enlisted for a job well done (regardless of how effective they actually were), but then follows such compliments with orders for the wounded to head to medical to receive treatment from Orita, the medical officer aboard the Merlin.

PCs who are not unconscious or dying, and accept medical treatment from Orita, are treated with medical training, a class feature of the scholar class (see stat-block for details). Meanwhile PCs who are unconscious or dying are immediately treated with a single salve each (healing 1d8+7 hit points). PCs who are still injured after either treatment are ordered bedrest until they have recovered. PCs are then given writs that label them as 'Light Limited Duty' which while allowing them some special privileges aboard the ship, also hinder them from activities that the medical officer deems strenuous (which include crafting, etc.). PCs who are caught disobeying this order are locked up in a special cell built especially for quarantine and is labeled 'Sick in Quarters'.

Storm in the Night

The players have another two weeks of down time to do with as they please (utilizing the same table in the player's guide and rewards table listed previously. Just as before, make sure to keep a record of the location of each player. After each of the player's have dealt with their down time actions, read the following:

The next couple of weeks were smooth sailing as the crew recovered from the dimorphodon encounter and made repairs to the ship; with the last bit of green fading just beyond the horizon, all that could now be seen was the ominous black sands of the desert wastes below. Within moments the last rays of light disappeared over the forest canopy to the west.

Ask each player to attempt a Perception check, if relevant let the party know that unless the character is either Topside or in the Crow's Nest that the check is sound-based.

PC Location -- Armory, Berthing, Cargo Hold, Galley, Medical Bay, or Mess Decks:

<i>Skill Check</i>	<i>DC</i>	<i>What is Noticed</i>
Perception	DC 05	A call or command of some sort was shouted from near the Crows Nest above.
Perception	DC 15	"Cloud Amass for Goo-Soup from the Frost Father!"
Profession (Sailor)	DC 10	The PC can see massive cumulonimbus (or thunder clouds) forming almost instantaneously and poor visibility ahead.
Knowledge (Religion)	DC 10	The Frost Father is the True Neutral Primordial of Weather.

PC Location -- Crows Nest or Topside:

<i>Skill Check</i>	<i>DC</i>	<i>What is Noticed</i>
Perception	DC 05	A dark cloud with a flat mass hangs low, often seen during thunderstorms.
Perception	DC 20	The thundercloud is fast approaching and will arrive upon the ship within 1 round.
Survival	DC 15	This cloud will likely create a dry thunderstorm, with qualities of storm severity 4+.
Knowledge (geography)	DC 15	Storms like these are not uncommon in the Eventide desert region of Jeo.
Knowledge (arcana)	DC 17	This is a powerful magical storm, and is very difficult (if not impossible) to manipulate with weather magic.

Players at this time should be given 1 round to respond to whatever knowledge gleaned from the skill checks. Players who express a desire to use this round in an attempt to lessen the severity of the storm with the Weather sphere should be discouraged from doing so and should be encouraged to spend their actions doing something else. This is because a DC 25 magic skill check is required to control this magical storm.

If by some miracle a character manages to succeed the magic skill check and lessen the severity of the storm, the airship is still forced to land but the player may choose one of the three skill challenges to automatically pass (see Awakening from the Wreckage below).

- If the player chooses to pass Damage Control, the airship is still damaged beyond flight capability, but any fires if any are already out when the PCs awaken.
- If the player chooses to Rescue Captain Olsen, the PCs awaken to having Kre-Keith dragging out Captain Olsen instead of a random crewmember, and immediately begins treating the Captain's wounds instead of going back into the airship.
- If the player chooses to pass Triage the Crew, the PCs awaken to the crew working to put out the fires, granting a +2 circumstance bonus on any checks made during the skill challenge.

Suddenly, the air becomes charged with panic and fear as storm clouds seem to form around the vessel in a vortex. Lightning strikes, and immediately the blue leather dirigible catches fire, erupting in an explosion sending the airship spiralling down into the black sand dunes below. The last thing you remember before everything goes black is hearing the Merlin's captain shout "We Dine with Cris Antham, Brace for Shock!"

Awakening from the Wreckage - CR4

You may not know how long you have been out, but the airship is in ruins around you. It appears you and your other party members have been pulled out and dragged away from the burning wreckage. Laid out near the party are Orita, Tayara, and the vast majority of the enlisted crew, all of which are disabled if not dying. Gasps, chokes and screams both unbindered and muffled can be heard coming from the wreckage or from crew members.

Kre-Keith, the tatulani master of arms, drags out another crewmember who is screaming about leaving his arm inside the wreckage. The tatulani sets the crewmember down next to the party before heading back toward the wreckage calling out for Captain Olsen, while the dismembered crewman continues to bleed out.

At this time, the party is to be presented with three different skill challenges, each resolved concurrently. The party must decide either individually or as a group how to resolve each of them before the time limit is met. Make sure that the party knows the Primary Skills and Difficulty (but not DC's) of each Skill Challenge, and that every round that players fail to complete the skill challenges, complications may arise. The three skill challenges are as follows:

- Damage Control - Put out the fires onboard the ship, thus saving the ship's supplies
- Rescue Captain Olsen - He is missing, find him
- Triage the Crew - Provide medical treatment to the Ship's Crew

AIRSHIP OF THE MERLIN



Running a Skill Challenge

Like combat, skill challenges are cyclical; every character acts in turn in a regular cycle. The amount of time that each cycle of actions takes is determined by the frequency of the skill challenge (if the frequency is listed as standard, each cycle of actions takes 1 round). All characters may take no more than 2 actions each cycle. Skill challenges follow this sequence:

1. When the skill challenge begins, all characters roll initiative.
2. If the skill challenge has the 'surprise start' special quality, a surprise cycle occurs. Determine which characters are aware of the skill challenge. These characters can act during the surprise cycle. If all the characters are aware of the skill challenge, proceed with normal rounds.
3. After the surprise cycle (if any), all characters are ready to begin with the first cycle of the skill challenge.
4. Characters act in initiative order (highest to lowest).
5. When everyone has had a turn, the next cycle begins with the character with the highest initiative, and steps 4 and 5 repeat until the skill challenge ends (either because the characters succeeded or failed).

Other Terms

Time Pressure: The number of rounds the PCs have to complete a skill challenge, or else they automatically fail that specific skill challenge.

Threshold Cycle: At the end of specific rounds or cycles, an event happens that usually makes the skill challenge more difficult.

DAMAGE CONTROL CR1

XP 400

Goal The PCs must put out the various fires, or lose access to valuable supplies.

SKILLS

Primary Skills Craft (any) (average, DC 16), Knowledge (engineering) (easy, DC 11), Survival (easy, DC 11); *see Threshold cycles 2 and 4 below.*

Secondary Skills Challenging, DC 18 (includes caster level checks); *see Threshold cycles 2 and 4 below.*

Frequency 1 Round

Time Pressure 10 Cycles

COMPLETION

Successes 2

Backlash If a PC fails this skill challenge check by 5 or more, roll on skill challenge backlash effects.

Benefit If the PCs succeed at only one skill challenge check, the party is only able to salvage goods from two locations of their choice; otherwise if they successfully complete this skill challenge before the time pressure concludes, the party managed to salvage supplies from all relevant locations; *see Table: Salvage from the Wreck*

SQ Characters with the Weather sphere may attempt caster level checks (1d20 + MSB + CAM vs. Secondary Skill DC) to aid all other PCs in this skill challenge, granting their aid another bonus (normally +2) to their skill challenge checks (but only so

long as they concentrate on the ability). Characters with the Create Water or Move Fire talents from the Nature sphere gain a +4 bonus to their caster level check. Characters with the Extinguish talent from the Dark sphere gain a +8 bonus to their caster level check. Other appropriate sphere abilities may be used, but receive no special bonuses. However improbable, characters with the *quench ritual*, or similar effect gain a +10 bonus to their caster level check.

Failure The PCs fail to salvage supplies and must make their journey without additional support.

RESCUE CAPTAIN OLSEN CR1

XP 400

Goal The PCs must locate and rescue Captain Olsen from the burning wreckage.

SKILLS

Primary Skills Acrobatics (average, DC 16), Knowledge (engineering) (average, DC 16), Perception (easy, DC 11), Profession (sailor) (easy, DC 11); *see Threshold cycles 2 and 4 below.*

Secondary Skills Challenging, DC 18 (includes caster level checks); *see Threshold cycles 2 and 4 below.*

Frequency 1 Round

Time Pressure 10 Cycles

COMPLETION

Successes 2

Backlash If a PC fails this skill challenge check by 5 or more, roll on skill challenge backlash effects.

Benefit If the PCs complete this skill challenge before the other two skill challenges conclude, the captain will aid the party in completing the others. Mechanically, this grants a +2 bonus to skill challenge checks regarding one skill challenge of the party's choice each cycle. This bonus stacks with the benefit granted by 'Triage the Crew'.

SQ Characters with the Divination sphere and an appropriate (divine) talent or Alternate Divination such as Dowsing (divine) or Divine Time may attempt a caster level check (1d20 + MSB + CAM vs. Secondary Skill DC) with a +4 bonus. Characters with the Scout sphere, and an appropriate talent such as Track The Scene gain a +4 bonus to any Perception or Survival checks made as part of this skill challenge. Other appropriate sphere abilities may be used, but receive no special bonuses.

TRIAGE THE CREW CR1

XP 400

Goal The PCs must rescue the dying crew from the airship's burning wreckage.

SKILLS

Primary Skills Craft (alchemy) (average, DC 16), Heal (average, DC 16); *see Threshold cycles 2 and 4 below.*

Secondary Skills Challenging, DC 18 (includes caster level checks); *see Threshold cycles 2 and 4 below.*

Frequency 1 Round

Time Pressure 10 Cycles

COMPLETION

Successes 2

Backlash If a PC fails this skill challenge check by 5 or more, roll on skill challenge backlash effects.

Benefit If the PCs complete this skill challenge before the other two skill challenges conclude, the crew will aid the party in completing the others. Mechanically, this grants a +2 bonus to all other skill challenge checks made each cycle. This bonus stacks with the benefit granted by 'Rescue Captain Olsen'.

SQ Characters with the Alchemy sphere and the Salve (formulae) talent may utilize the alchemical creation to grant a +4 bonus to their Craft (alchemy) check. Characters with the Mass Healing talent from the Life sphere grant a +2 bonus to their caster level check (1d20 + MSB + CAM vs. Secondary Skill DC), or a +4 bonus if they possess both Mass Healing and Resuscitate. Players with channel positive energy (and similar abilities) grant a +2 bonus to any caster level or Heal checks they attempt. Other appropriate sphere abilities may be used, but receive no special bonuses.

Failure The PCs failed to rescue the crew as a whole, and a new crew will need to be hired to supplement those individuals that were saved. Without a full crew, making their journey back to Andrus after making repairs will be difficult if not impossible.

Skill Challenge Backlash Effects

Damage Control

- 1 Increase required number of successes by 1
- 2 PC must attempt DC 10+ Cycle # Fort save vs. sickened for 1 minute.
- 3 Reduce Time Pressure on all 3 Skill changes by 1 Cycle.
- 4 PC gets burned taking 1d4 fire damage

Rescue Captain Olsen

- 1 Increase required number of successes by 1
- 2 Debris injure PC, dealing 1d4 bludgeoning damage
- 3 Debris injure PC, dealing 1d4 piercing damage
- 4 Debris injure PC, dealing 1d4 slashing damage

Triage the Crew

- 1 Increase required number of successes by 1
- 2 PC must attempt a DC 10+ Cycle # Will save vs. shaken for 1 minute.
- 3 PC must attempt a DC 10+ Cycle # Fort save vs. disease (Filth Fever)
- 4 Increase required crew recovery time by +1 week.

Thresholds

Cycle	Threshold
1 Cycle	At the end of the first cycle, noxious smoke billows out of the flames. Characters who are participating in any of the three skill challenges must succeed at a DC 11 Fortitude save or become sickened for 1 minute.
2 Cycles	At the end of the second cycle, the weather worsens and/or the fire increases in size. As a result, the primary and secondary skill DC's of all skill challenges increase by one step; <i>see Table: Skill Check Difficulty below.</i>
3 Cycles	At the end of the third cycle, the smoke has become excessively thick, imposing a -2 penalty to checks made concerning the 'Rescue Captain Olsen' skill challenge.
4 Cycles	At the end of the fourth cycle, the weather and size of the fires have grown in severity once again. The primary and secondary skill DC's of all challenges increase by a second step; <i>see Table: Skill Check Difficulty below.</i>
5 Cycles	At the end of the fifth cycle, the strain of the skill challenge is beginning to take its toll. PCs participating in any of the three skill challenges must succeed at a DC 11 Fortitude save or become fatigued. PCs who are already fatigued instead become exhausted. PCs who are already exhausted instead fall unconscious until they have recovered from the exhausted condition.
6 Cycles	At the end of the sixth cycle, the stress is even more apparent. PCs participating in any of the three skill challenges must succeed at a DC 16 Fortitude save or become fatigued. PCs who are already fatigued instead become exhausted. PCs who are already exhausted instead fall unconscious until they have recovered from the exhausted condition.

Table: Skill Check Difficulty

Difficulty	DC
Easy Check	DC 11
Average Check	DC 16
Challenging Check	DC 18
Difficult Check	DC 21
Very Difficult Check	DC 23

Salvage from the Wreck

Armory (A1)

- 15 light crossbows, each w/ a quiver of 3 bolts (35 gp each, 4 lbs. each, Tiny object each)
- 1 masterwork pistol (1,300 gp, 4 lbs., Diminutive object)
- 5 firearm bullets (1 gp each, .016 lbs. each, Fine object each)
- 5 black powder doses (10 gp each, .05 lbs. each, Fine object each)
- 15 spears (2 gp each, 6 lbs. each, Medium object each)

Medical Bay (A2)

- 2 kit, healers (50 gp each, 1 lb. each, Tiny object each)
- 4 antitoxin (50 gp each, .1 lb. each, Diminutive object each)
- 1 *potion of cure* (CL 1) (50 gp, .1 lb., Diminutive object)

Berthing (B1)

- PCs' equipment not on person at time of wreck
- 25 bedrolls (1 sp each, 5 lbs. each, Medium object each)
- 5 hammocks (1 sp each, 3 lbs. each, Medium object each)

Cargo Hold (B2)

- 5 cold weather outfit (8 gp each, 7 lbs. each, Medium object each)
- 5 hot weather outfit (8 gp each, 4 lbs. each, Medium object each)
- oils; 1 pallet* (30 gp, 285 lbs., Large object)
- spices, common; 1/2 pallet* (500 gp, 125 lbs., Large object)

Captains Quarters (C)

- coins, mixed (10 pp, 5 gp, 10 sp, 15 cp, Fine object each)
- gem, amethyst (50 gp, Fine object)
- *wayfinder*, standard (500 gp)

Crows Nest (D1)

- navigation chart to Deliverance & Haalthran (50 gp, 2 lbs., Tiny object)

Topside (D2)

- 5 ropes, silk 50-ft. (10 gp each, 5 lbs. each, Tiny object each)
- 10 ropes, hemp 50-ft. (1 gp each, 10 lbs. each, Small object each)
- vehicle, sand skiff (40 gp, 200 lbs., Huge object)

Galley (E1)

- grog; 2 pony kegs (2.4 gp each, 162 lb. each, Small object each)
- rations, average; 1 pallet* (30 gp, 925 lbs., Large object)
- water, potable; 1 pallet* (25 gp, 620 lbs., Medium object)

Mess Decks (E2)

- hourglass, 1 hour (25 gp, 1 lb., Tiny object)
- 10 kit, mess (2 sp each, 1 lb. each, Tiny object each)

*: The term *pallet* (instead of *ton*) is used here to prevent confusion between units of measurement, but for all intensive purposes, a pallet of resources should equate to Skybourne's trade goods unit of a ton.

Damage Control Skill Challenge

Complete Success

While the ship is still sundered in several sections, the flames have been put out before significant fire damage could be done. As a result the airship could easily be repaired in a month's time, provided that some basic supplies such as 1 pallet of wood (costing an average of 10 gp) or Creation sphere magic be provided.

In addition, you were able to salvage the vast majority of the airship's trade goods and other supplies.

Partial Success

Certain parts of the dirigible are mostly unsalvageable, and with extensive fire damage to the keel of the ship and key frames, the airship could be repaired, but it would require six months, 5 pallets of wood, and 1 pallets of canvas (costing an average of 550 gp). If Creation sphere magic is provided, the costs, but not time may be reduced by half (unless they also possess the Forge talent).

In addition, you were able to salvage supplies from two of the five sundered sections of the ship.

Failure

The airship is sundered, the dirigible is now nothing more than sheets of scorched ash, and all that remains of the bulkhead is a pile of smoldering coals. The frame, despite being sundered in different parts, is mostly usable. In short, the extensive damage would require maybe two years, 20 pallets of wood, and 2 pallets of canvas (costing an average of 1,200 gp). If Creation sphere magic is provided, the costs, but not time may be reduced by half.

In addition, you were not able to salvage any significant supplies from the burning wreckage.

Rescue Captain Olsen Skill Challenge

Complete Success

The young captain is currently in shock with minor scratches and bruises, although obviously distraught seeing his airship laying in pieces around him. Despite this inconvenience however, Captain Marcus Olsen is likely to make a full recovery.

Partial Success

Orita, the medical and navigation officer informs you that while the young captain, while now stable, is forced to amputate the captain's leg at the knee due to extensive damage to his lower thigh, lest infection take hold.

This news does not seem to bother the captain (or Orita) too much though, as Kre-Keith has some experience in the making of prosthetics, which the captain will use until regenerative magic or sufficiently powerful healing could be acquired or used.

Failure

Captain Marcus Olsen was found, but too late to save without advanced magic. On his person, Kree-Keith finds the captain's last will and testament naming Tayara as captain of his airship, with a request to not attempt to raise with advanced magic (such as the Resurrection advanced talent), but instead to leave and send his body off to Aushet's chest.

Note: If the PCs use the *Speak with Dead* ritual or similar ability such as the Summon Spirit advanced talent, they may attempt a DC 20 Diplomacy check to convince Captain Marcus Olsen to accept advanced magic for Resurrection (or similar effects).

Rescue The Crew Skill Challenge

Complete Success

While the crew were not without severe injuries, and even loss of limb in some cases, not a single crew member was lost. With a complete crew, all that is required is for the ship to be repaired before the journey can continue.

Except for those who have lost limbs, the crew is only required rest with long-term care (provided by Orita, the medical officer) for 1 week (with full-day rest) or 2 weeks (with only 8-hour rest) unless regeneration (such as from Make Whole advanced talent) is supplied before the crew can work on repairs on the airship.

Partial Success

Excluding the captain, all the airship's officers survived, but are badly wounded. Almost all of the common crewmen who were dragged from the wreckage have limbs that are either broken or will need to be amputated.

The current crew will need to rest with long-term care (provided by Orita, the medical officer) for a minimum of 2 weeks (with full-day rest) or 1 month (with only 8-hour rest) unless regeneration (such as from Make Whole advanced talent) is supplied before the crew can work on repairs for the airship.

Failure

While the PCs were unable to save any of the crewmen, Kree-Keith was able to save Chief Engineer Tayara and Medical and Navigation Officer Orita. The other crewmen who were dragged from the wreckage either had wounds that would not close or were so extensive that they were given a mercy killing.

With the current crew dead, a new small crew would need to be hired (a level 1 small crew costing an average of 36 gp per month).

Receiving Instructions from the Master At Arms

It is at this time that Kree-Keith, the master at arms, approaches the party. The tatulani, whose chitinous carapace was tan before the crash, is now covered in soot, and blending into the black sands of the desert. His voice hoarse and raspy between the brief moments of insectoid clicks as it attempts to clear its tracheae.

*"The night is still young..."*click-click* "...and a decision must be made. Will you brave the treacherous desert night to acquire supplies and aid..."*click-click* "...or do you stay here and watch over the injured while I go get help?"*clack-click click**

The PCs should be strongly encouraged to not split the party in an attempt to do both (even if such is feasible in a party with multiple Animal Companions, Conjuraton sphere companions, Eidolons, etc.). Ultimately though it should be upto the party to decide whether they stay or leave. There are a number of questions that may be asked or skill checks that may be made to aid the party in their decision.

Questions

Are there any hazards that we should be made aware of?

*Kree-Keith says firmly, "The Eventide desert, *click* is a dangerous place. If *click-click* you do not seek shelter during the *clack* hottest hours of the day, or *click-click* the coldest hours of night *click* you may very well *clack* die from exposure." The tatulani continues, "The air, *clack* is also very dry, *clack* and will suck the moisture *click-click* right out of you. Be sure, *click* that you bring enough water, *clack* because you will likely drink *clack-click-click* 2 waterskins-full of water each day."*

How Far Away is the Nearest Town?

If the party DID NOT salvage the navigation chart:

*Kree-Keith responds with a grim shrug "I don't know, *click* but we were due to resupply in *clack-click* the Port Haalthbran between midnight and dawn, *clack-click* so probably no more than 100 miles"*

If the party DID manage to salvage the navigation chart:

*Using the navigation chart, Kree-Keith measures the distance out and responds firmly "The nearest *click* settlement is Port Haalthbran, *clack-click* and it will not be an easy trek, *click* but from my calculations we are roughly *click-click-click* 72 miles away. Unfortunately, *clack* going there from where we are now *click* looks dangerous as you would pass through the obsidian fields of glass." "There is another settlement, *clack-click* called Deliverance, *click* that is roughly *clack-click-click* 87 miles away, *click* which would put roughly *clack-click* 15 additional miles on the trip, *click* but the journey definitely has less hazards."*

Winter Season

06:00 - 07:59	08:00 - 09:59	10:00 - 11:59	12:00 - 13:59	14:00 - 15:59	16:00 - 17:59	18:00 - 19:59
Cold severity 2, Wind severity 2	Cold severity 2, Wind severity 3	Cold severity 2, Wind severity 4	Cold severity 2, Wind severity 5	Cold severity 2, Wind severity 4	Cold severity 2, Wind severity 3	Cold severity 2, Wind severity 2
18:00 - 19:59	20:00 - 21:59	22:00 - 23:59	00:00 - 01:59	02:00 - 03:59	04:00 - 05:59	06:00 - 07:59
Cold severity 2, Wind severity 2	Cold severity 3, Wind severity 2	Cold severity 4, Wind severity 2	Cold severity 5, Wind severity 2	Cold severity 4, Wind severity 2	Cold severity 3, Wind severity 2	Cold severity 2, Wind severity 2

Spring or Autumn Seasons

06:00 - 07:59	08:00 - 09:59	10:00 - 11:59	12:00 - 13:59	14:00 - 15:59	16:00 - 17:59	18:00 - 19:59
Heat severity 1, Wind severity 2	Heat severity 2, Wind severity 2	Heat severity 3, Wind severity 2	Heat severity 4, Wind severity 2	Heat severity 3, Wind severity 2	Heat severity 2, Wind severity 2	Heat severity 1, Wind severity 2
18:00 - 19:59	20:00 - 21:59	22:00 - 23:59	00:00 - 01:59	02:00 - 03:59	04:00 - 05:59	06:00 - 07:59
Cold severity 1, Wind severity 2	Cold severity 2, Wind severity 2	Cold severity 3, Wind severity 2	Cold severity 4, Wind severity 2	Cold severity 3, Wind severity 2	Cold severity 2, Wind severity 2	Cold severity 1, Wind severity 2

Summer Season

06:00 - 07:59	08:00 - 09:59	10:00 - 11:59	12:00 - 13:59	14:00 - 15:59	16:00 - 17:59	18:00 - 19:59
Heat severity 2, Wind severity 2	Heat severity 3, Wind severity 2	Heat severity 4, Wind severity 2	Heat severity 5, Wind severity 2	Heat severity 4, Wind severity 2	Heat severity 3, Wind severity 2	Heat severity 2, Wind severity 2
18:00 - 19:59	20:00 - 21:59	22:00 - 23:59	00:00 - 01:59	02:00 - 03:59	04:00 - 05:59	06:00 - 07:59
Heat severity 2, Wind severity 2	Heat severity 2, Wind severity 3	Heat severity 2, Wind severity 4	Heat severity 2, Wind severity 5	Heat severity 2, Wind severity 4	Heat severity 2, Wind severity 3	Heat severity 2, Wind severity 2

Skill Checks

- **Knowledge Geography (DC 15):** PCs learn that when weather conditions are most favorable in this area, they produce the following cycles dependent on the season (chosen by the GM, the default season being Spring or Autumn); see Chart below.
- **Spellcraft (DC 18):** You know that the Eventide desert is magically warped (similar to a cryptwood), which makes teleporting at a range greater than long range is next to impossible*. So while *dimension door* spell or {teleport Warp sphere ability function normally, attempting to teleport greater distances (such as with the Teleport Beacon talent or True Teleport advanced talent) will ultimately fail.
- **Survival (DC 15):** It is just after 6 p.m. (18:00), and while the weather tolerable at the moment, it will get increasingly harsh every two hours until 2 a.m. (02:00); {see Table: Weather Forecast below.
- **Survival (DC 15 + weather severity):** With one minute of work, the PCs are able to create a shelter that protects them from inclement weather. PCs inside the shelter are treated as if the weather severity was dropped by 2 + 1 per 5 that the check exceeded the DC. These makeshift shelters are half as effective against magically created weather effects (such as those created by the Weather sphere or a {control weather spell or ritual).

Mythic Characters

While teleportation magic does not normally allow creatures to teleport greater than long range into or out of the Eventide region, a mythic character may teleport such distances by spending one mythic power per spell point (or spell level) used to cast or use the ability. Supernatural or extraordinary teleportation effects (such as the I Will Come, legendary talent from the Guardian sphere) from a mythic character, treats the effect as having a spell level equal to half their Hit Dice.

Table: Weather Forecast

Day	Forecast
Day 1	Weather conditions are most favorable for this time of year.
Day 2	All Cold and Heat severity has a 20% chance to increase by 1.
Day 3	All Cold and Heat severity has a 40% chance to increase by 1.
Day 4	Weather conditions are most favorable for this time of year.
Day 5	Weather conditions are most favorable for this time of year.

Exploring the Tradewind Region

The provided statblock: **Tradewind Region of the Eventide**, utilizes the Mastering the Wild optional rules (see *Ultimate Wilderness*, pg. 122). The Discovery and Exploration section of these rules are provided in Appendix A for your convenience

If you do not own, or are not using *Ultimate Wilderness*, you may use the Wilderness rules found in the *Pathfinder Core Rulebook* (pg. 424); although it should be noted that this adventure does not reference them directly, but are available incase the GM wants to customize or tailor the adventure to their needs. The Getting Lost and Desert Terrain sections of these rules are provided in Appendix B for your convenience. For the purpose of this adventure, the trek to Deliverance is treated as a sandy desert, while the trek to the Port of Haalthran is a rocky desert.

TRADEWIND REGION OF THE EVENTIDE

CR 3

Harsh black sands which obscure the jagged glass dunes of obsidian, and yet despite this, the tradewind region is one of the more hospitable regions of the Eventide.

Exploration Check Survival DC 21

LOCATION DISCOVERY SCORES

Deliverance 4 (base score of 3, desert terrain +1)

Fields of Glass 2 (base score of 3, desert terrain +1, location is unusually large -2)

Port of Haalthran 3 (base score of 3, desert terrain +1, mountain terrain +3, location is traveled to and from often)

SIMPLE WAY SIGNS (1 DISCOVERY POINT)

Navigation Chart A successful DC 20 Knowledge (geography) or Profession (navigator) check to utilize the navigation chart (if recovered from the wreck).

Morning	Noon	Dusk	Midnight	Encounter	Alternative Source
01-02	01-02	01-02	01-02	Elemental (Morning: Lightning; Noon: Magma; Dusk: Mud; Midnight: Ice)	<i>Bestiary 2</i>
03-05	03-05	03-05	03-05	Hazards, Traps or Weather table	
-	06-10	-	06-10	Dust digger	<i>Bestiary 2</i>
06-10	-	06-10	-	Sand stalker	<i>Tome of Horrors Complete</i>
11-15	11-15	11-15	11-15	Hazards, Traps or Weather table	
16-30	-	16-30	-	Ankheg	<i>PFRPG Bestiary</i>
-	16-30	-	16-30	Giant scorpion	<i>PFRPG Bestiary</i>
31-45	31-45	31-45	31-45	White lotus inquisitors (mixed)*	<i>NPC Codex</i>
46-55	46-55	46-55	46-55	Hazards, Traps or Weather table	
56-70	56-70	-	-	Cinder wolf**	<i>PFRPG Bestiary</i>
-	-	56-70	56-70	Slithering pit	<i>Bestiary 6</i>
71-85	71-85	71-85	71-85	Caravan travellers (mixed)***	<i>NPC Codex</i>
86-89	86-89	86-89	86-89	Wastelanders (mixed)****	<i>NPC Codex</i>
90-92	-	90-92	-	Dinosaur, troodon	<i>Bestiary 5</i>
-	90-92	-	90-92	Giant solifugid	<i>Bestiary 2</i>
93-94	93-94	93-94	93-94	Zombie	<i>PFRPG Bestiary</i>
95	95	95	95	Giant fire beetle	<i>PFRPG Bestiary</i>
96-99	96-99	-	-	Wizard's shackle	<i>Bestiary 5</i>
-	-	96-99	96-99	Bat	<i>PFRPG Bestiary</i>
100	100	100	100	Roll twice on Encounter Table	

*White Lotus Inquisitors: If not using *Spheres Bestiary: Desert Encounters*, you may instead utilize a mix of Callous Rakes and Mercenary Healers.

**Cinder Wolf: If not using *Spheres Bestiary: Desert Encounters*, you may instead utilize Hell Hounds.

***Caravan Travellers: If not using *Spheres Bestiary: Desert Encounters*, you may instead utilize a mix of Guards, Initiates, and Squires.

****Wastelanders: If not using *Spheres Bestiary: Desert Encounters*, you may instead utilize a mix of Poachers and Savage Mercenaries.

Hazards, Traps, & Weather

%	Encounter	CR	%	Encounter	CR
01-10	Weather severity 5	-	51-60	Sand pit, spiked**	2
11-20	Misleading path*	3	61-70	Weather severity 3	-
21-30	Weather severity 4	-	71-80	Bad air***	1
31-40	Magnetized ore**	2	81-90	Sand pit***	1
41-50	Plague of flies**	2	91-100	Witch light***	1

*If not using *Spheres Bestiary: Desert Encounters*, you may instead utilize weather severity 5.

**If not using *Spheres Bestiary: Desert Encounters*, you may instead utilize weather severity 4.

***If not using *Spheres Bestiary: Desert Encounters*, you may instead utilize weather severity 3.

Reconnaissance via Flight A character who spends at least 30 minutes flying above the region and then succeeds at a DC 20 Perception check spots landmarks and gets the lay of the land.

Rumors about Tradewind A successful DC 15 Diplomacy check to gather information in Deliverance or Port of Haalthran or from a travelling caravan can reveal information about the region.

RANDOM ENCOUNTERS

Frequency 4 times per day (Morning, Noon, Dusk, Midnight)

Chance of Encounter If travelling to Deliverance: 25% in the Morning, 5% at Noon, 25% at Dusk, 5% at Midnight; if travelling to Haalthran: 50% in the Morning, 10% at Noon, 50% at Dusk, 10% at Midnight; encounter chances are doubled if the PCs are mounted or using a vehicle.

Encounters Stat-blocks for each encounter may be found in *Spheres Bestiary: Desert Encounters*

Alternative Source If not using *Spheres Bestiary: Desert Encounters*, stat-blocks for each encounter may be found in these sourcebooks.

Option 1: Desert Trek

If the PCs decide to make the desert track, they will be reminded to hurry back with aid and supplies as soon as they can, for the airship's supplies are not inexhaustible. If the PCs don't know which direction to make the trek, because they lack a map, Kre-Keith will remind them in what direction they should head (as described above). Until then, Kre-Keith will do his best at defending the remaining officers and crew. Kre-Keith also understands that the PCs will need every tool available to make this journey, and will let them take anything from the scavenged ship's supplies (provided it would not put the PCs over light carry weight).

The PCs have 5 days to get to Deliverance or Haalthran and back before the crew runs out of supplies or is picked off by wandering monsters. Each day after the 5th, there is a cumulative 20% chance that a portion of the remaining crew and an officer dies. As such, PCs are on a very real time limit, and must make a hard decision on when to make camp.

Regardless of the PCs' decision on when to make camp, at the end of each day, each PC must drink 2 gallons of water (a water-skin holds 1 gallon of water) and 1 days worth of trail rations or

suffer the effects of dehydration and starvation as appropriate (see {Pathfinder Roleplaying Game Core Rulebook, pg 444}). Because of the harsh conditions of the Eventide, finding food and water should be a very real concern for those ill-prepared.

Finding Food & Water in the Tradewind Region

Unlike more temperate regions of the world, foraging for food and water in the Tradewind Region of the Eventide is a difficult and time consuming task. To find food and water for one person requires 4 hours and a Survival check DC 25. Enough food and water can be found for one additional person for every 2 points by which the Survival check result exceeds 25.

Special: Characters with the Ration Scavenger campaign trait do not require 4 hours or use the increased Survival check DC in the Eventide, but always treat the area as a location where food and water are effectively nonexistent (for the purpose of their trait).

After the PCs return with aid and supplies, the remaining crew will be able to receive adequate care, and can be escorted quickly and safely to either Deliverance or the Port of Haalthran, where they can purchase or sell equipment and continue their voyage aboard a different airship in search of treasures and Kolean artifacts.

The sand skiff, if salvaged, has a limited carrying capacity. With a light load, it can carry (including its pilot passengers) less than 1 ton. Assuming that a Medium creature and its equipment weigh no more than 400 lbs. (.2 tons), and a small creature with its equipment weigh no more than 100 lbs. (.05 tons), it should be safe to assert that the sand skiff can carry an entire party of four PCs without hindrance. Should the party consist of more than four PCs or if there are PCs of Large size or animal companions, the sand skiff's carrying capacity would most definitely drop into a medium load (reducing its speed and maneuverability by 1). Trying to transport trade goods on the sand skiff will also most certainly increase the load of the sand skiff. In addition, using the sand skiff will automatically trigger random encounters during each of the four-hour time periods (Morning, Noon, Dusk, and Midnight), instead of rolling randomly to see if a random encounter triggers (according to the **Tradewind Region of the Eventide** statblock). All these things must be considered when utilizing the vehicle.

Desert Trek - Movement & Distance

Movement Mode	Destination: Deliverance		Destination Haalthran	
	Morning or Noon, all day w/ darkvision	Dusk or Midnight (w/out darkvision)	Morning or Noon, all day w/ darkvision	Dusk or Midnight (w/out darkvision)
Walk - speed 30 ft.	6 miles per 4 hours	4 miles per 4 hours	4 miles per 4 hours	2.4 miles per 4 hours
Hustle* - 60 ft.	12 miles per 4 hours*	8 miles per 4 hours*	8 miles per 4 hours*	4.8 miles per 4 hours*
Sand Skiff - speed 1	14 miles per 4 hours	7 miles per 4 hours	7 miles per 4 hours	3.5 miles per 4 hours
Sand Skiff - speed 2	28 miles per 4 hours	14 miles per 4 hours	14 miles per 4 hours	7 miles per 4 hours
Sand Skiff - speed 3	42 miles per 4 hours	21 miles per 4 hours	21 miles per 4 hours	10.5 miles per 4 hours
Sand Skiff - speed 4	56 miles per 4 hours	28 miles per 4 hours	28 miles per 4 hours	14 miles per 4 hours

**Hustle: A character can hustle for 1 hour without problem. Hustling for a second hour between sleep cycles deals 1 point of nonlethal damage. Hustling for three hours deals 2 points of nonlethal damage (3 total). Four hours of hustling deals 4 points of nonlethal damage (7 total). A character who takes any nonlethal damage from hustling becomes fatigued. A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.*

Fields of Glass

PCs who decide to make the journey to Haalthran will inevitably pass through rocky desert terrain that has been named by the locals as the 'Fields of Glass', where the Eventide's large dunes of black sand are replaced with outcroppings of obsidian. The obsidian from the fields of glass are not uniform in color, except that they always fade from an opaque black into a translucent chromatic color. Prospectors sometimes brave the desert in search of even rarer crystals or glass that can sometimes be found in small, but lucrative deposits; However, such prospectors are more likely to discover the wastelanders that roam the rocky desert. PCs who use Profession (miner) (or a similar appropriate skill) to harvest obsidian, and spend a minimum of 8 hours a day for a whole week, have a 5% chance to find a rarer crystal or glass-based special material; see Appendix C for examples of crystal or glass-based special materials. Regardless of what glass the PCs dig up, they will harvest raw materials whose worth is equal to the result of their Profession check.

Cryptwood North of the Eventide

North of the Eventide is the Morago forest; However, more importantly, along the Eventide border is the territory of a roaming cryptwood of moderate strength. While the actual diameter of the cryptwood by all accounts never exceeds 10 miles, it is constantly on the move which can make it seem to stretch over hundreds if (if not thousands) of miles. While its migration is erratic and unpredictable, the cryptwood appears reluctant or incapable of crossing into the Eventide proper, nor migrate too far away from it. There is speculation that this particular cryptwood is bound to a powerful denizen that is actively searching for something long forgotten.

Option 2: Staying Behind

If the PCs decide to stay behind, they will be tasked with protecting the remaining crew while the tatulani, Kree-Keith gets help. Because the smoke from the wreckage can be seen for miles, the PCs have a 50% chance of random encounters during Morning and Dusk, and a 20% chance of encounters at Noon and Midnight.

Kree-Keith will return with supplies and aid on the 5th day, at which time the PCs will be able to receive adequate care, and can be escorted quickly and safely to either Deliverance or the Port of Haalthran, where they can purchase or sell equipment and continue their voyage aboard a different airship in search of treasures and Kolean artifacts.

Civilization At Last

Once the PCs have made it to their desired destination (be it Deliverance or the Port of Haalthran), read aloud the following:

Deliverance

It was an arduous journey, but you made it. Ahead you can see the peak of the pyramid temple poking out from the bone-white walls that encircle the town. Above the city, you can make out three distinct clouds swirling in place, as if maintained by magic.

As you close distance between you and the town, you make out one of the three town gates, and should you approach, you can see that they are currently manned by the town watch.

Outside the gates and within clear view of the town watch is a dedicated structure to keep vehicles or monstrous mounts (which a large sign proclaims are prohibited within town limits).

Port of Haalthran

It was an arduous journey, but you made it. Ahead you can see towering mesas that the town was built into. Above the town, you can make out a couple of airships that are docked and probably selling or trading supplies.

As you close distance between you and the port town, you make out the windy path that works its way up from the desert floor and is the only road to and from the Port of Haalthran.

Down at the mouth of the road is an unmanned structure that is obviously used to keep vehicles or monstrous mounts that either cannot make the journey up the path or are prohibited within town limits.

The town watch of both Deliverance and the Port of Haalthran are mostly just there to keep obvious raiders or Eventide denizens from terrorizing the town and will make no effort in engaging the PCs, but will answer any reasonable questions the PCs have (to the best of their ability).

At this time the party are to be presented with an influence skill challenge, with a number of objectives based upon the successes or failures of the previous skill challenge. Like the previous skill challenge, the party must decide either individually or as a group how to resolve each of the objectives before the time limit is met. Ensure that the players know the following about this individual influence skill challenge:

- Each of the objectives is taking place in a different part of the settlement (which will likely split the party).
- Individual players may use their turn moving to the scene or area of another objective.
- What Discovery skill is used to learn the Primary skills for each target NPC.
- That explaining or talking out how they used the skill used when checks to complete the influence skill challenge may trigger reactions that modify their result.
- That failing any of the skill challenges is not the end of the world, and players must try not to stress too much over it. There are alternative solutions to each skill challenge (although some more costly or time consuming than others).

Unlike basic skill challenges, the party knows neither the Primary skills and Difficulty of an influence skill challenge automatically, but must either guess or discover the Primary skills themselves. The objectives are as follows:

- **Hire a Crew** - (only if Triage the Crew skill challenge **failed**) With the old crew either dead or maimed, the Merlin requires a new crew.
- **Hire Healers** - (only if Triage the Crew skill challenge had at least a **partial success**) The crew of the Merlin were wounded when you left them, who knows what state of health they will be in when you return.
- **Shipbuilding Supplies** - The airship is a wreck, and is in desperate need of supplies (especially wood).
- **Transportation** - The PCs need a speedy return trip to the wreck site to bring aid and supplies, so it could not hurt to hire a transport (be it another airship or a land vehicle).

Running an Influence Skill Challenge

Influence skill challenges, like other skill challenges, are cyclical; every character acts in turn in a regular cycle. There are some slight differences with influence skill challenges however. Influence skill challenges follow this sequence:

1. When the skill challenge begins, all characters roll initiative.
2. After all characters acting in the influence skill challenge roll initiative, they can attempt a relevant Knowledge check or a Sense Motive to recognize target NPCs. The DC for this check is equal to 13 + the influence skill challenge's CR. If a character succeeds at this check for an NPC, she and all of her allies gain a +4 bonus on discovery checks involving that NPC. This bonus does not stack.
3. Characters act in initiative order (highest to lowest).
4. When everyone has had a turn, the next cycle begins with the character with the highest initiative, and steps 3 and 4 repeat until the skill challenge ends (either because the characters succeeded or failed).

Deliverance

ACQUISITIONING AID & SUPPLIES

CR 5

Setting After arriving in town, the PCs make their way through the city seeking aid and supplies for the crew of the Merlin.

Objectives Each character participating in Acquisitioning Aid & Supplies has the following objectives.

- *Hire a Crew* (only if Triage the Crew skill challenge **failed**) With the old crew either dead or maimed, the Merlin requires a new crew.
- *Hire Healers* (only if Triage the Crew skill challenge **did not fail**) The crew of the Merlin were wounded when you left them, who knows what state of health they will be in when you return.
- *Shipbuilding Supplies* The airship is a wreck, and is in desperate need of supplies (especially wood).

- *Transportation* The PCs need a speedy return trip to the wreck site to bring aid and supplies, so it could not hurt to hire a transport (be it another airship or a land vehicle).

Phases 2; **Cycles** 6 each

Frequency 20 minutes

Benefit The characters can gain the following boons and rewards if they successfully influence the target NPCs.

- *Hire a Crew* The PCs manage to hire a decent crew for a reasonable price.
- *Hire Healers* The PCs find healers who are willing to venture into the Eventide to offer medical assistance.
- *Shipbuilding Supplies* The PCs purchase sufficient supplies for a reasonable price
- *Transportation* The PCs find someone willing to go out of their way to drop off the aid and supplies.

Penalty The characters take the following penalties if they fail to influence the target NPCs.

- *Hire a Crew* The PCs fail to hire a decent crew for a reasonable price, or else hires a shifty and untrustworthy crew.
- *Hire Healers* The PCs fail to find healers willing to venture into the Eventide, and must purchase medical supplies out of pocket.
- *Shipbuilding Supplies* The PCs are forced to purchase shipbuilding supplies out of pocket, at an increased rate.
- *Transportation* The PCs fail to find someone willing to go out of their way to help the Merlin crew, and must either pay for voyage out of pocket (or return bringing the supplies and aid without transportation).

HIRE A CREW - THE CHARGED SAILS CREW CR 2

XP 800

Cuazaj expert (sailor) 1

TN small humanoid (crew, draconic)

Appearance This crew of cuazaj are dressed in grey leather armor. They have a youthfulness about them, as if they had not yet had their soul grinded into dust from the harsh sailor life.

Recognize Knowledge (local) (easy, DC 13) to find the crew at a tavern (Deliverance: The Laughing Skull; Port of Haalthran: The Broken Table).

Background A tight-knit group of comrades since childhood, the Charged Sails Crew left Andrus in hopes of being hired aboard an airship (provided the price is right). They managed to get apprenticeship, but eventually acquired gambling debts which was when they were dumped at the Port of Haalthran. The crew each day journey via air to and from Deliverance in search of work at the local taverns (paying their voyage with manual labor). It is for this reason, that the crew finds themselves in a tavern at this hour of the day.

Goals The crew seeks to explore the world aboard an air vessel. They especially long to visit the floating elven isles.

Skills Acrobatics +6, Profession (sailor) +6, Sense Motive +6;

Saves Fort +2, Ref +2, Will +5

SKILLS

Discovery Perception (easy, DC 13)

Primary Skills Bluff (average, DC 18; being still inexperienced, they have not yet been hardened from disappointment or deceit); Diplomacy (average, DC 18; the crew being cuazaj responds well to politeness, but lose interest unless they have knowledge to provide); Knowledge (geography) (easy, DC 13; the crew is easily impressed and excited when people talk about the different lands they have seen), Profession (gambling or sailor) (easy, DC 13; if there are two things this crew loves more than anything, it is a good game of chance and a sailing tale).

Secondary Skills Challenging, DC 20 (includes caster level checks)

Biases Cuazaj hold a disdain for cherufe and draconic races. A PC who belongs to such a race or talks about such races in a favorable light takes a -2 penalty on checks to influence them.

Weaknesses The crew has amassed a sizable gambling debt. PCs who offer to pay off their debts out of pocket gain a +2 bonus on their influence check.

COMPLETION

Successes 3

Benefit If the PCs succeed at only one influence skill challenge check, the party is able to hire the Charged Sails Crew, but only if they agree to pay off their debts (100 gp), and receive double pay for the first six months; if the PCs succeed at only two influence skill challenge checks, the party is able to hire the Charged Sails Crew, but only if they agree to pay off half their debts (50 gp), and receive double pay for the first three months; if the PCs succeed at three skill challenge checks, the party managed to hire the Charged Sails Crew, but only if they agree to pay off a quarter of their debts (25 gp).

SQ Characters with the Detect Thoughts talent or ability, may attempt caster level checks (1d20 + MSB + CAM vs. Secondary Skill DC) to aid {all other PCs in this skill challenge, granting their aid another bonus (normally +2) to their skill challenge checks (but only so long as they concentrate on the ability). Characters with the Mind sphere gain a +4 bonus to their caster level check (although it is still made as a Secondary Skill).

Penalty The PCs fail to hire the Charged Sails Crew, and must either approach them on a different day (with a cumulative -2 penalty on influence checks) or hire a different crew (300 gp).

HIRE HEALERS - ANATAKRA PRIESTESS SHAKIR CR 2

XP 800

LN tiefling soul weaver 3

Appearance This worshiper of the archfiend Anatakra is garbed in a bone-white robes and wears face paint around the eyes, mouth, and nose so as to give a somewhat macabre appearance of a skull.

Recognize Knowledge (local or religion) (easy, DC 13) to find the priestess at or near the pyramid temple.

Background Shakir grew up embraced by the church. Pressured to advance in the hierarchy, she sometimes feels smothered by the attention received inside the temple. For

DELIVERANCE

THE TOWN OF DELIVERANCE

XP 800

N gnoll blacksmith 3

Appearance With grey furred gnoll has black spots of varying color up and down his back and forearms. He is garbed in a boiled leathers and wears a shemagh around his neck.

Recognize Knowledge (local) (easy, DC 13) to find the carpenter and merchant at or near the labor bazaar.

Background Dikx found refuge in Deliverance after the Ashknob tribe was sacrificed as part of a demonic ritual in the Eventide by blood mages. He makes his living as a day laborer who also negotiates sale of various trade goods (mostly wood and iron).

Goals Dikx is quite content to live the simple life, but secretly aspires to become a merchant under the apprenticeship of Baozhai Silverbeak.

Skills Appraise +7, Craft (carpentry) +7, Knowledge (engineering) +7, Profession (blacksmith) +7; **Saves** Fort +6, Ref +2, Will +3

SKILLS

Discovery Appraise (easy, DC 13)

Primary Skills Appraise (average, DC 18; Dikx knows the quality of his goods and is unimpressed with others do likewise); Craft (woodworking) (easy, DC 13; Dikx will talk hours about woodworking and thus responds reasonably to it); Intimidate (easy, DC 13; the blacksmith responds very well to shows of force or threats); Knowledge (engineering) (average, DC 18; information on the different uses of trade goods is welcomed).

Secondary Skills Challenging, DC 20 (includes caster level checks)

Biases The blood mages that murdered his parents were human, and as such he is suspicious of and gives prejudice against them. A PC who possesses the human subtype or talks about such races in a favorable light takes a -2 penalty on checks to influence him.

Strengths The gnoll does not take kindly to politeness, he sees it as an attempt to manipulate him. PCs who use Diplomacy take a -2 penalty on checks to influence him.

Weaknesses The gnoll has aspirations of becoming a full-fledged merchant. PCs who offer to speak to Baozhai Silverbeak gain +2 bonus on their influence check.

COMPLETION

Successes 3

Benefit The PCs receive rewards based upon not only the number of successes in this influence skill challenge, but also the successes in the Damage Control skill challenge. If the PCs succeed at only one influence skill challenge check, the party is able to purchase the supplies at 95% of the asking price (9 gp, 5 sp if damage control was a complete success; 522 gp, 5 sp if damage control was a partial success; 1,140 gp if damage control was a failure); if the PCs succeed at only two influence skill challenge checks, the party managed to purchase the supplies at 85% of the asking price (8 gp, 5 sp if damage control was a complete success; 467 gp, 5 sp if damage control was a partial success; 1,020 gp if damage control was a failure); if the PCs succeed at all three influence skill challenge checks, the party

this reason, the priestess was outside the temple when the massacre occurred within the pyramid.

Goals Shakir seeks to have the murderer(s) found and punished for their crimes.

Skills Heal +7, Knowledge (planes) +7, Knowledge (religion) +7; **Saves** Fort +1, Ref +1, Will +4

SKILLS

Discovery Diplomacy (easy, DC 13)

Primary Skills Diplomacy (average, DC 18; the priestess responds well to compliments); Knowledge (arcana) (average, DC 18; the priestess has a keen interest in magic, particularly that of the arcane); Knowledge (local) (easy, DC 13; Shakir is interested in current events and welcomes any knowledge that may shed information on the massacre); Spellcraft (average, DC 18; the priestess has a keen interest in magic, particularly that of the arcane)

Secondary Skills Challenging, DC 20 (includes caster level checks)

Biases Shakir knows very well that she is not exactly an exemplar for the force of good, and is often treated with prejudice by travellers. Because of this she holds a disdain for aasimar and other stereotypically 'good' races. A PC who belongs to such a race or talks about such races in a favorable light takes a -2 penalty on checks to influence her.

Strengths The priestess is barraged with religious talk every day, and is quite tired of it. A PC who attempts to use Knowledge (religion) for their influence check takes a -2 penalty to their check.

Weaknesses Priestess Shakir is preoccupied with the events of the temple massacre. PCs who offer to investigate the crime gain +2 bonus on their influence check.

COMPLETION

Successes 3

Benefit If the PCs succeed at only one influence skill challenge check, the party is unable to hire the priestess, but willingly donates 2 complete healer kits if the party agrees to investigate the massacre; if the PCs succeed at only two influence skill challenge checks, the party is able to hire Shakir, but only if they agree to investigate the massacre after rescuing the crew; if the PCs succeed at three skill challenge checks, the party managed to hire the Priestess Shakir, who requires nothing in return (although, she would be grateful if they would investigate the massacre).

SQ Characters with the Detect Thoughts talent or ability, may attempt caster level checks (1d20 + MSB + CAM vs. Secondary Skill DC) to aid all other PCs in this skill challenge, granting their aid another bonus (normally +2) to their skill challenge checks (but only so long as they concentrate on the ability).

Penalty The PCs fail to hire the priestess Shakir, and must either approach her on a different day (with a cumulative -2 penalty on influence checks) or purchase medical supplies out of pocket (100 gp).

managed to purchase the supplies at 75% of the asking price (7 gp, 5 sp if damage control was a complete success; 375 gp if damage control was a partial success; 900 gp if damage control was a failure).

SQ Characters with the Detect Thoughts talent or ability, may attempt caster level checks (1d20 + MSB + CAM vs. Secondary Skill DC) to aid all other PCs in this skill challenge, granting their aid another bonus (normally +2) to their skill challenge checks (but only so long as they concentrate on the ability).

Penalty The PCs fail to purchase supplies from Dikx Ashknob at a discount, and must either approach him on a different day (with a cumulative -2 penalty on influence checks) or purchase shipbuilding supplies at full price (10 gp; 550 gp; or 1,200 gp depending upon the results of the Damage Control skill challenge).

TRANSPORTATION - CAPTAIN MARCUS WILLIAMS CR2

XP 800

NG middle-aged human bard 3

Appearance The captain wears a tricorn hat as blood-red as the sails of the ship he flies. The rest of his clothes are ironed and pressed, if a bit dusty. His eyes are a cloudy blue and in a constant 40-yard stare. His head is balding and greying prematurely, which one might presume is due to stress or trauma. The smell of rum is always present whenever the captain speaks, but only faintly.

Recognize Knowledge (local) (easy, DC 13) to find the captain directing the onload or offload of goods at either the Trade Platform Station.

Background Captain Marcus Williams was the 1st mate to Captain Lance Olsen (the father of Captain Marcus Olsen). Roughly a year ago, following the tragedy involving the sky pirates, Marcus Williams left the Merlin to live a quiet life shipping goods between Deliverance and Haalthran with an airship of his own, a Skidder class vessel named the Cardinal.

Goals The captain desires to maintain the quiet life away from pirates, but also secretly longs to make restitution to the late Lance Olsen for whom he had failed to protect.

Skills Acrobatics +7, Diplomacy +9, Perform (sing) +9, Profession (sailor) +6, Sense Motive +6, Spellcraft +6; **Saves** Fort +1, Ref +4, Will +3

SKILLS

Discovery Perception (easy, DC 13)

Primary Skills Diplomacy (average, DC 18; the captain responds well to reason and compromise); Knowledge (geography) (average, DC 18; explaining that the distance between Deliverance and the wreckage site is not much more greater than the distance between Deliverance and the Port of Haalthran may aid in influencing the captain), Knowledge (history) (easy, DC 13; talking about history is likely to trigger past memories of regret, making him more easily influenced).

Secondary Skills Challenging, DC 20 (includes caster level checks)

Biases Captain Marcus Williams holds a disdain for betrayal, mutiny, and piracy. A PC who suggests or talks about such

things in a favorable light takes a -4 penalty on checks to influence him.

Strengths Because of trauma in his past, the captain is not easily swayed by threats or violence. A PC who includes a threat in an influence check against him takes a -2 penalty on the check.

Weaknesses The captain seeks to make restitution with the late Lance Olsen. PCs who mention the name of the wrecked airship (The Merlin), or mention by name Captain Marcus Olsen, gain a +2 bonus on their influence check.

COMPLETION

Successes 3

Benefit If the PCs succeed at only one influence skill challenge check, the party managed to convince the captain to go out of his way to deliver aid and shipbuilding supplies to the Merlin, but must pay for the crews labor for loading/unloading the supplies (8 gp); if the PCs succeed at only two influence skill challenge checks, the party managed to convince the captain to go out of his way to deliver aid and shipbuilding supplies to the Merlin (free of charge); if the PCs succeed at three skill challenge checks, the party managed to convince not only the captain to go out of his way to deliver aid and shipbuilding supplies to the Merlin, but also to afterwards fly the PCs the rest of the way to the unearthed ruins at the PCs request (all free of charge).

SQ Characters with the Detect Thoughts talent or ability, may attempt caster level checks (1d20 + MSB + CAM vs. Secondary Skill DC) to aid all other PCs in this skill challenge, granting their aid another bonus (normally +2) to their skill challenge checks (but only so long as they concentrate on the ability).

Penalty The PCs fail to enlist the help of Captain Marcus Williams, and must either approach them on a different day (with a cumulative -2 penalty on influence checks), hire somebody else (300 gp), or attempt to make it back to the wreckage with aid and supplies on their own.

DELIVERANCE

LE Large town

Corruption +3; **Crime** -1; **Economy** +0; **Law** +3; **Lore** +0; **Society** +1

Qualities insular, rabble rousers, strategic location

Danger +5

DEMOGRAPHICS

Government Theocracy

Population 4,500 (tiefling (40%), gnoll (20%), cherufe (15%), cuazaj (10%), human (5%), leshy (5%), other (5%))

Notable NPCs

- **Baozhai Silverbeak** (LN female fenghuang scholar 5)
- **Death Knight Jakhan** (LN male gnoll dreadlord commander 5)
- **High Priestess Dehara** (LE female tiefling soul weaver 10)
- **Priestess Shakir** (LN female tiefling soul weaver 3)

MARKETPLACE

Base Value 2,000 gp; **Purchase Limit** 9,000 gp;
Spellcasting 5th (CL 10)

Goods Modifiers Creature Parts +2, Food +2, Manufactured Goods -2, Metals (common) -1, Spices -1; (see Player's Guide to Skybourne, pg102)

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

DESCRIPTION

Deliverance is laid out as a spiral of sandstone buildings emerging from the alabaster temple devoted to the mistress of death. The city from afar is clearly visible like a shining beacon of hope against the black sandy desert.

LOCATIONS

Boneyard Market

A marketplace that is dedicated to the exchange of bones and corpses for the purpose of reanimation. Most of the products for sale are the bones of domesticated animals, but there is almost always a specimen or two from the cryptwood.

Labor Bazaar

A marketplace where trade goods from Haalthran are bought, sold, or traded in bulk.

Laughing Skull Tavern

A tavern usually frequented by day laborers moving shipments from the Port of Haalthran.

Pyramid Temple of Deliverance

The Temple of Deliverance is a place of worship devoted to the archfiend Anatakra.

Trade Platform Station

A small docking station where airships offload and onload trade goods that are sent to and from the Labor Bazaar.

GROUPS/FACTIONS

Artificer's Guild

A powerful instructional, regulatory, and advocacy group for the creation and sale of magic items.

ADVENTURE HOOKS/RUMORS

Temple Massacre

Bodies and blood litter the alabaster floors of Anatakra's temple. To make matters worse, the high priestess Dehara has not returned from her pilgrimage. As a result, the townsfolk are on the brink of panic as their primary and consistent source of water is dead alongside the fiend worshipping clergy.

Port of Haalthran

ACQUISITIONING AID & SUPPLIES

CR 5

Setting After arriving in town, the PCs make their way through the city seeking aid and supplies for the crew of the Merlin.

Objectives Each character participating in Acquisitioning Aid & Supplies has the following objectives.

- *Hire a Crew (only if Triage the Crew skill challenge failed)* With the old crew either dead or maimed, the Merlin requires a new crew.
- *Hire Healers (only if Triage the Crew skill challenge **did not fail**)* The crew of the Merlin were wounded when you left them, who knows what state of health they will be in when you return.
- *Shipbuilding Supplies* The airship is a wreck, and is in desperate need of supplies (especially wood).
- *Transportation* The PCs need a speedy return trip to the wreck site to bring aid and supplies, so it could not hurt to hire a transport (be it another airship or a land vehicle).

Phases 2; Cycles 6 each

Frequency 20 minutes

Benefit The characters can gain the following boons and rewards if they successfully influence the target NPCs.

- *Hire a Crew* The PCs manage to hire a decent crew for a reasonable price.
- *Hire Healers* The PCs find healers who are willing to venture into the Eventide to offer medical assistance.
- *Shipbuilding Supplies* The PCs purchase sufficient supplies for a reasonable price
- *Transportation* The PCs find someone willing to go out of their way to drop off the aid and supplies.

Penalty The characters take the following penalties if they fail to influence the target NPCs.

- *Hire a Crew* The PCs fail to hire a decent crew for a reasonable price, or else hires a shifty and untrustworthy crew which will mutiny at the least convenient moment for the PCs (i.e. it may happen when attacked by sky-pirates, or when the PCs are bringing delve treasure aboard).
- *Hire Healers* The PCs fail to find healers willing to venture into the Eventide, and must purchase medical supplies out of pocket.
- *Shipbuilding Supplies* The PCs are forced to purchase shipbuilding supplies out of pocket, at an increased rate.
- *Transportation* The PCs fail to find someone willing to go out of their way to help the Merlin crew, and must either pay for voyage out of pocket (or return and bring the supplies and aid without transportation).

HIRE A CREW - THE CHARGED SAILS CREW CR 2

XP 800

Cuazaj expert (sailor) 1

TN small humanoid (crew, draconic)

Appearance This crew of cuazaj are dressed in grey leather armor. They have a youthfulness about them, as if they had not yet had their soul grinded into dust from the harsh sailor life.

Recognize Knowledge (local) (easy, DC 13) to find the crew at a tavern (Deliverance: The Laughing Skull; Port of Haalthran: The Broken Table).

Background A tight-knit group of comrades since childhood, the Charged Sails Crew left Andrus in hopes of being hired aboard an airship (provided the price is right). They managed to get apprenticeship, but eventually acquired gambling debts which was when they were dumped at the Port of Haalthran. The crew each day journey via air to and from Deliverance in search of work at the local taverns (paying their voyage with manual labor). It is for this reason, that the crew finds themselves in a tavern at this hour of the day.

Goals The crew seeks to explore the world aboard an air vessel. They especially long to visit the floating elven isles.

Skills Acrobatics +6, Profession (sailor) +6, Sense Motive +6;

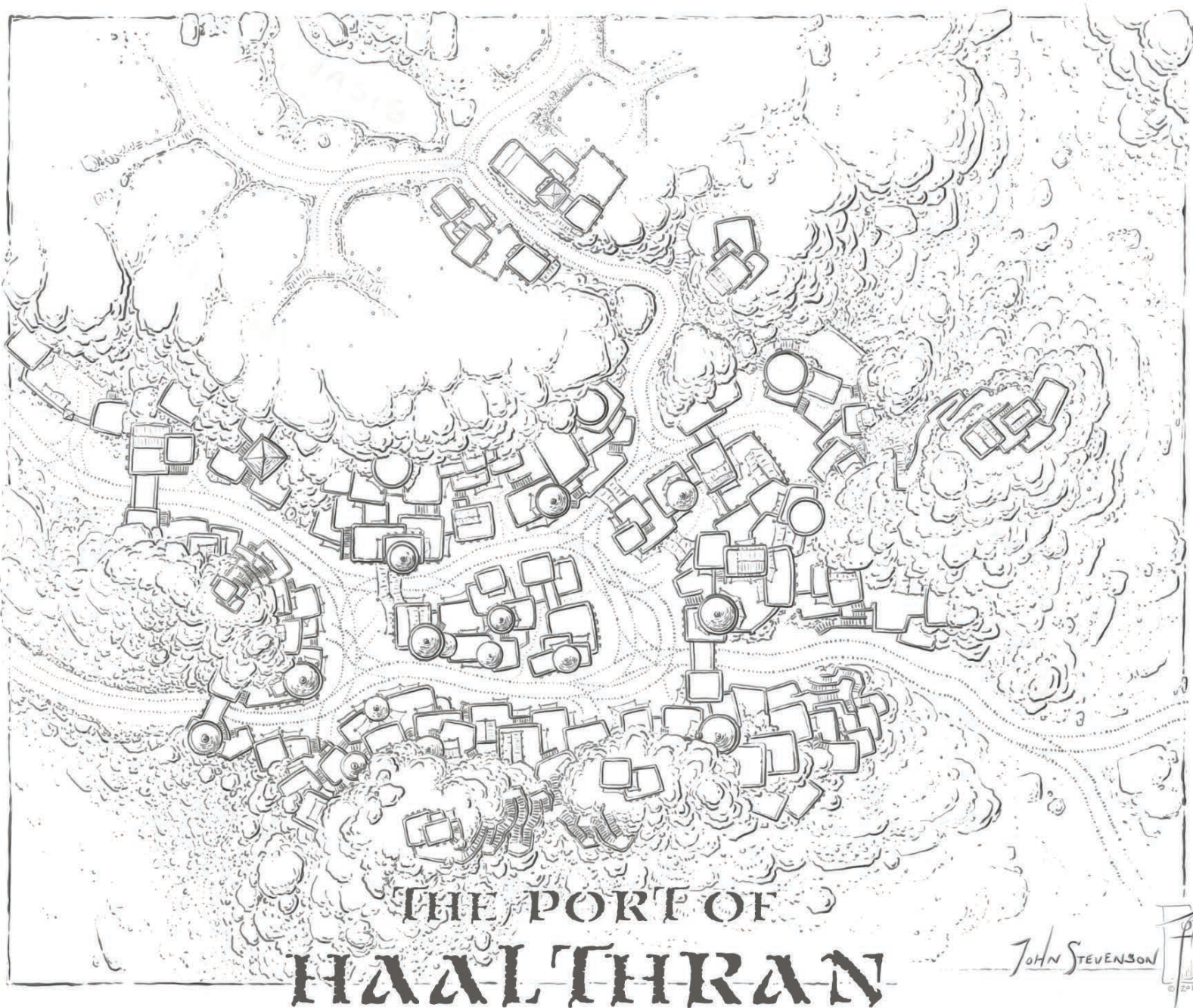
Saves Fort +2, Ref +2, Will +5

SKILLS

Discovery Perception (easy, DC 13)

Primary Skills Bluff (average, DC 18; being still inexperienced, they have not yet been hardened from disappointment or deceit); Diplomacy (average, DC 18; the crew being cuazaj responds well to politeness, but lose interest unless they have knowledge to provide); Knowledge (geography) (easy, DC 13; the crew is easily impressed and excited when people talk about the different lands they have seen), Profession (gambling or sailor) (easy, DC 13; if there are two things this crew loves more than anything, it is a good game of chance and a sailing tale).

Secondary Skills Challenging, DC 20 (includes caster level checks)



Biases Cuazaj hold a disdain for cherufe and draconic races. A PC who belongs to such a race or talks about such races in a favorable light takes a -2 penalty on checks to influence them.

Weaknesses The crew has amassed a sizable gambling debt. PCs who offer to pay off their debts out of pocket gain a +2 bonus on their influence check.

COMPLETION

Successes 3

Benefit If the PCs succeed at only one influence skill challenge check, the party is able to hire the Charged Sails Crew, but only if they agree to pay off their debts (100 gp), and receive double pay for the first six months; if the PCs succeed at only two influence skill challenge checks, the party is able to hire the Charged Sails Crew, but only if they agree to pay off half their debts (50 gp), and receive double pay for the first three months; if the PCs succeed at three skill challenge checks, the party managed to hire the Charged Sails Crew, but only if they agree to pay off a quarter of their debts (25 gp).

SQ Characters with the Detect Thoughts talent or ability, may attempt caster level checks (1d20 + MSB + CAM vs. Secondary Skill DC) to aid all other PCs in this skill challenge, granting their aid another bonus (normally +2) to their skill challenge checks (but only so long as they concentrate on the ability). Characters with the Mind sphere gain a +4 bonus to their caster level check (although it is still made as a Secondary Skill).

Penalty The PCs fail to hire the Charged Sails Crew, and must either approach them on a different day (with a cumulative -2 penalty on influence checks) or hire a different crew (300 gp).

HIRE HEALERS - WHITE LOTUS INITIATE MELANIA CR 2

XP 800

N aasimar incanter 3

Appearance This white lotus cult member is garbed in black robes with a large white and gold lotus insignia emblazoned on the back.

Recognize Knowledge (religion) (easy, DC 13; to notice and identify the symbol of the cult of undead slayers).

Background While the cult has given its members explicit dictation not to trespass into the Midnight District for the purpose of culling the numbers of undead, the cult is generally granted permission to hunt undead at their whim outside the walls of Andrus. So when Melania heard tales of Deliverance and their embracement of undead and necromancy, she took it upon herself to slaughter the group of archfiend worshipping necromancers.

Goals Having done her part to cull the numbers of undead and necromancers in the area, the self-proclaimed inquisitor Melania seeks passage back to Andrus to avoid local punishment.

Skills Heal +9, Knowledge (religion) +7, Spellcraft +7; **Saves** Fort +1, Ref +1, Will +6

SKILLS

Discovery Sense Motive (easy, DC 13)

Primary Skills Diplomacy (easy, DC 13; the inquisitor responds very well to good natured people); Disguise (average, DC 18; Melania is not inconspicuous and could use a disguise),

Knowledge (religion) (average, DC 18; the initiate enjoys talking about the faults of different faiths and the wickedness of undead).

Secondary Skills Challenging, DC 20 (includes caster level checks)

Biases Melania frowns on anyone who calls the faction she belongs to a cult, or those being referred to as a cultist. A PC who calls her a cultist or refers to her organization as a cult takes a -2 penalty on checks to influence her. The inquisitor also has a loathing hatred for necromancers and undead. A PC who is a race with strong ties to the undead (such as dhampir), is a necromancer, is accompanied by an undead companion, or talks about necromancy or undead in a favorable light takes a -4 penalty on checks to influence her.

Weaknesses Inquisitor Shakir seeks passage to distance herself as far from Deliverance as she can. PCs who offer to provide protection and passage gain a +2 bonus on their influence check.

COMPLETION

Successes 3

Benefit If the PCs succeed at only one influence skill challenge check, the party is unable to hire the initiate Melania, but is willingly donates 2 complete healer kits if the party agrees to help her stowaway aboard another airship; if the PCs succeed at only two influence skill challenge checks, the party is able to hire the services of Melania, but only if they agree to help her stowaway aboard another airship; if the PCs succeed at three skill challenge checks, the party managed to hire Melania, who requires nothing in return (although, she would be grateful if they would aid her stowaway aboard another airship).

SQ Characters with the Alteration or Illusion sphere gain a +4 bonus to their caster level check (although it is still made as a Secondary Skill).

Penalty The PCs fail to hire the initiate Melania, and must either approach her on a different day (with a cumulative -2 penalty on influence checks) or purchase medical supplies out of pocket (100 gp).

SHIPBUILDING SUPPLIES - RAZORBACK CR 2

XP 800

CN cherufe blacksmith 3

Appearance With olive scaled epidermis, this zavr cherufe wears padded armor that has been modified it seems, to incorporate a hot weather outfit.

Recognize Knowledge (local) (easy, DC 13) to find the laborer and merchant at or near the trade summit.

Background Razorback moved to the Port of Haalthran in the attempt to provide for his tribal village as a merchant, after the cryptwood settlement fell to some forest sickness.

Goals Razorback was slighted by Rodger Everson, a white lotus initiate, and seeks revenge against him.

Skills Appraise +7, Craft (carpentry) +7, Profession (blacksmith) +7, Sense Motive +6; **Saves** Fort +6, Ref +2, Will +3

SKILLS

Discovery Appraise (easy, DC 13)

Primary Skills Bluff (average, DC 18; although Razorback is not unlikely to be fooled by lies, he smiles fondly on cunning and deceit); Heal (easy, DC 13; Razorback has been looking for information on curing, preventing, or in the very least treating the forest sickness that plagues his home tribe); Intimidate (average, DC 18; the blacksmith responds well to shows of force or threats, as he believes that might makes right).

Secondary Skills Challenging, DC 20 (includes caster level checks)

Biases The cherufe was recently slighted by a white lotus initiate, and as such he shows prejudice against them. A PC who belongs to the white lotus cult or talks about the organization in a favorable light takes a -2 penalty on checks to influence him.

Weaknesses The cherufe has desires of getting back at a white lotus initiate, by the name of Rodger Everson. PCs who offer to aid Razorback in revenge gain +2 bonus on their influence check.

COMPLETION

Successes 3

Benefit The PCs receive rewards based upon not only the number of successes in this influence skill challenge, but also the successes in the Damage Control skill challenge. If the PCs succeed at only one influence skill challenge check, the party is able to purchase the supplies at 95% of the asking price (9 gp, 5 sp if damage control was a complete success; 522 gp, 5 sp if damage control was a partial success; 1,140 gp if damage control was a failure); if the PCs succeed at only two influence skill challenge checks, the party managed to purchase the supplies at 85% of the asking price (8 gp, 5 sp if damage control was a complete success; 467 gp, 5 sp if damage control was a partial success; 1,020 gp if damage control was a failure); if the PCs succeed at all three of the skill challenge checks, the party managed to purchase the supplies at 75% of the asking price (7 gp, 5 sp if damage control was a complete success; 375 gp if damage control was a partial success; 900 gp if damage control was a failure).

SQ Characters with the Detect Thoughts talent or ability, may attempt caster level checks (1d20 + MSB + CAM vs. Secondary Skill DC) to aid {all other PCs in this skill challenge, granting their aid another bonus (normally +2) to their skill challenge checks (but only so long as they concentrate on the ability).

Penalty The PCs fail to purchase supplies from Razorback at a discount, and must either approach him on a different day (with a cumulative -2 penalty on influence checks) or purchase shipbuilding supplies at full price (10 gp; 550 gp; or 1,200 gp depending upon the results of the Damage Control skill challenge).

TRANSPORTATION - CAPTAIN MARCUS WILLIAMS CR2

XP 800

NG middle-aged human bard 3

Appearance The captain wears a tricorn hat as blood-red as the sails of the ship he flies. The rest of his clothes are ironed and pressed, if a bit dusty. His eyes are a cloudy blue and in a constant 40-yard stare. His head is balding and greying prematurely, which one might presume is due to stress or trauma. The smell of rum is always present whenever the captain speaks, but only faintly.

Recognize Knowledge (local) (easy, DC 13) to find the captain directing the onload or offload of goods at the Shipment Docks.

Background Captain Marcus Williams was the 1st mate to Captain Lance Olsen (the father of Captain Marcus Olsen). Roughly a year ago, following the tragedy involving the sky pirates, Marcus Williams left the Merlin to live a quiet life shipping goods between Deliverance and Haalthran with an airship of his own, a Skidder class vessel named the Cardinal.

Goals The captain desires to maintain the quiet life away from pirates, but also secretly longs to make restitution to the late Lance Olsen for whom he had failed to protect.

Skills Acrobatics +7, Diplomacy +9, Perform (sing) +9, Profession (sailor) +6, Sense Motive +6, Spellcraft +6; **Saves** Fort +1, Ref +4, Will +3

SKILLS

Discovery Perception (easy, DC 13)

Primary Skills Diplomacy (average, DC 18; the captain responds well to reason and compromise); Knowledge (geography) (average, DC 18; explaining that the distance between Deliverance and the wreckage site is not much more greater than the distance between Deliverance and the Port of Haalthran may aid in influencing the captain); Knowledge (history) (easy, DC 13; talking about history is likely to trigger past memories of regret, making him more easily influenced).

Secondary Skills Challenging, DC 20 (includes caster level checks)

Biases Captain Marcus Williams holds a disdain for betrayal, mutiny, and piracy. A PC who suggests or talks about such things in a favorable light takes a -4 penalty on checks to influence him.

Strengths Because of trauma in his past, the captain is not easily swayed by threats or violence. A PC who includes a threat in an influence check against him takes a -2 penalty on the check.

Weaknesses The captain seeks to make restitution with the late Lance Olsen. PCs who mention the name of the wrecked airship (The Merlin), or mention by name Captain Marcus Olsen, gain a +2 bonus on their influence check.

COMPLETION

Successes 3

Benefit If the PCs succeed at only one influence skill challenge check, the party managed to convince not only the captain to go out of his way to deliver aid and shipbuilding supplies to the Merlin, but must pay for the crews labor for loading/unloading the supplies (8 gp); if the PCs succeed at only two influence skill challenge checks, the party managed to convince not only the captain to go out of his way to deliver aid and shipbuilding supplies to the Merlin free of charge; if the PCs succeed at three skill challenge checks, the party managed to convince not only the captain to go out of his way to deliver aid and shipbuilding supplies to the Merlin, but also to afterwards fly the PCs the rest of the way to the unearthed ruins at the PCs request (all free of charge).

SQ Characters with the Detect Thoughts talent or ability, may attempt caster level checks (1d20 + MSB + CAM vs. Secondary Skill DC) to aid all other PCs in this skill challenge, granting their aid another bonus (normally +2) to their skill challenge checks (but only so long as they concentrate on the ability).

Penalty The PCs fail to enlist the help of Captain Marcus Williams, and must either approach them on a different day (with a cumulative -2 penalty on influence checks), hire somebody else (300 gp), or attempt to make it back to the wreckage with aid and supplies on their own.

PORT OF HAALTHRAN

LN Hamlet

Corruption -1; **Crime** -1; **Economy** -1; **Law** -1; **Lore** -1; **Society** -2

Qualities prosperous

Danger -5; **Disadvantages** impoverished

DEMOGRAPHICS

Government Autocracy

Population 36 (human (40%), orc (20%), gnoll (15%), cuazaj (10%), cherufe (5%), tiefling (5%), other (5%))

Notable NPCs

- **Blue Cowl Seeker Marina Blacklight** (LN female human sphere inquisitor 2 / warrior 2)
- **Magistrate Hanna Rosethorn** (LN female half-elf sphere adept 5)
- **White Lotus Initiate Rodger Everson** (CN male human sphere adept 4)

MARKETPLACE

Base Value 160 gp; **Purchase Limit** 1,000 gp; **Spellcasting** 2nd (CL 3)

Goods Modifiers Creature Parts +1, Food +1, Manufactured Goods -1, Stone -1; see {Player's Guide to Skybourne, pg 102.

Minor Items 1d3; **Medium Items** None; **Major Items** None

DESCRIPTION

The Port of Haalthran is a modest hamlet located 50 miles away from the large town of Deliverance. The hamlet, built into the mesas and mountains, acts as an air station for wayfar-ing airships and relies upon trade goods for their own survival.

LOCATIONS

Broken Table Tavern

As an effort to maintain the hamlet's public house, this establishment was erected so that travellers could have a place where they could be loud or roudy without disrupting the townsfolk too much.

Haalthran Watchtower

Two of the eight soldiers (level 2 warriors) are posted here on watch each day, while another two make their rounds around the hamlet.

Iridescent Cantrip Inn

This inn also serves as this hamlet's public house, where Magistrate Hanna resolves any issues the townsfolk may have.

Shipment Docks

Haalthran as a way station for airships, maintains a number of different piers to be used exclusively for offloading or onloading merchandise.

Trade Summit

A market located atop one of Haalthran's peaks. It is normally here that goods are sorted to be either delivered or received.

GROUPS/FACTIONS

Blue Cowl

The Blue Cowl is an organization dedicated in regulating the use and distribution of magic. Led by Sergeant Blacklight in this hamlet, the Haalthran Militia enforce this regulation when mandated.

White Lotus Cult

Led by an initiate, Everson, this cult-member has self-pro-claimed himself responsible for the physical and spiritual health for this hamlet.

Concluding the Adventure

If the PCs were successful, then Kre-Keith and the remaining crewmembers are overjoyed to find themselves receiving the aid and supplies required to repair the Merlin, and thus continue its legacy. If some or all of the skill challenges fail, the remaining crew becomes grimmer with each one, but as long as the PCs put forth the effort, the crew does not hold it against them. If the PCs decide to completely abandon the Merlin crew, then surviving members of the Merlin will be found by a travelling caravan and will do everything within their power to exact retribution for desertion (although it may be weeks if not months before the bounty hunters reach the PCs).

The following description assumes that the PCs were successful in doing their part in saving the Merlin (be it by protecting the crew or venturing the desert to bring back aid and supplies). If the PCs fail, modify the text accordingly.

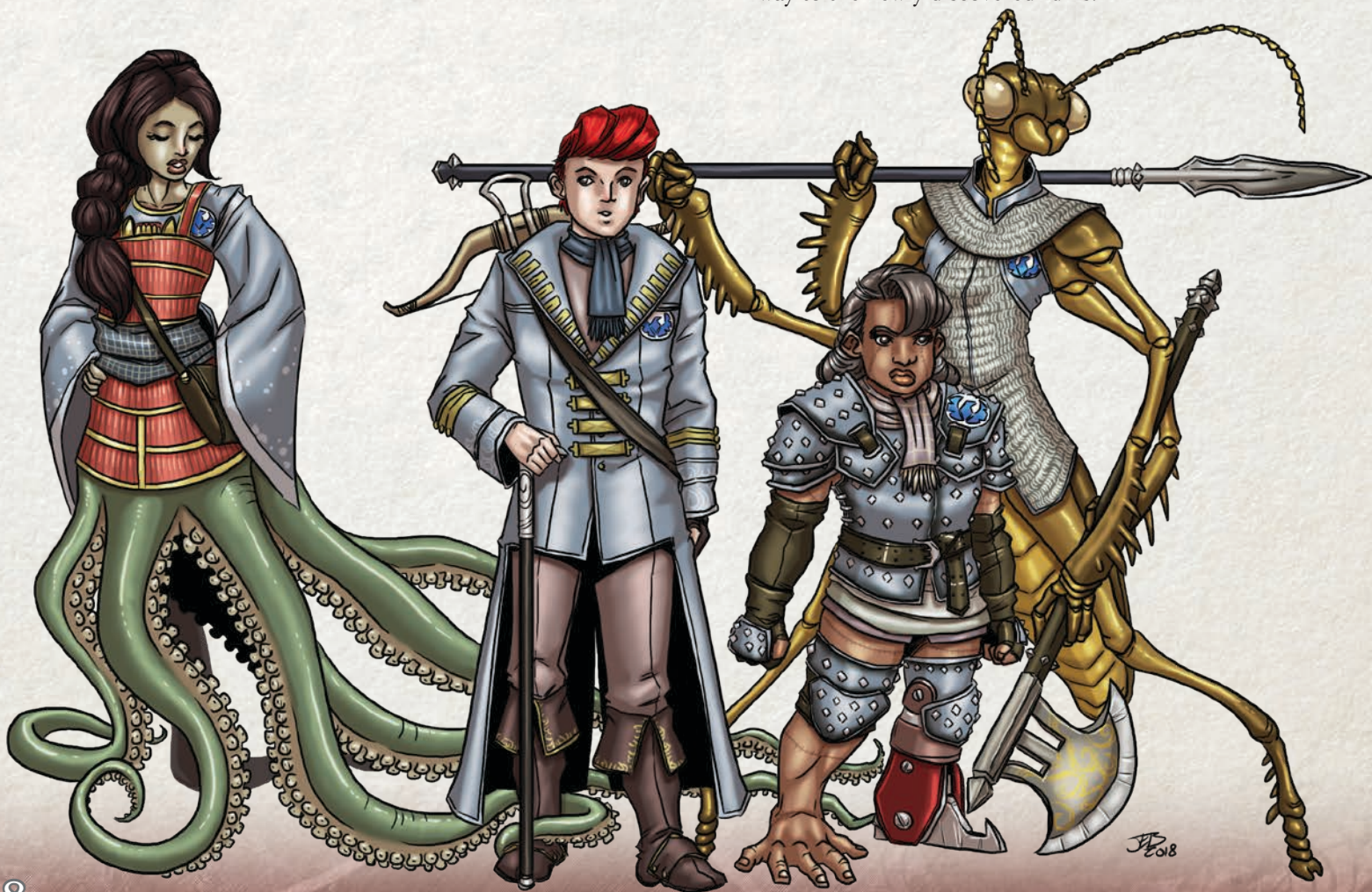
Kre-Keith is covered in grime and mud, turning his normally tan and brown carapace to a much darker shade. You can tell that the tatulani faced his share of challenges during your absence. As he approaches, you can see by his demeanor that he is glad to see you, regardless of any failures you may have had.

*"It looks like *click-clack* you had, *clack* what you say *click* some adventure of *clack-clack* your own," the Master at Arms begins. "When I *clack-click* first saw you lot, *click* aboard the ship, *click-click* I thought you mere pigeons, brash and green, *klik* like larvae." "But *clack-clack* you have proven *click* yourselves, time after time." "You, *click-clack* have fought *clack* tooth and claw *click* for the crew as any hawk would, and in my mind *clack* that makes you worthy of becoming an officer"*

The PCs are free to accept or turn down this mostly honorary position of officer amongst the crew. Joining the crew as an officer means that while they are aboard the Merlin, they must provide services to the other crew members, but will also receive monthly payment while during so. It also means that the PCs each have a vote pertaining to the actions and deployment of the Merlin. This in essence means that the PCs effectively possess a self-sufficient aircraft once the airship is repaired. If the PCs collectively turn down the offer of becoming officers, the tatulani will write a writ of ownership transferring funds from a bank in Andrus to each of the PCs to the amount of 300 gp (which is of negligible worth until redeemed).

The PCs from here are free to do with the weeks that follow as they please, examples include:

- Repair the airship, experiencing random Eventide denizens according to the relevant encounter table.
- Investigate the massacre at the pyramid temple in Deliverance.
- Take an airship (the Merlin or another) the rest of the way to the newly discovered ruins.



NPCs

CAPTAIN MARCUS OLSEN

CR 4

XP 1,200

Male young alraun commander 5

LN Medium humanoid (human, plant)

Init +1; **Senses** blood sense, low-light vision; Perception +7

Personality/Quirks Youthful, narcissistic, collects coins

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 26 (5d8)

Fort +4, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk sword cane +5 (1d6/x2)

Ranged mwk repeating crossbow +5 (1d8/19-20)

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

Spell-Like Abilities (CL 5th); At Will—{detect poison

COMBAT

Martial Tradition Cunning Leader (Equipment x1, Fencing x2, Warleader x1); **PAM** Cha

Duelist Sphere - Talents Draw Cut; (bleed) Iai Slash

- **blooded strike** (+1 bleed damage w/ attack actions, attacks of opportunity, and disarm attempts. Bleeding enemies are considered battered); **Iai Slash (bleed)** if weapon drawn in same round as attack, deal +2 bleed damage, can sheathe weapon, if enemy has 0 or less hp left from this attack
- **Draw Cut**; ready action, if attack is successful, make a disarm, feint, or sunder as attack of opportunity

Equipment Sphere - Talents Finesse Fighting (x2); (discipline) Custom Training

- **Custom Training (discipline)**; proficient with the pistol, repeating crossbow, and sword cane
- **Finesse Fighting**; use Dex for attack instead of Str, +1 damage to melee attacks

Fencing Sphere - Talents Expert Feint, Verbal Feint

- **Expert Feint**; successful feints cause target to lose Dex bonus to armor class against all attacks for 1 round
- **fatal thrust** (attacks vs. flat-footed or flanked deal +1d6 precision damage)

- **Verbal Feint**; can feint targets within 30 ft., as long as they can hear you

Warleader Sphere - Talents (shout) Call Attention

- **shouts**, 20-ft. radius, 6 rounds
 - ◊ **Call Attention (shout)**; Cannot hide yourself for duration, allies can attempt Stealth checks even without cover or concealment
 - ◊ **Fierce Shout (shout)**; +2 morale bonus on first attack in turn
- **tactics**, 35-ft. radius
 - ◊ **Aggressive Flanking (tactic)**; threaten counts as flanking

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +2; **CMD** 13; **Psych DC** 17

Feats Extra Combat Talent (3); **Associated Feat** Greater Feint, Weapon Finesse

Skills Acrobatics +6, Climb +7, Intimidate +12, Knowledge (geography) +10, Perception +7, Profession (sailor) +7, Sense Motive +7, Survival +7; **Associated Skills** Bluff +14, Diplomacy +14; **Racial Modifiers** +2 Bluff, +2 Diplomacy

Languages Common, orc, tatulani

SQ prehensile vine

Other Gear masterwork sword cane, masterwork repeating crossbow (w/ 5 bolts), masterwork armored coat, belt pouch (5 gp in assorted coins), waterskin

SPECIAL ABILITIES

Airship Captain Marcus Olsen is the captain of the Merlin, a falcon-class airship, and has invested the vast majority of his wealth into its crew and supplies.

Prehensile Vine Captain Marcus Olsen as an alraun may extend woven vines from any part of his body to form a tentacle or tail-like extension, which may be used to hold objects or retrieve small, stowed objects carried on his person as a swift action; they are however, not strong enough to wield weapons.

ECOLOGY

Environment City of Andrus or Merlin airship

Organization solitary, management (Marcus Olsen, Tayara, Kre-Keith, and Orita), ship's crew (Marcus Olsen, Tayara, Kre-Keith, Orita, and Merlin crew)

Treasure Standard (gear, airship, and other treasure)

At a young age, Marcus Olsen inherited his father's airship, and while the crew were skeptical of having a child take helm of the ship, they soon grew to accept the young prodigy.

Merlin Airship

Colossal Wood Air Vehicle

Space 1 vehicle space; **Cost** 1,620 gp

Size 45 Hardpoints; Hull 9 Hardpoints

DEFENSE

Hull 0 AC (+3 Dodge, -8 Size); 270 hp, **Hardness** 5

Sails 0 AC (+3 Dodge, -8 Size); 360 hp, **Hardness** 0

Dirigible 0 AC (+3 Dodge, -8 Size); 360 hp, **Hardness** 3

OFFENSE

Attack ram (8d8), 7 Huge net-launchers (1 left facing, 1 right facing, 2 forward facing, 2 back facing, 1 rotating; 3 minute reload, entangle & trip, range 90 ft.)

CMB +8; **CMD** 18

Speed 4 (w/ wind, +1 per severity level)

Acceleration 2

Maneuverability Poor

DRIVE

Propulsion fire elemental (1 hardpoint, 80 hp), sails (18 Hardpoints, 360 hp); **Power** 43 (w/ wind: +9 per severity level).

Mass 9 Hardpoints; **Weight** 0

Controlling Device steering wheel (Helm)

Driving Space 1 space in the aft of the airship

Required Crew 3 (1 pilot, 2 sailors, 1 engineer)

LOAD

Equipment Weight 10.6 tons

Light Load less than 18 tons

Medium Load 18 to 44.9 tons

Heavy Load 45 - 90 tons

ROOMS

Captain's Room (2 Hardpoints, Captain Marcus Olsen)

Engine Room (Fire Elemental, Chief Engineer Tayara)

Workshop (Blacksmithery, Master at Arms Kre-Keith)

Sick Bay (Medical and Navigation Officer Orita)

Crew Quarters (2 Hardpoints, 12)

Cargo Bay (2 Hardpoints, 20 tons)

EQUIPMENT

7 Huge net launchers (1 per lookout location)

Rigid Dirigible (18 Hardpoints)

Cargo

- common spices (1/2 pallet)
- grog (1 pallet)
- oil (1 pallet)
- potable water (1 pallet)
- rations (1 pallet)

Ship's Treasury (156 gp)

CHIEF ENGINEER TAYARA

CR 3

XP 800

Female created technician 4

N Medium humanoid (construct)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8 (+1 vs. surprise)

Personality/Quirks Excessive number of backup weapons, missing a hand

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex); +1 vs. traps
hp 29 (4d8+8)

Fort +3, **Ref** +6, **Will** +5; +1 vs. traps

Resist fire 10

OFFENSE

Speed 5 ft. (or 20 ft. if 2 hands are free)

Melee mwk battle wrench prosthetic +3 (1d4/x3) or mwk battle stein prosthetic +3 (1d6/x2) or mwk gaff hook prosthetic +3 (1d4/19-20) or mwk dagger prosthetic +3 (1d4/19-20)

Ranged dart +3 (1d4/x2) or mwk heavy crossbow prosthetic +5 (1d10/19-20)

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

COMBAT

Martial Tradition Ruin Delver (Athletics x2, Equipment x2); **PAM** Int

Athletics Sphere - Packages climb; **Talents** (climb) Rope Swing, Sure Grip

- **Rope Swing (climb)**; use attached rope or weapon to spring around the battlefield
- **Sure Grip (climb)**; 1/round, use Climb check instead of CMD vs. disarm or steal; +10 to Climb checks made to catch self or another from falling

Equipment Sphere - Talents Craftsman, Fast Draw; (discipline) Toolkit Training

- **Craftsman**; craft mundane items in half usual time
- **Toolkit Training (discipline)**; proficient with the battle ladder, battle stein, battle wrench, climbing pick, fishing tackle, garrote, grappling hook, iron brush, machete, net, 10-foot pole, torch, and whip
- **Fast Draw**; draw a weapon as part of the action used to make an attack with it; you can draw a hidden weapon as a move action

Scout Sphere - Talents Heightened Awareness

- **Heightened Awareness**; move action, detect the presence of magical auras; free Perception check to notice traps or active magical effects when you first come within 10 ft.
- *scout* (swift action, may identify a creature's weaknesses with a Perception check, DC 15 + CR)

Trap Sphere - Perception DC 20; **Talents** Persistent Trap (x2), Warning

- *dart* (35-ft. line, +7 ranged (2d6/x3))
- **Persistent Trap**; spend 1 minute to place trap, trap remains active for 5 hours

- *snares* (full-round action (standard action while maintaining focus), Reflex or trigger); (snare) **DC** 15
 - ◊ **Net (dart, snare)**; Reflex save to avoid being ensnared, forgo damage to attack touch AC
 - ◊ **Tripwire (snare)**; triggering creature falls prone; **DC** 15
- **Warning**; allies do not accidentally trigger traps you set

Technical Insights

- *architectural insight* (10 minutes, expend 1 gadget to build hut, platform, or wall for 24 hours)
- *inventor's insight* (single invention gains an additional improvement)

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 16, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 14; **Psych** **DC** 18

Feats Extra Combat Talent (2); **Associated Feat** Quick Draw

Skills Appraise +10, Disable Device +9, Knowledge (engineering) +12, Knowledge (geography) +10, Perception +8, Profession (sailor) +8, Profession (shipwright) +8, Sense Motive +8, Use Magic Device +7; **Associated Skills** Climb +15, Craft (ships) +10, Craft (traps) +10; **Racial Modifiers** +8 Climb

Languages Aquan, common, orc, tatulani

SQ created traits (additional arms, climber, greater eyes, resistant), technically minded, trapfinding

Other Gear improved masterwork battle wrench prosthetic, improved masterwork heavy crossbow prosthetic (w/ 5 bolts), darts x10, studded leather, backpack (artisan's tools, trap bag), belt pouch (5 gp in assorted coins), waterskin

SPECIAL ABILITIES

Gadgets (Ex): 5/day, Tayara can create a gadget as a standard action (or move w/ martial focus).

Inventions Chief Engineer Tayara can maintain two inventions at a time. Tayara's current inventions are:

- an improved masterwork heavy crossbow prosthetic, with an integrated weapon improvement (masterwork battle stein prosthetic), which allows her to wield both simultaneously without needing to switch weapons.
- an improved masterwork battle wrench prosthetic, with two diverse damage improvements (taking the form of a gaff hook and dagger prosthetic), which allows her to switch between dealing bludgeoning, piercing, or slashing damage at-will.

Technically Minded Chief Engineer Tayara as a technician takes half the usual time when using the Craft skill to repair an object. In addition, whenever she uses the Disable Device skill, she reduces the required time by 1 step (2d4 rounds, 1d4 rounds, 1 round, a standard action, a move action, a swift action).

Trapfinding As a technician, Chief Engineer Tayara can use Disable Device to disarm magic traps.

ECOLOGY

Environment City of Andrus or Merlin airship

Organization solitary, management (Marcus Olsen, Tayara, Kre-Keith, and Orita), ship's crew (Marcus Olsen, Tayara, Kre-Keith, Orita, and Merlin crew)

Treasure Standard (gear, and other treasure)

Tayara, has been attached to the Merlin longer than the captain, and knows the airship better than anyone. Tayara looks like a dwarf who had her legs replaced with arms; unfortunately, Tayara lost one of her hands during a raid made by pirates. Because walking with arms (let alone arms with one missing hand) is less effective than legs, this created prefers to traverse the ship by climbing the bulkhead and then swinging on the overhead to her destination. To make up for her missing hand, Tayara carries around a number of prosthetics, which are weaponized.

MASTER AT ARMS KRE-KEITH

CR 2

XP 600

Male tatulani armiger 3

N Medium humanoid (tatulani)

Init +1; **Senses** Perception +2

Personality/Quirks True love died, cursed

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 27 (3d10+6)

Fort +5, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+1/x2) or mwk butchering axe +3 (3d6+1/x3) or mwk longspear +5 (1d8+1/x3)

Ranged mwk composite orc hornbow +5 (2d6+1/x3)

Space 5 ft.; **Reach** 5 ft. (or 10 ft. w/ longspear)

COMBAT

Martial Tradition Weapon Master (Dual Wielding x2, Equipment x2); **PAM** Wis

Barrage Sphere - Talents Augmented Grip*, Battlefield Scavenger* (*when wielding orc hornbow only)

- **Battlefield Scavenger**; orc hornbow, reduce barrage attack penalty by 1
- *barrage* (+3/+3 ranged, special attack action, (2d6+1/x3, scatter)
- **Battlefield Scavenger**; orc hornbow, 85% chance of recovering used ammo from non-firearm sources

Dual Wielding Sphere - Talents Asynchronous Swing**, Balanced Blows, Dual Opportunity** (**when wielding butchering axe only)

- **Asynchronous Swing**; butchering axe, requires martial focus, both wielded weapons deal the same weapon damage die (default: butchering axe damage))
- *dual attack* (attack action, make two attacks, one with a different weapon, at a -1 penalty; **Balanced Blows** (reduce the attack penalty by 1/2))
- **Dual Opportunity**; butchering axe, 1/round when you make an attack of opportunity, you may also attack with off-hand weapon

Equipment Sphere - Talents Polearm Mastery*** (**when wielding longspear only); (discipline) Firearm Proficiency, Gladiator Training

- **Firearm Proficiency (discipline)**; proficient with all firearms (except siege weapons)
- **Gladiator Training (discipline)**; proficient with the amentum, battleaxe, gladius, lasso, net, pilum, scizore, short sword, shortbow, throwing shield, trident, and whip)
- **Polearm Mastery**; longspear, you may with reach weapons attack creatures within your natural reach with a -2 penalty

Guardian Sphere - Packages patrol; **Talents** Swift Guardian*** (**when wielding longspear only)

- *patrol* (full-round action, requires martial focus, increase threatened area by 5 ft., and is applied after reach)
- **Swift Guardian**; longspear, may patrol as a standard action, or as a move action by expending martial focus

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** 12, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 15; **Psych DC** 15

Feats Extra Combat Talent (2), Gunsmithing; **Associated Feat** Combat Patrol, Two-Weapon Fighting

Skills Acrobatics +7, Climb +7, Craft (weapons) +9, Knowledge (engineering) +6, Profession (soldier) +8; **Racial Modifiers** +2 Craft (weapons), +2 Knowledge (engineering)

Languages Common, orc, tatulani

SQ customized weapons, focusing switch, four-armed, prowess, quick change

Other Gear butchering axe, longspear, orc hornbow (w/ 5 arrows), chain shirt, backpack (masterwork artisan's tools), belt pouch (5 gp in assorted coins), waterskin

SPECIAL ABILITIES

Cursed (Dayblind) Kre-Keith was cursed by a powerful reveler of Mab of the Unseelie Court with the Dayblind affliction, which makes the tatulani blind except in areas of dim light or darkness. Removing the affliction will require a successful use of Break Enchantment (or similar spell or ability) against a MSD of 21.

Customized Weapons Master at Arms Kre-Keith is adept at both storing and retrieving favored weapons, and has special training when using each. Any customized weapon that Kre-Keith wields is considered a masterwork weapon in his hands. Currently Kre-Keith has three customized weapons: butchering axe, longspear, and composite orc hornbow. Kre-Keith may only benefit from one customized weapon at a time (regardless of how many he is currently wielding).

Focusing Switch Kre-Keith as an armiger can as an immediate action regain his martial focus whenever he succeeds at a combat maneuver, confirms a critical hit, or reduces a foe to 0 or fewer hit points.

Four-armed Kre-Keith as a tatulani has four arms which he may use to effectively reduce the size or type of weapon wielded; wielding a two-handed weapon with two arms reduces the

weapon to one-handed, wielding a one-handed weapon with two arms reduces the weapon to a light weapon, etc.

Prowess Master at Arms Kre-Keith possesses the exotic weaponry prowess, which allows her to be proficient with the butchering axe and the orc hornbow while customized with those weapons.

Quick Change Kre-Keith may stow or retrieve customized weapons 1/round as if he possessed the Quick Draw feat.

ECOLOGY

Environment City of Andrus or Merlin airship

Organization solitary, management (Marcus Olsen, Tayara, Kre-Keith, and Orita), ship's crew (Marcus Olsen, Tayara, Kre-Keith, Orita, and Merlin crew)

Treasure Standard (gear, and other treasure)

Kre-Keith is the master at arms of the Merlin airship, and also happens to be a tatulani. As a tatulani, he is very well aware of how his appearance may be off-putting to other humanoids, and so spends his time making sure the ship's armory is properly maintained away from everyone else. Meanwhile pairs of crewmen take shifts to patrol the Merlin, reporting anything suspicious to Kre-Keith to be dealt with by him personally.

NAVIGATION & MEDICAL OFFICER ORITA CR 1

XP 400

Female cecaelia scholar 2

NE Medium monstrous humanoid (aquatic, cecaelia)

Init +2; **Senses** darkvision 60 ft., tentacle sense 10 ft.; Perception +6

Personality/Quirks Maternal, Violent

DEFENSE

AC 15, touch 12, flat-footed 13 (+1 armor, +2 Dex, +2 natural)

hp 11 (2d6+2)

Fort +1, **Ref** +5, **Will** +4; +2 vs. sickened or nauseated condition

OFFENSE

Speed 30 ft., Swim 40 ft., Jet 200 ft.

Melee 2 tentacles +0 (1d4-1/x2)

Special Attacks Flashbangs +3 ranged touch (1d4; Fort save DC 13 or be dazzled and deafened for 1d4 rounds)

Space 5 ft.; **Reach** 5 ft. (10 ft. w/ tentacles)

COMBAT

Martial Tradition Chemist (Alchemy x1, Barroom x2, Equipment x1); **PAM** Int

Alchemy Sphere - Packages formulae; **Talents** (formulae) Improved Bottled Lightning, Panacea, Salve

- {formulae, **DC** 13; use Craft (alchemy) +7; can prepare up to 4 (formulae)
 - ◇ **Improved Bottled Lightning (formulae)**; standard action, 2d8 electricity damage to target, creatures in a line between you and the target (including the target) take 3 points of sonic damage
 - ◇ **Panacea (formulae)**; remove one single condition (deafened, fatigued, shaken, or sickened)
 - ◇ **Salve (formulae)**; heal for 1d8+2 damage per application, 3 uses per person per day

Barroom Sphere - Talents Iron Liver

- *brutal breaker* (proficient with improvised weapons)
- *hard drinker* (gets drunk for 1 round, can drink as a move action)
- **Iron Liver**; 4 alcoholic beverages before sickened, instead of 2

Equipment Sphere - Talents Fast Draw

- **Fast Draw**; draw a weapon as part of the action used to make an attack with it; you can draw a hidden weapon as a move action

Scout Sphere - Talents Discern Condition

- **Discern Condition**; determine the relative health and condition of a creature in addition to the normal information provided by your {scout ability
- *scout* (swift action, may identify a creature's weaknesses with a Perception check, DC 15 + CR)

STATISTICS

Str 9, **Dex** 14, **Con** 12, **Int** 15, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 12 (cannot be tripped); **Psych DC** 16

Feats Extra Combat Talent; **Associated Feat** Quick Draw

Skills Craft (maps) +7, Diplomacy +6, Heal +7, Knowledge (geography) +7, Linguistics +7, Perception +6, Sense Motive +6, Survival +6, Swim +9, Use Magic Device +4; **Associated Skills** Craft (alchemy) +7, Stealth +7; **Racial Modifiers** +2 Diplomacy, +8 Swim (from swim speed)

Languages Aboleth, aquan, auran, cherufe, common, draconic, orc, tatulani

SQ amphibious, garrulous, tentacle sense

Other Gear improved bottled lightning, panacea, salve x2, haramaki armor, backpack (20-ft. measuring cord, blank journals x2, ink x2, inkpen x2, mapmaker's kit, pound of ink drying powder, sheets of paper x10), belt pouch (5 gp in assorted coins), *healer's satchel*, map case (navigation chart), *standard wayfinder*, waterskin x4

SPECIAL ABILITIES

Astrology (1/day, 3 points) (Ex) Orita may spend one hour studying star charts, the position of the celestial bodies, and other relevant astrological data to gain important insights into the day's challenges, granting a pool of insight points. Orita may spend a point from this pool as part of an attack roll, saving throw, or skill check to add 1d4+1 to the result; the scholar may spend a point to grant this bonus to an ally, but must spend an immediate action to do so.

Garrulous Orita has a way with words and in her travels has picked up a variety of languages. She learns two languages each time she gains a rank in Linguistics.

Medical Training (Ex) Orita may use her Intelligence modifier in place of her Wisdom modifier as her associated ability score modifier with the Heal skill. In addition, she may expend one use of a healer's kit and attempt a special DC 15 Heal check on an ally as a standard action that provokes an attack of opportunity; if this check is successful, the ally recovers 1 hit point +1 for each point by which the she exceeds the DC. Orita can only attempt to heal a particular creature with this ability

two times per day. Attempting to heal a creature but failing to meet the DC of this ability still counts towards this daily total.

Tentacle Sense (Ex) As a swift action while swimming and while it is not grappled or grappling, the cecaelia can spread its tentacles wide to form a sensory net around it. This grants blindsight to a range of 10 feet and lasts as long as the cecaelia concentrates. While this effect lasts, the creature cannot attack with its tentacles or move.

Combat Gear Orita's combat gear is described below:

- *Improved Bottled Lightning*: Orita can open a flask of improved bottled lightning to make a ranged touch attack against a target within 20 feet of you. Creatures hit by the attack are dealt 2d8 points of electricity damage. Any creature in a line between Orita and the target (including the target) takes 3 points of sonic damage.
- *Panacea*: Orita may draw and drink this concoction as a move action to remove the deafened, fatigued, shaken, or sickened conditions.
- *Salve*: Orita may draw and drink this healing potion as a move action to heal 1d8+2 hit points.

ECOLOGY

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Organization solitary, management (Marcus Olsen, Tayara, Kre-Keith, and Orita), ship's crew (Marcus Olsen, Tayara, Kre-Keith, Orita, and Merlin crew)

Treasure Standard (gear, and other treasure)

A cecaelia, Orita, is both the medical and navigation officer aboard the Merlin. While maternal when it comes to her crew, she firmly believes in providing the most painful medical treatment available. Orita is also quick to suggest utilizing less pleasant means of information gathering such as torture, although the captain has yet to ever resort to such methods. Being a creature of the sea, Orita has a special bath prepared at all times so to keep her body moist and prevent cracking.

Medic Satchel

Aura faint Creation; **CL** 2nd; **Scaling** wonder

Slot belt or chest; **Price** 250 gp; **Weight** 1 lb.

This white leather satchel is embossed with the symbol of the Gewen, goddess of fertility and healing.

The bag has clasps that allow it to be easily attached to either the waist or the chest. Inside the satchel are various bandages normally found inside a healer's kit. A medic satchel has enough bandages for 10 uses of a healer's kit (called charges). Unlike the kit however, this satchel regains all charges at the beginning of each day, and can be fully recharged instantaneously by spending 1 spell point. Also like the healer's kit, the medic satchel grants a +2 circumstance bonus to Heal checks, and counts as a healer's kit for the purpose of skills, feats, or abilities.

- **3rd Level – 750 gp**: The medic satchel now grants a +4 circumstance bonus to Heal checks.
- **4th Level – 1,500 gp**: The medic satchel now regains its charges 8 hours after the first charge is used.

- **5th Level – 2,625 gp:** The medic satchel now grants a +6 circumstance bonus to Heal checks.
- **6th Level – 4,000 gp:** The medic satchel now regains its charges 4 hours after the first charge is used.
- **7th Level – 5,875 gp:** The medic satchel now grants a +8 circumstance bonus to Heal checks.
- **8th Level – 8,250 gp:** The medic satchel now regains its charges 2 hours after the first charge is used.
- **9th Level – 11,500 gp:** The medic satchel now grants a +10 circumstance bonus to Heal checks.
- **10th Level – 15,500 gp:** The medic satchel now has unlimited charges.

Requirements Craft Apparatus, Creation sphere; **Cost** 7,750 gp

Wayfinder (Standard)

Aura faint Light; **CL** 5th

Slot none; **Price** 500 gp; **Weight** 1 lbs.

A small magical device patterned off ancient relics of a long lost civilization, a wayfinder is typically made from silver and bears gold accents.

With a command word, you can use a *wayfinder* to *glow* (as the Light sphere ability). The *wayfinder* also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* include a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants you its normal benefits (as if it were orbiting your head), but frequently reveals entirely new powers due to the magic of the *wayfinder* itself.

Requirements Craft Wondrous Item, Light sphere; **Cost** 250 gp

MERLIN CREW

CR3

XP 800

Half-orc expert (sailor) 1

TN Medium humanoid (crew, human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 8, flat-footed 15 (+2 armor, -2 crew-size, +5 natural)
hp 30 (6d8)

Fort +2, **Ref** +2, **Will** +5

Immune crew traits

OFFENSE

Speed 30 ft.

Melee spear (4d6+3)

Ranged light crossbow (4d6+3)

Space 15 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 10, **Con** 10, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +7; **CMD** 17; **Psych DC** 11 (crew)

Perks Perception Training, Weapon Training (2)

Skills Perception +6

Languages Common, Orc

SQ ferocity

EQUIPMENT

Equipped leather armor x12

Stowed Away cold weather outfit x15, hot weather outfit x15, light crossbow (w/ 3 bolts) x15, spear x15, sand skiff

A mixed crew of humans, noble orcs, and half-orcs.

SAND SKIFF

Large Wood Land Vehicle

Space 1 vehicle space; **Cost** 40 gp

Size 1 1/2 Hardpoints; **Hull** 1/2 Hardpoints

DEFENSE

Hull 9 AC (+5 Dodge, -1 Size); 22 hp, **Hardness** 5

Sails 9 AC (+5 Dodge, -1 Size); 20 hp, **Hardness** 0

OFFENSE

Attack ram (1d8)

CMB +1; **CMD** 11

Speed 1 (w/ wind, +1/2 per severity level)

Acceleration 0

Maneuverability Average

DRIVE

Propulsion Sails (1 Hardpoint, 20 hp); **Power** 1/2 (w/ wind: +1/4 per severity level).

Mass 1/2 Hardpoint

Tread sand runners

Controlling Device rudder

Driving Space 1 space in the front of the vehicle

Required Crew 1 (pilot)

LOAD

Equipment Weight 0 tons

Light Load less than 1 ton

Medium Load 1 to 2.4 tons

Heavy Load 2.5 - 5 tons

ROOMS

Cargo Bay (1/2 Hardpoint, uncovered, 5 tons)

EQUIPMENT

Sand Runners: A vehicle equipped with sand runners looks similar to a sled, but with wide bottoms of gliding over sand. A vehicle equipped with sand runners moves at full speed over sand, but half speed over snow and hard ground.

Appendix A: Discovery And Exploration

Unspoiled wilderness and uncharted lands represent an opportunity for exploration and the discovery of ancient secrets, lost treasures, natural wonders, and the remote lairs of terrible beasts. As exciting as exploring wilderness can be, the fact that there are no city streets or dungeon walls to guide choices can make running exploration in uncharted wilds a challenge. The rules presented in this section can be used when a group enters such uncharted lands to discover what lies within, and at your discretion can serve as an expansion on the rules for exploration as presented in {Pathfinder RPG Ultimate Campaign. Brief definitions of terms used in this section are listed below.

Discovery Points: As the PCs explore a territory, they'll accumulate Discovery Points—an abstract measure of how thoroughly they have explored the region. Note that while gazetteers, maps, research, and rumors can grant bonus Discovery Points for a region even before the PCs set foot within the wild, inaccurate information gleaned from such sources can penalize the accumulation of Discovery Points.

Exploration Check: As the PCs search a territory, they'll attempt exploration checks to determine how many Discovery Points they accumulate. Exploration checks are typically Survival checks, though unusual territories may require other specialized skills. A character can attempt an exploration check using Perception in place of the required skill with a –5 penalty.

Location: A location is an adventure site or other point of interest within a territory—it could be an ancient ruin, a dragon's cave, a druidic monument, a hidden treasure, a portal to the First World, or anything else of note. Each location has a discovery score equal to the number of Discovery Points required to find the location.

Territory: Territories are discrete geographic areas with defined boundaries. These can be political borders or geographical transitions. If you're using the exploration rules from {Ultimate Campaign, a single hex constitutes a territory. Alternately, a territory can be a much larger region; in this case, the PCs' exploration of the territory is a much more abstract concept and doesn't involve tracking exact locations on a map. In either case, each territory has its own Challenge Rating, which determines the danger of wandering monsters in the territory as well as the DC for exploration checks to earn Discovery Points.

Way Sign: Way signs are events, objects, or terrain features that give a hint to find a location. Discovering a way sign, either by stumbling across one in the wild (such as by reaching a vantage point that gives an excellent view of the lay of the land, or by stumbling across an old road sign) or by researching a region beforehand (such as by consulting gazetteers, maps, or the rumor mill), can grant bonus Discovery Points or reveal the existence of previously unknown locations—but some way signs may be inaccurate or misleading.

Appendix B: Wilderness

Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents most from becoming lost, but travelers striking off cross-country might become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Anytime characters cannot see at least 60 feet due to reduced visibility conditions, they might become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night might be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or low-light vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain might become lost if he moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

<i>Terrain</i>	<i>Survival DC</i>
Desert or plains	14
Forest	16
Moor or hill	10
Mountain	12
Open sea	18
Urban, ruins, or dungeon	8

<i>Situation</i>	<i>Check Modifier</i>
Proper navigational tools (map, sextant)	+4
Poor visibility	-4

A character with at least 5 ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing You're Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, -1 per hour of random travel) to recognize that he is no longer certain of his direction of travel. Some circumstances might make it obvious that the characters are lost.

Setting a New Course: Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they might get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described above to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right, with no indication who is correct.

Regaining Your Bearings: There are several ways for characters to find their way after becoming lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters, through random movement, might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check.

Desert Terrain

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold desert), rocky deserts (often temperate), and sandy deserts (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. During the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in Marsh Terrain, although there is little standing water.

The table below describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra might contain either light undergrowth or an ice sheet, but not both.

Desert Category

	<i>Tundra</i>	<i>Rocky</i>	<i>Sandy</i>
Light undergrowth	15%	5%	5%
Ice sheets	25%	—	—
Light rubble	5%	30%	10%
Dense rubble	—	30%	5%
Sand dunes	—	—	50%

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check is required to run or charge across an ice sheet.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult. The DC of Acrobatics checks increases by 2.

Dense Rubble: This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks increases by 5, and the DC of Stealth checks increases by 2.

Sand Dunes: Created by the action of wind on sand, dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features: Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (as described in Mountain Terrain). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Perception check for detecting the nearby presence of others can succeed is 6d6 × 20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes sight-based Perception impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6 × 10 feet. The scarcity of undergrowth or other elements that offer concealment or cover makes using Stealth more difficult.

Appendix C: Special Materials

Blightburn

Blightburn is a highly radioactive crystalline mineral that grows in isolated pockets. When exposed to air, blightburn crystals give off a deep green glow as bright as a candle.

Any creature coming into physical contact with a blightburn crystal takes 2d6 points of fire damage per round, and creatures within 60 feet of blightburn crystals are exposed to blightburn radiation. Blightburn radiation interferes with teleportation such as Warp sphere abilities and spells of the teleportation subschool. A character attempting to teleport into or out of an area of blightburn radiation must succeed at a caster level check (DC = the Fortitude save DC for the radiation) to successfully cast the spell.

Radiation Level	Fort DC	Initial Effect	Secondary Effect
Low	13	1 Con drain	1 Cha damage/day
Medium	17	1d4 Con drain	1d4 Cha damage/day
High	22	2d4 Con drain	1d6 Cha damage/day
Severe	30	4d6 Con drain	2d6 Cha damage/day

Blight Quartz

Deposits of solidified negative energy, formed by the precipitation of the plane's substance in regions oversaturated by raw entropy, can be found throughout the Negative Energy Plane. Known as blight quartz (although the crystals are not a form of traditional elemental material), these crystals appear as black or smoky gray gemstones that periodically shimmer or crackle with eerie, dark purple energy.

The majority of blight quartz deposits are no larger than the size of a human fist. The process of crystallization diffuses the negative energy inherent in the material somewhat, but in large quantities the stuff can be debilitating. As long as a creature carries a pound or more of blight quartz or is within 5 feet of a deposit of blight quartz of a minimum of 10 pounds, that creature incurs 1 negative level. This negative level remains as long as the proximity to blight quartz continues, and disappears when these conditions end. This negative level never results in actual level loss, but cannot be overcome in any way (including via restoration) while proximity to the quartz continues. This is a negative energy effect.

While blight quartz cannot be worked into armor, the material can be used to augment melee weapons, as well as arrowheads, spear tips, and similar ammunition. Doing so costs an additional 200 gp per piece of ammunition or an additional 2,500 gp for a weapon. A creature hit with a blight quartz weapon must succeed at a DC 15 Fortitude save or take 1 negative level. A negative level imparted by a blight quartz weapon or ammunition lasts for 1 minute before fading and never results in permanent level loss. Negative levels imparted by multiple hits reset the duration but do not otherwise stack, nor do they stack with any other negative levels the weapon may otherwise impart, or with any negative levels the creature struck may already have. This is a negative energy effect.

Blight quartz has 10 hit points per inch of thickness and hardness 10, but the material decays rapidly when taken from the Negative Material Plane, taking 2d6 points of damage that bypasses its hardness each round until it crumbles away into nothingness.

Blight Quartz In The Skybourne Setting: With the walkways shattered, travelling between planes is next to impossible; However, with the emergence of cryptwoods, many parts of Khrona are imbued, sometimes permanently with negative energy. While not a cryptwood tied to the Negative Material Plane, the Eventide region of the Jeo Desert counts as one for the purpose of whether or not blight quartz decays. Extra-dimensional spaces and pocket dimensions that possess Negative Material Plane characteristics also prevent decay of the special material. Spherecasters with the Death sphere may spend a spell point to charge blight quartz with negative energy, staving off decay for 1 hour.

Mindglass

Mindglass is a special material as strong as steel that also provides the bearer with protection against an opponent's psychic abilities. When a creature wielding a melee weapon made of mindglass succeeds at a saving throw against a psychic or mind-affecting effect from a creature, the weapon stores some of that energy and holds it for a future attack. A mindglass weapon can store this energy for a number of rounds equal to the level of the spell, or half the creature's CR if the effect wasn't a spell or spell-like ability. If the weapon hits a creature while still holding this energy, it suffuses the target with a disruptive field for 1 round. On a critical hit, the disruptive field effect instead lasts for a number of rounds equal to the weapon's critical multiplier.

While affected by this field, a target must succeed at a concentration check (DC = 15 + twice the spell's level) to cast any spell or spell-like ability (in addition to any other required concentration checks). If the check is failed, the affected creature's spell or spell-like ability is wasted. A Small or Medium weapon made of mindglass costs an additional 13,000 gp.

Noqual

Noqual looks like a pale green crystal to the untrained eye, but can be worked as iron despite its appearance. Noqual is light—half as heavy as iron, yet just as strong. More importantly, noqual is strangely resistant to magic.

An object made of noqual gains a +4 bonus on any saving throw made against a magical source. Weapons made of noqual weigh half as much as normal, and gain a +1 enhancement bonus on damage rolls against constructs and undead created by feats or spells. Noqual armor weighs half as much as other armors of its type. For the purposes of movement and other limitations, heavy noqual armor is treated as medium armor, and medium noqual armor is treated as light armor. The armor's maximum Dexterity bonus increases by 2, and armor check penalties are reduced by 3. The armor's spell failure chance increases by 20% and applies to all magic cast while wearing the armor, regardless of the magic's source or the wearer's class abilities. The wearer of a suit of noqual armor gains a +2 resistance bonus on all saving throws against spells and spell-like abilities. Noqual has 30 hit points per inch of thickness and hardness 10. Noqual ore is worth 50 gp per pound. Noqual increases the cost of light armor by 4,000 gp, medium armor by 8,000 gp, heavy armor by 12,000 gp, a shield by 2,000 gp, and a weapon or other item by 500 gp. Creating a magic item that incorporates any amount of noqual into it increases the price of creation by 5,000 gp, as costly reagents and alchemical supplies must be used to treat the metal during the process.

Obsidian

This black volcanic glass is extremely sharp, and can be shaped into a variety of weapons that deal piercing and slashing damage.

Bits of obsidian inserted into a length of tempered wood create effective swords such as terbutjes (Ultimate Equipment, page 38). Obsidian weapons cost half as much as base items of their type, and weigh 75% of what base items of their type do. Obsidian can be used to craft light and one-handed weapons that deal piercing or slashing damage, as well as spear tips and arrowheads. Obsidian weapons have half the hardness of their base weapons and have the fragile quality. The fragile

glass nature of obsidian is perfect for creating sharp points and blades, but those same qualities make it unsuitable for creating armor. Armor cannot be constructed from obsidian. Magically strengthened obsidian does not have the fragile quality, and can be made into any armor or weapon that can be made of stone.

Viridian

This deep green volcanic glass is similar to obsidian but is formed when molten rock is tainted with anomalous trace minerals from deep beneath the earth whose emanations are toxic to living things. It can be fragmented to razor sharpness, but even a tiny amount of viridium contacting the bloodstream can pass on a wasting sickness.

Any successful hit with a viridium weapon causes the target to contract leprosy (Fortitude DC 12 negates). On a successful critical hit, a tiny fragment of viridium breaks off within the target, affecting it as though with greenblood oil (Fortitude DC 13 negates). A creature carrying a viridium weapon must save every 24 hours or contract leprosy unless the weapon is kept inside an extradimensional space (such as an efficient quiver) or a scabbard lined with lead. Oozes, plants, and outsiders are immune to the deadly emanations of viridium. Viridium weapons have half the hardness of their base weapon and have the fragile quality. Viridium can be magically strengthened at an additional cost of +1,000 gp for a weapon or +20 gp for ammunition. This removes the fragile quality from the item but does not otherwise affect its abilities.

Type of Viridium Item	Item Price Modifier
Ammunition	+20 gp per item
Weapon	+200 gp

Maps

Northlands

Morago

Nyumba

Southern Archipelago


Location of Interest



Jeo Desert - Delve

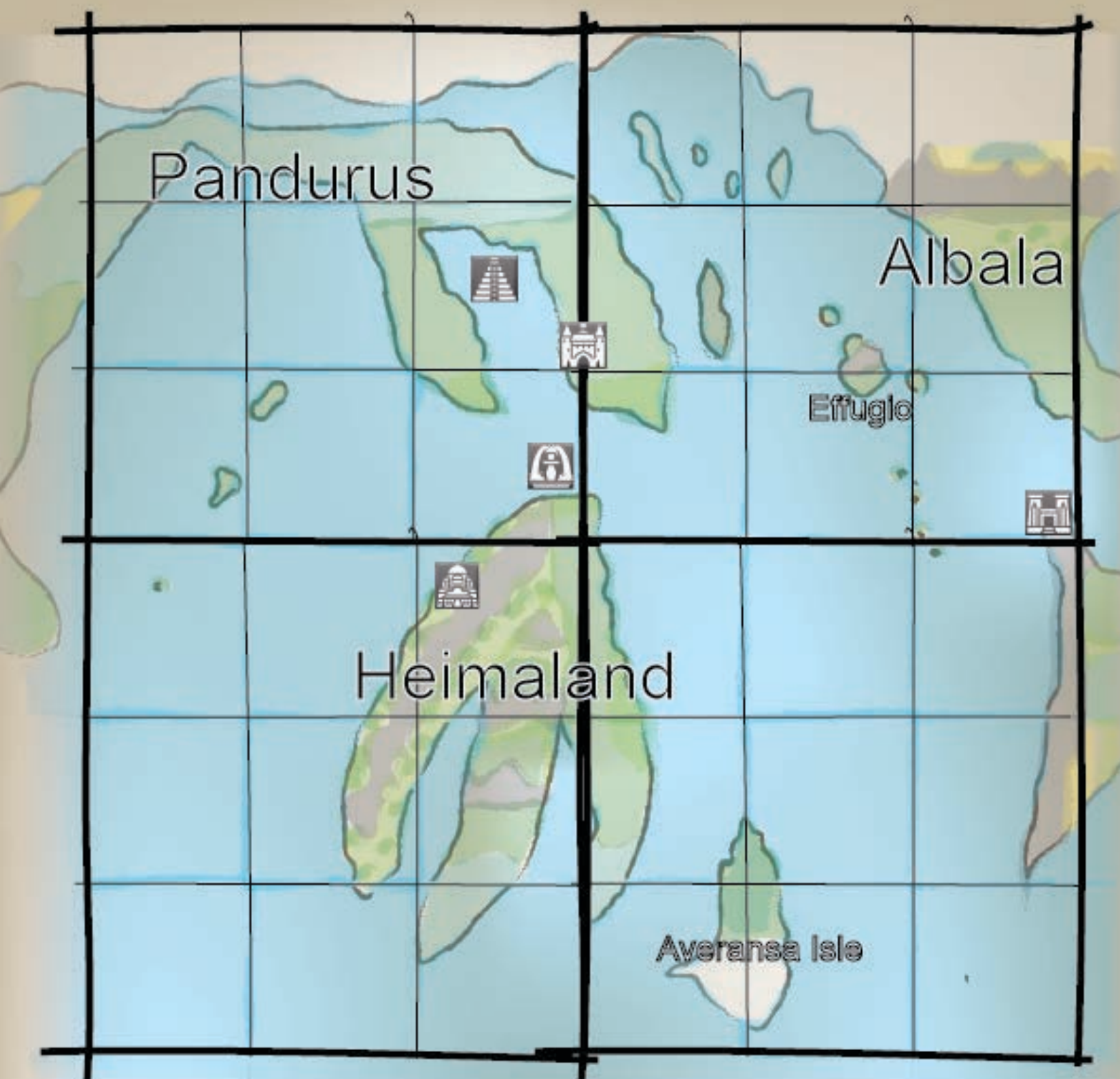
Map Scale

2,100 miles 

700 miles 



Note: In addition to the settlements listed on this map, there are a number of towns, villages, and hamlets, none of which have a population size greater than large. There are also massive floating settlements of varying population sizes that migrate the skies throughout the year, none of which are recorded on this map.



Aquatic Settlements



Baemor



Welnachi

Terrestrial Settlements



Andrus, City of Men



Cloudtower Monastery



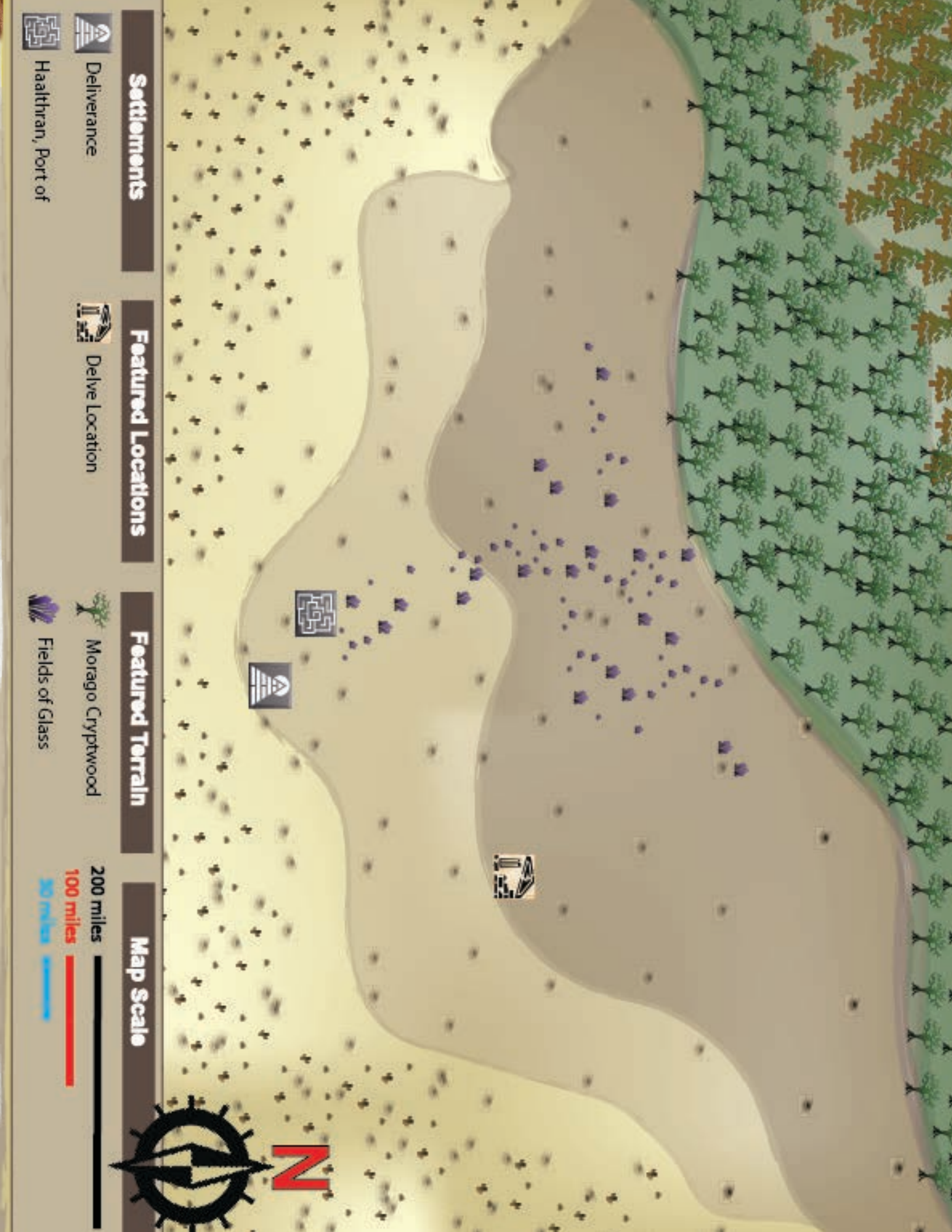
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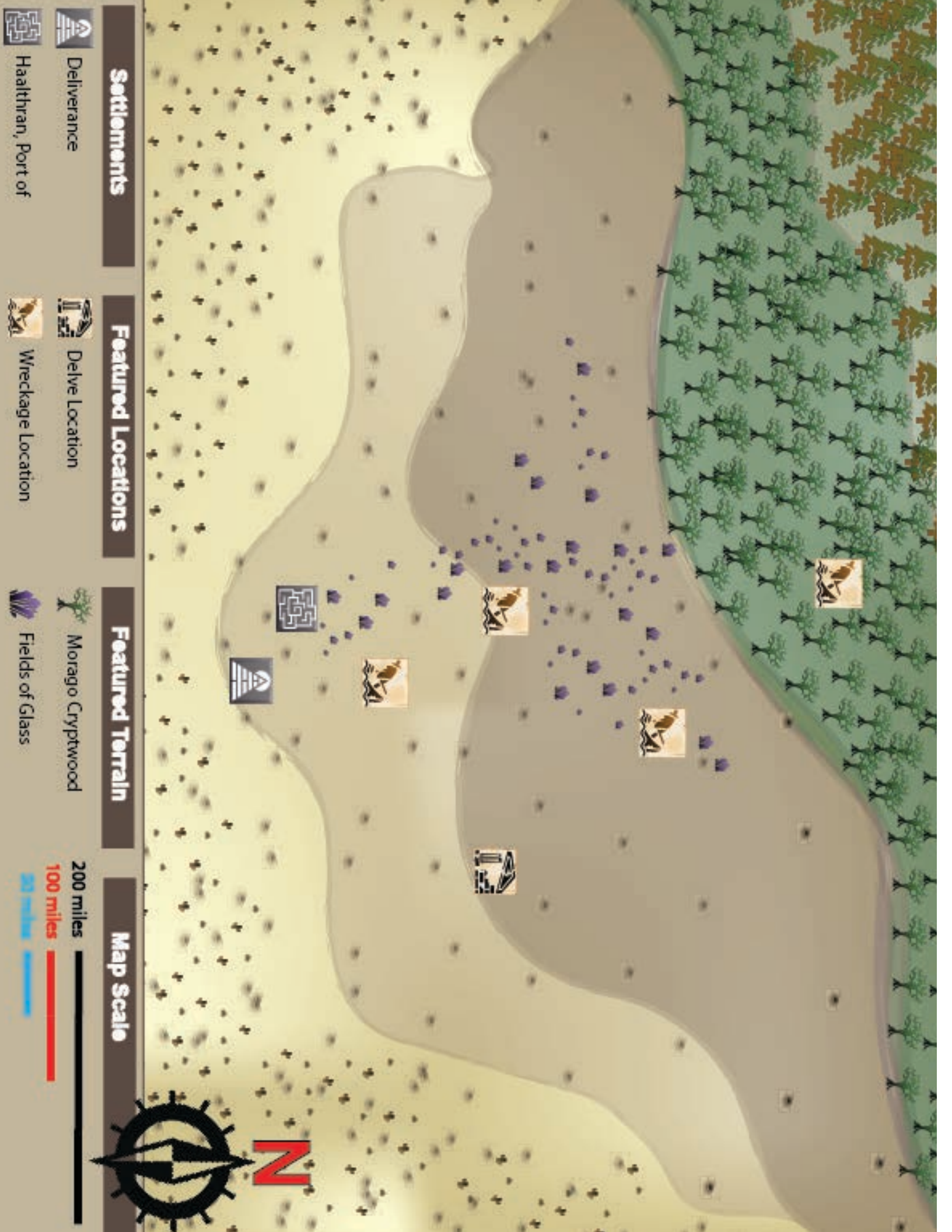


Morunei Monastery



Vigilance Monastery





Settlements

Delivery

Haalthran, Port of

Featured Locations

Delve Location

Wreckage Location

Featured Terrain

Morago Cryptwood

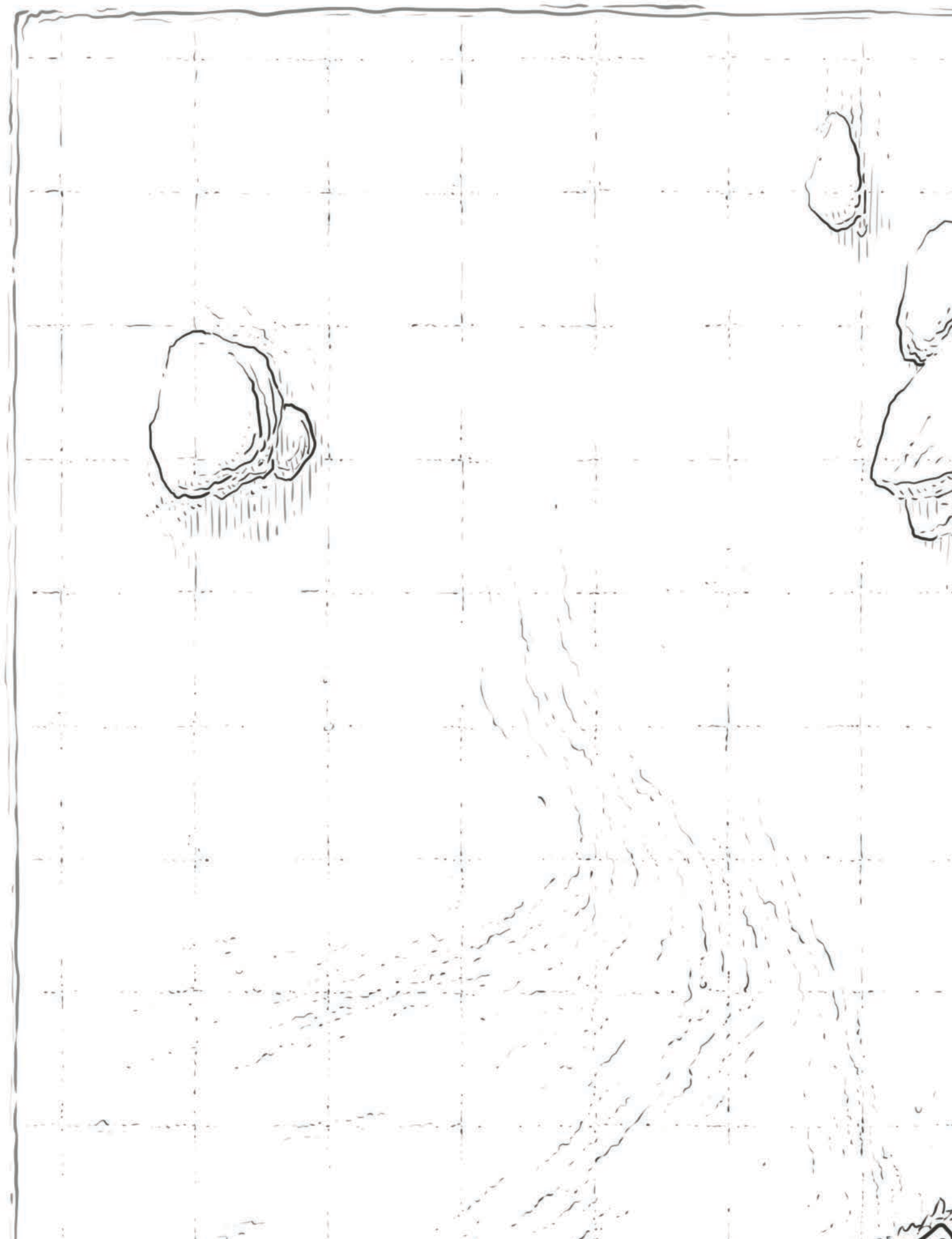
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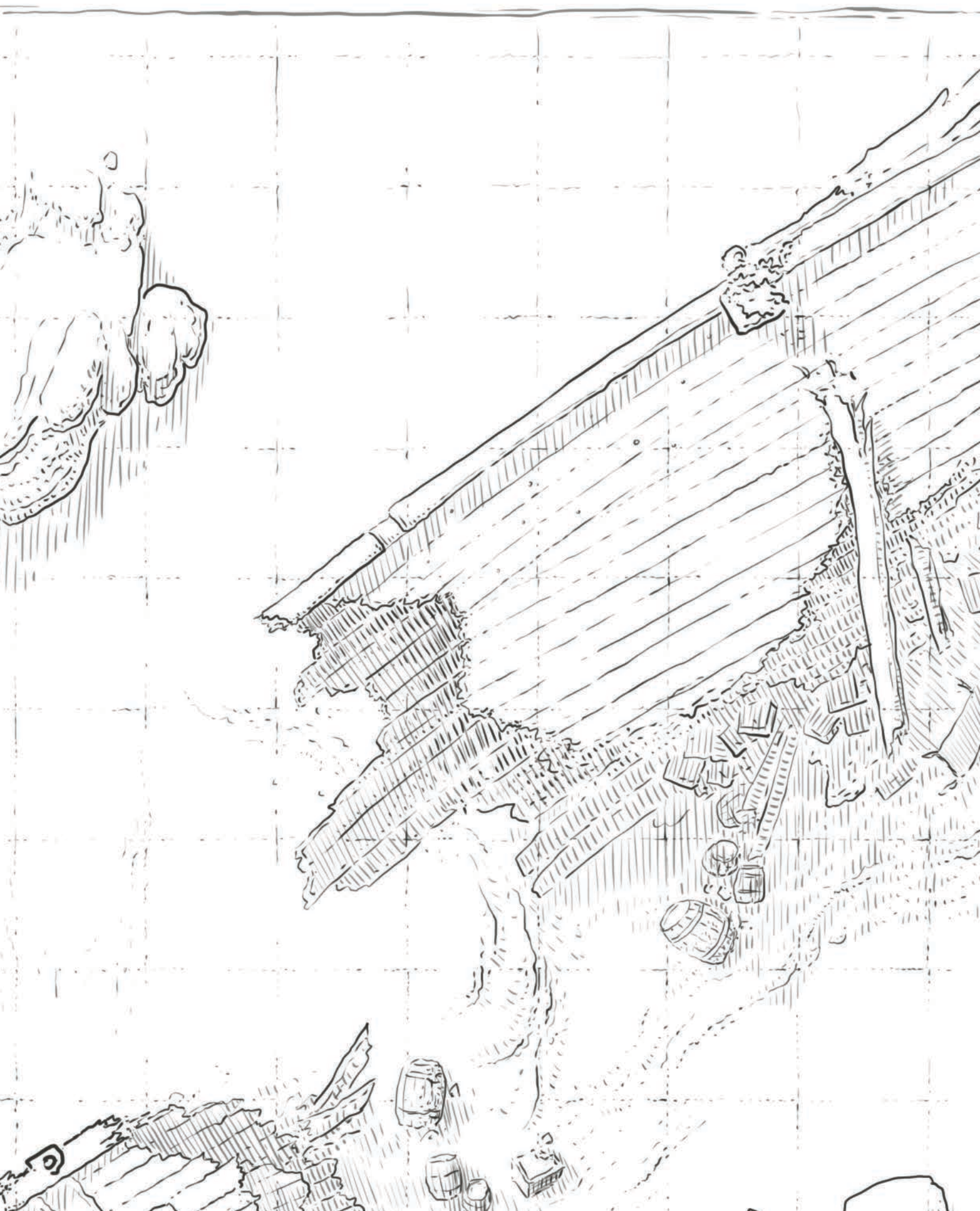
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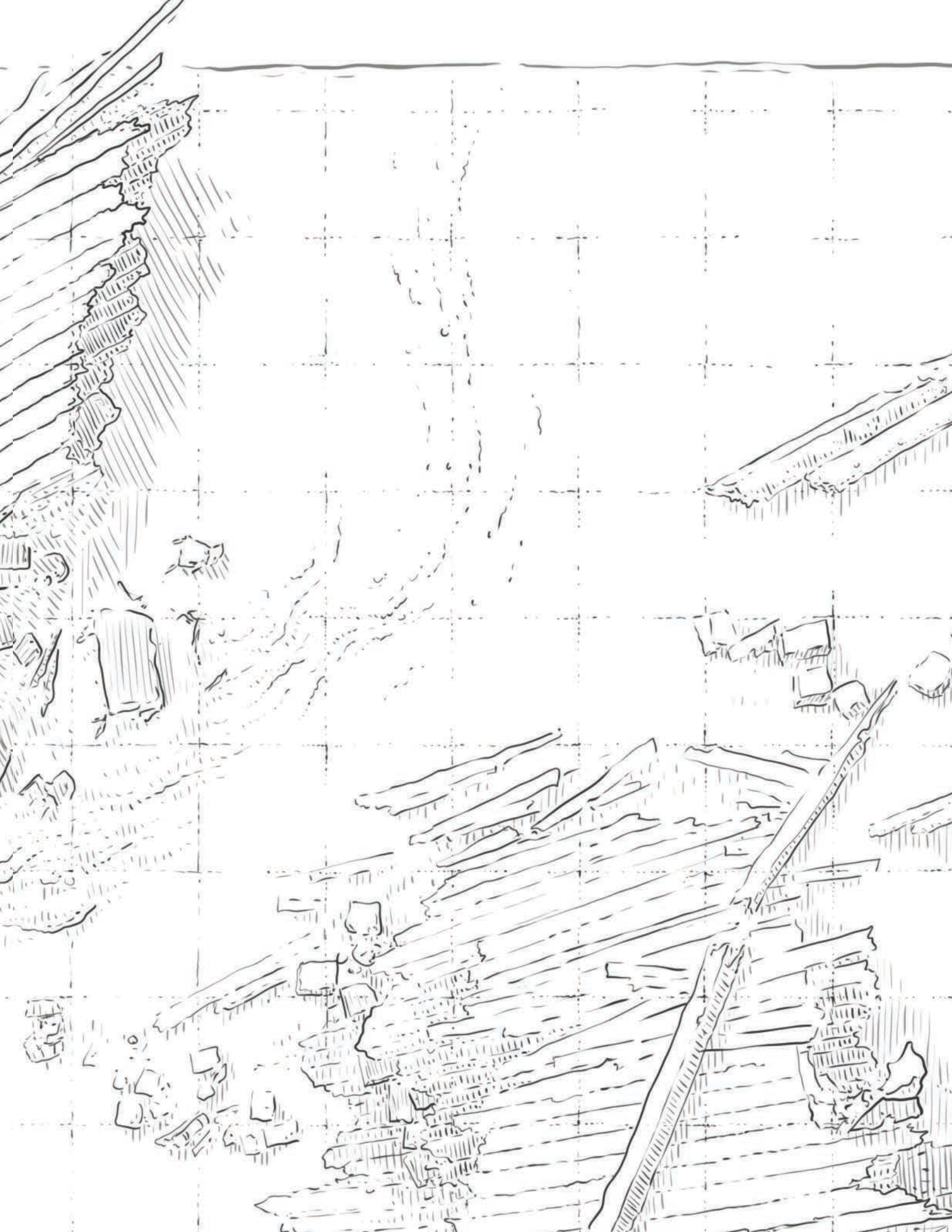
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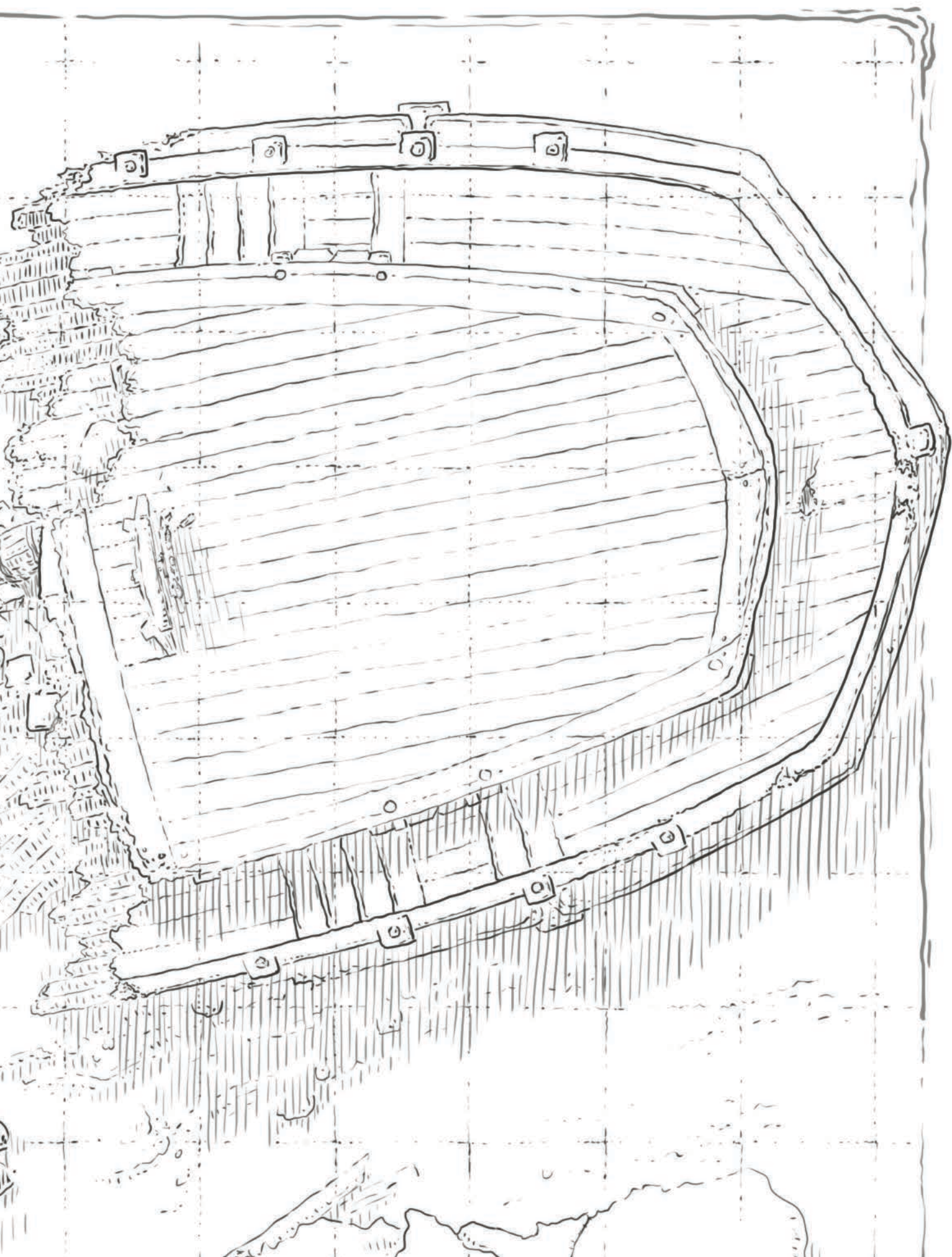
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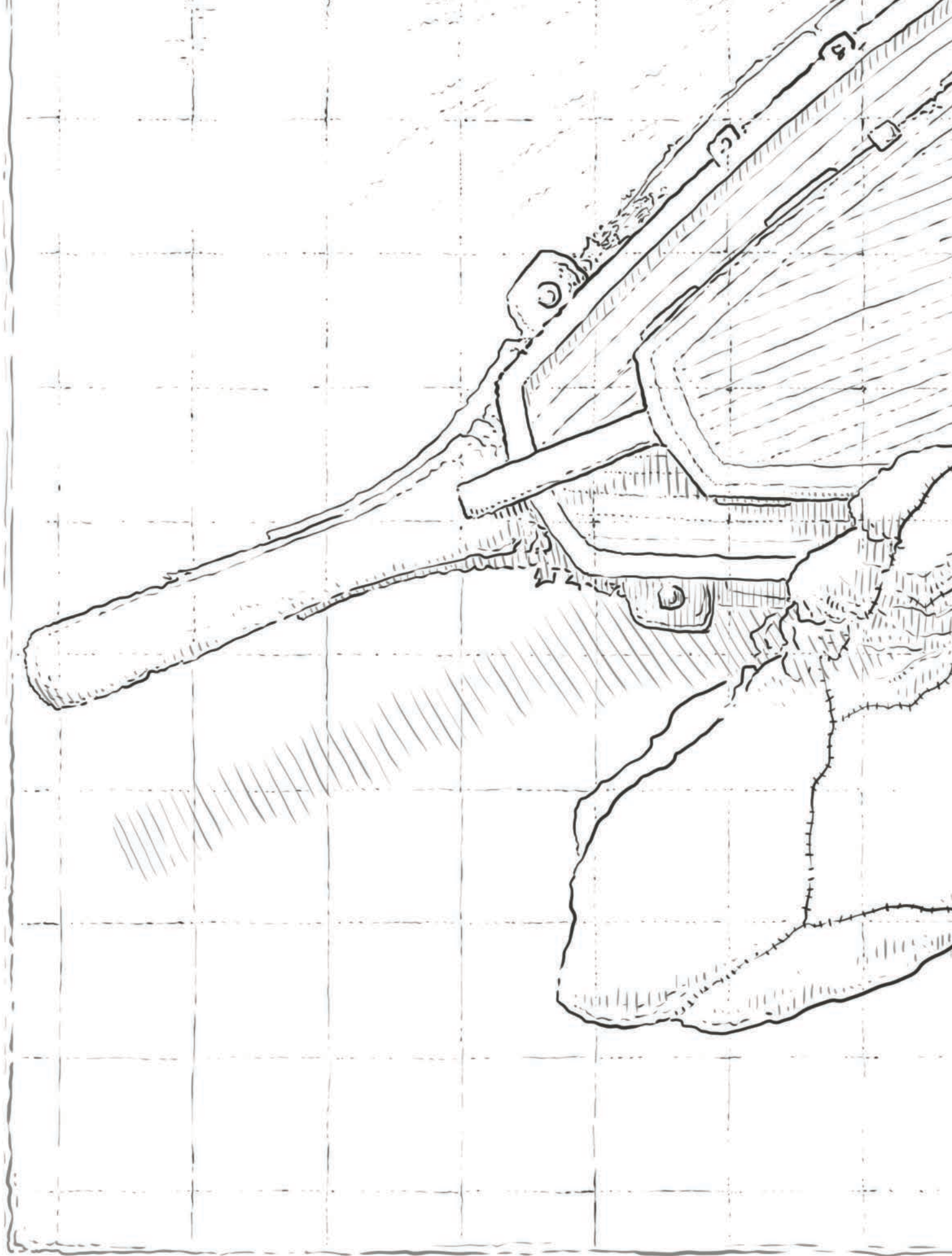
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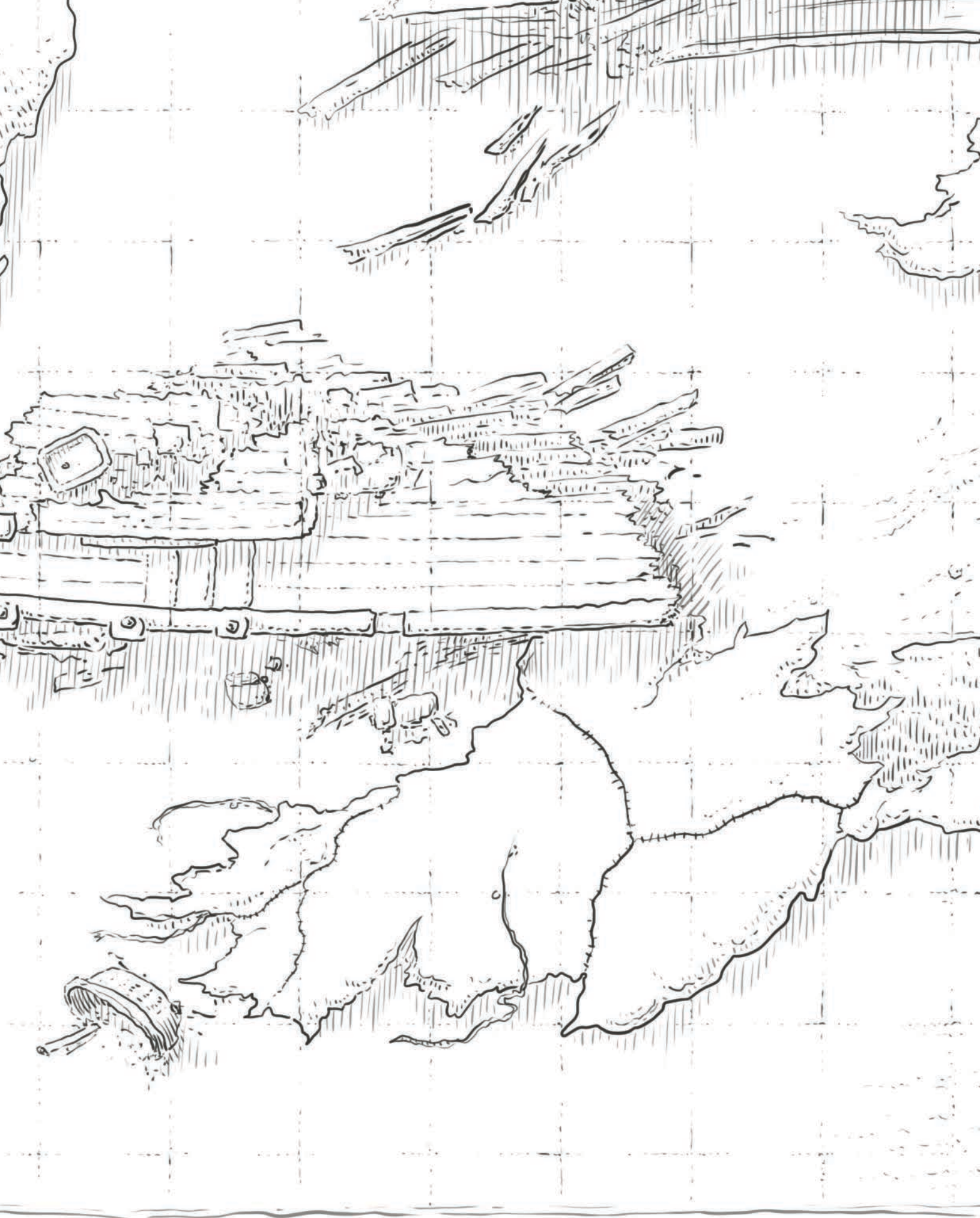










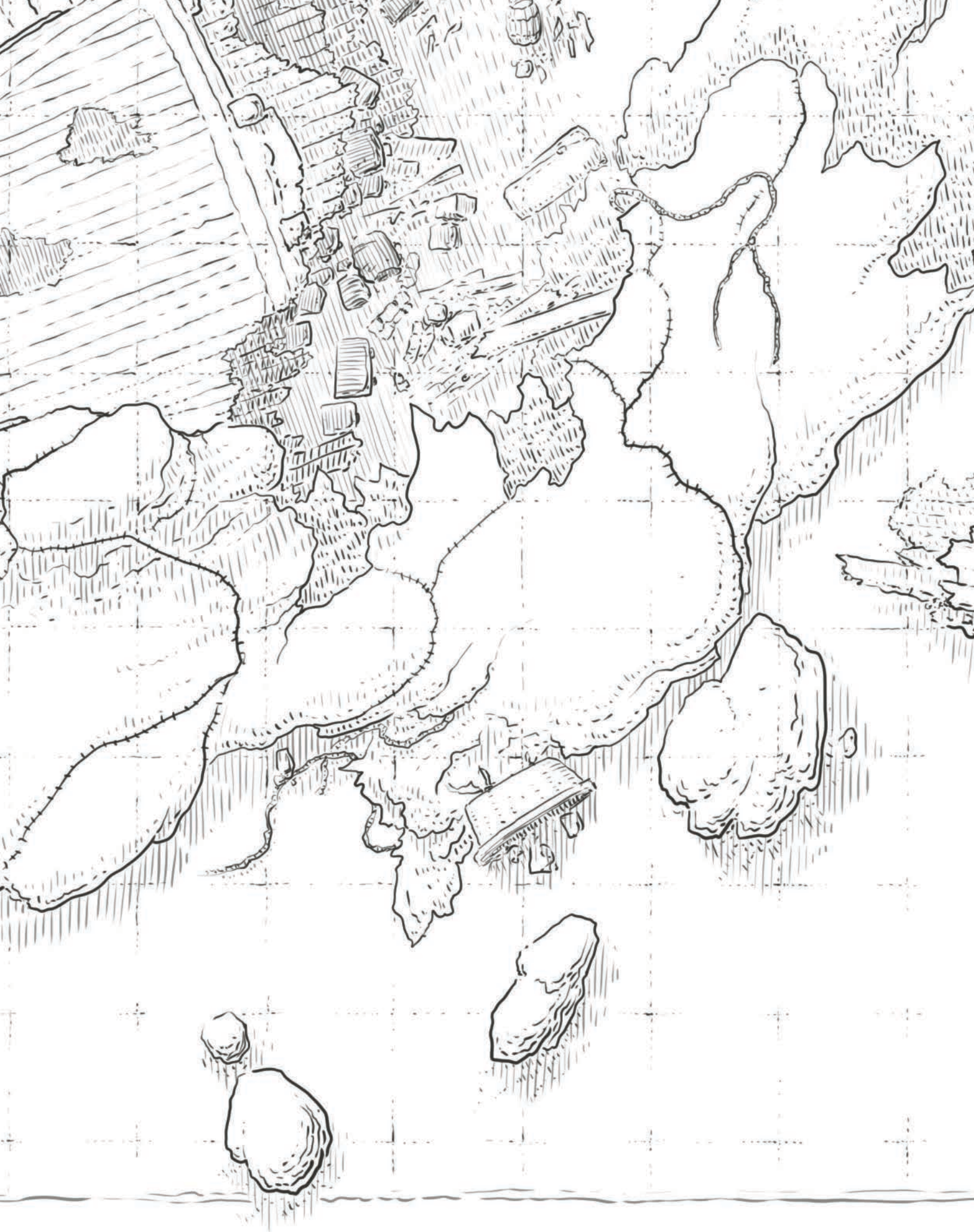




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Wreckage to Deliverance

The old world has ended, and its ruins are filled with treasures for those brave enough to seek them.

Join the crew of the Merlin and seek your fortune in the depths of old-world delves. But beware; the skies are trecherous, and the best delvers know that even the most-prepared crews might find their day of reckoning on the surface, where wind, sand, and animals all conspire to end the lives of unlucky delvers.

Wreckage to Deliverance is a perfect introduction to the campaign world of Skybourne and the Spheres of Power/Spheres of Might systems, as well as other fun 3rd party materials for Pathfinder 1st edition, and introduction to any campaign that will see itself delving the ruins of the desert seeking for gold and glory.

For Pathfinder 1st edition and 1st level characters. Best if combined with the Skybourne Campaign Setting and the Spheres of Power/Spheres of Might systems.

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