

An Unexpected Visitor Drops In (Encounter EL 18)

Location: This encounter can be located anywhere where there is firm ground for the Golden Egg to rest. Though this particular writeup assumes a temperate forest as the surrounding setting, it should be fairly simple to alter any references to the setting itself, in effect putting this encounter in a new context.

Foreshadowing: This encounter can be more effective if the following boxed text is read before the encounter proper starts. The boxed text assumes that there is a sentry awake – a simple (DC 10) Spot check allows the sentry to see what the boxed text describes. The sonic boom at the end of the boxed text should wake all characters that are sleeping.

Yet another boring night on watch. Even the wolves have decided to take the night off, and only the crackling from the small campfire makes any noise. The night sky is clear, winking with enigmatic stars that are slowly fading as dawn approaches. Suddenly, you notice a multicolored stream of light making its way across the sky, zigging and zagging madly from side to side. In a heartbeat, the stream of light has reached the horizon, creating an insane rainbow stretching over the sky like a strange ribbon. **Boom!** The incredibly loud boom that follows startles you, and shocks your companions awake.

An Unexpected Visitor: It is early morning the following day when the party encounters a strange sight – a gigantic furrow starts suddenly, as if a giant has poked his finger in the ground and idly traced a line going further into the forest. The difference is, the furrow is about ten feet wide – and no giant should have fingers *that* big! Trees have been knocked aside or blasted to bits by whatever it is that has made this trench – splintered branches and trunks is mute evidence to the power of whatever it is that has done this. This is the place where the Golden Egg started to slow down from its tremendous velocity, shedding speed as it dug this trench. If the party decides to follow the furrow, they will find that it is perfectly straight, and has even blasted through a small outcropping of rock that happened to be there. After having followed the trench for about three hundred meters, the party will encounter a strange sight.

Something that looks for all the world like a twenty foot long, golden egg lies at the end of the trench that the party has been following. A slight heat shimmer surrounds the egg, indicating that whatever it is, it is hot. A small, fist-sized crystal skitters suddenly into view on the egg, coming from the other side of the egg on its spider-like legs. Soon after, an outrageous figure rounds the pointed end of the egg, sliding majestically along on the ground as if it were ice – but without its feet moving appreciably.

Seemingly naked in its purple skin, the figure wears a white crystal mask, carrying a white, glowing, six-foot long crystal short spear in its hand. Around its neck, it carries another glowing crystal, this one yellowish-red. If that wasn't enough, the entire creature is also enveloped in a slightly glowing, bluish aura. It seems that it is examining the shell of the egg, as one of its hands is almost touching the shell, insanely long, spidery fingers splayed – but its head isn't turned toward the shell. The figure is the current guide of the Egg – *Aharon Yediot*.

The ball is in the party's court right now. Aharon Yediot will *not* initiate contact at this point, but will eventually fly off somewhere else after having studied the location where the Egg has landed, looking for interesting things. Two or so weeks later, he will likely leave.

Aharon Yediot: Aharon Yediot is very curious about the inhabitants of the plane he has just arrived at. Depending on whether the party advanced stealthily or openly, he will be either nervous or cautiously optimistic. His primary concern right now is to check that the Golden Egg is still operational, and try to fix any perceived cracks in the shell proper. If the party offer violence, Aharon will try to leave so that he can come back later on with *improved fly* up, attacking from above with his attack psi powers – especially *baleful teleport* and *recall pain*, mostly because he enjoys the way the powers work, as well as knowing his strengths in psionic powers.

The Golden Egg From Elsewhere (major artifact/location)

Background: The Golden Egg is essentially an ancient artifact – thought to be more than 10,000 years old. Originally created on some long-lost alternate prime material plane, it is evident that whomever designed and built the egg were both master craftsmen and master psions. It would be about as easy to build a copy of the Golden Egg as it would be to create a copy of any other powerful artifact – i.e. impossible, barring divine intervention.

Physical description: The Golden Egg is made of a strange, golden material harder than adamantite, but extremely light. This material is called *aurumplasm* by sages as it is akin to other materials created or molded by psionics, but golden in color. Aurumplasm possesses a hardness of 25, is immune to fire, cold, electricity, sonic, and force effects, and resists all other forms of energy and/or environmental effects with a resistance of 25. Furthermore, it regenerates 1 point of damage each round. 50 points of damage must be inflicted on the shell to create a 2' opening. The Egg is 24' long, and 20' wide at its widest point.

Means of Destruction: The capabilities of the aurumplasm makes it impossible to destroy the Egg through normal means. Sages do insist, however, that if the unique being known as the *tarrasque* were to roost on the Golden Egg for at least thirty days, the Egg would hatch. As the *tarrasque* seems to have no inclination to roost, the theory is unproven.

Capabilities: The Golden Egg is, quite simply, the ultimate means of travel. Capable of traversing any known plane except for the Plane of Negative Energy and Plane of Positive Energy, it can *plane shift* itself and its contents to any plane that the guiding being visualizes, provided the guiding being visualizes the destination properly (Knowledge [Planes] DC 20).

Merely by concentrating (Concentration DC 20), the guiding being can cause the Egg to *fly* with perfect control. It can accelerate or decelerate with 360'/round, with a maximum speed of 7200'/round, or approximately *mach 2.5*. In order to use its *plane shift* power, it must be traveling at maximum speed. The check for controlling the Egg may increase with advanced aerial maneuvering, at the DM's option.

Means of entry: Any psionic creature (creature with at least one psionic power) merely needs to touch the shell of the Egg and *will* their way in (Concentration DC 20). A doorway will open wherever the Egg was touched, staying open for one minute. Once inside, the objects and beings moved inside will be rotated to match the local gravity of the Egg.

Layout: The Egg has a very simple layout. However, the Egg has a local gravity field that is completely unrelated to its physical position, and "down" inside the Egg is therefore "down" in its local gravity field and not related to its orientation in the outside world. All objects that are part of the Egg shares the capabilities of the aurumplasm.

Access Shaft: The access shaft goes through the center of the Egg. It is a translucent, crystal tube about three feet in diameter, with a six foot high section cut out at each level. Anyone entering here need only think which way they wish to go (Concentration DC 10).

Level 0 - Engine Room: Any non-psionic being, or psionic being without *mental barrier* up, must roll a Fort save DC 25 each round while in this area or take 1d4 points of temporary Constitution damage. The Engine Room is filled with strange crystals and organic-looking tubes, all of which pulse with strange lights. It is unwise to open a doorway into here.

Level 1 – Cargo Hold: A large, empty bay, the Cargo Hold can be divided into any number of slices by any psionic being willing it to be so (Concentration DC 20). Each slice is sectioned off by two radially aligned *wall of force* effects that stops 6' from the access shaft.

Level 2 – Living Quarters: Fairly large and open, this area tends to be appointed as the guide of the Egg sees fit. However, a crystal control chair is here, with a 360-degree psionic view of the surroundings of the egg. The psionic view can also zoom on objects far away, giving in effect a 200 power magnification on views. The Egg does *not* provide any compass or other directionfinder.

Level 3 – Observation Dome: Mostly kept open, the only fixed object is a crystal control chair similar to the one in the Living Quarter. However, instead of the psionic view being viewed only by the guide, the psionic view is projected upon the walls of the dome.

Aharon Yediot

Male githzerai psion [nomad] 18: CR 18; medium size outsider (githzerai); HD 17d4+116; hp 154; Init +16; Spd 30 ft.; AC 30 (touch 22, flat-footed 14); Atk +22/+17 melee (1d8+3 plus special, +1 *sure-striking dislocator short spear of teleport*), +22/+17 ranged (1d8+3 plus special, +1 *sure-striking dislocator short spear of teleport*); SQ githzerai traits; PR 23; AL LN; SV Fort +12, Ref +18, Will +16; Str 15, Dex 28 (34), Con 17 (23), Int 14, Wis 20, Cha 14. Height 6 ft. 10 in., weight 170 lbs.

Skills (ranks): Balance +14 (2), Concentration +33 (18), Diplomacy +4 (2), Escape Artist +28 (16), Intuit Direction +25 (20), Knowledge (planes) +16 (12), Knowledge (psionics) +12 (10), Listen +7 (2), Open Lock +13 (1), Pick Pocket +13 (1), Psicraft +12 (10), Spot +8 (3), Swim +3 (1), Tumble +14 (2), Use Rope +16 (4).

Languages: Githzerai [native], Abyssal, Celestial, Common, Draconic, Giant, Illithid (telepathic only - no written or spoken form), Infernal.

Feats: Extend Power (double duration on psionic power, +2 power points), Improved Initiative (+4 on initiative), Inertial Armor (armor [*force*] bonus +4, needs power reserve 1+), Persistent Power (24 hrs duration on psionic power, +8 power points), Stand Still (may attack at start of move with an attack of opportunity, foe must succeed at Fort save DC [10+damage dealt] or not move at all, needs power reserve 1+), Weapon Finesse [Short Spear]

Special Qualities: Githzerai traits – outsider: *combat prescience*, *far punch*, *feather fall* at will as 16th level psion, *plane shift* 1x/day as 16th level psion, attack mode: *ego whip* at will, defense mode: *mental barrier* at will, power resistance 5+character level, *darkvision* 60’.

Known Psions (available power reserve 164 points):
Attack and defense modes (all); **0 (cost 0/1):** *burst* (psyport), *detect psionics* (clasen), *float* (psyport), *inkling* (clasen), *far hand* (psykin), *missive* (telep), *my light* (psykin), *telempathic projection* (telep); **1 (cost 1):** *compression* (psymet), *dissipating touch* (psyport), *firefall* (metcre), *skate* (psyport), *steadfast gaze* (clasen); **2 (cost 3):** *augury* (clasen), *knock* (psyport), *psionic lock* (psyport), *sense psychoportation* (psyport), *recall pain* (clasen); **3 (cost 5):** *charm monster* (telep), *cone of sound* (psykin), *create food and water* (metcre), *time hop* (psyport), *ubiquitous vision* (clasen); **4 (cost 7):** *dimensional anchor* (psyport), *dimension door* (psyport), *dismissal* (psyport), *freedom of movement* (psyport); **5 (cost 9):** *baleful teleport* (psyport), *psychic vampire* (psykin), *sending* (psyport), *true seeing* (clasen); **6 (cost 11):** *disintegrate* (psykin), *improved fly* (psyport), *shield of prudence* (clasen); **7 (cost 13):** *divert teleport* (psyport), *emulate power* (clasen), *teleport without error* (psyport); **8 (cost 15):** *dream travel* (psyport), *hypercognition* (clasen); **9 (cost 17):** *temporal velocity* (psyport).

Psicrystal [sage; +2 bonus to Knowledge (Planes), Intelligence 14]: Empathic link, telepathic link, self-propulsion (1 pp, 1 day duration, psicrystal gains 30’ movement), speak with other creatures (telepathic communication 60’ range), power resistance 23, sight link (once/day, 1 hour duration, 1 mile limit), channel power (1 mile range limit).

Possessions (total worth 184 302 gp): *crystal mask of mindarmor* [helmet slot], *psionatrix of psychoportation* [amulet slot], *ring of dexterity* +6 [ring slot], *ring of constitution* +6 [ring slot], +1 *sure-striking dislocator short spear of teleport* [weapon slot], *skin of the defender* [body slot], *third eye of concentration* [third eye slot].

Common tactics: Aharon prefers to have a number of persistent and extended power effects on himself when able to. The following is a list of powers, with their total cost when everything is up: *combat prescience* (persistent, 8 pp, +2 insight on AB), *shield of prudence* (extended, 13 pp, +6 insight on AC), *steadfast gaze* (persistent, 9 pp), *true seeing* (persistent, 17 pp), *ubiquitous vision* (persistent, 14 pp), movement for psi-crystal (1 pp), total cost **62 pp**. Atk bonus +24/+19 ranged & melee, AC 36 (touch 22, flat-footed 18).

Personality: Inquisitive, though *very* careful. He *never* puts himself at risk, flees rather than fights – but is vengeful, and likely to *move* people he doesn’t like somewhere unpleasant.

Maps and Illustrations:

Does Golden Hens Lay Golden Eggs?



Layout of the Golden Egg

