Whether through a portal opened by Audaviator, a scroll of Planar Portal provided by a godly messenger, or through some other agency, the adventurers find the chaos ship Shevaithan moored to a docking mote within the swirling vortex of the Abyss. Even if not arriving by portal, it is important that the adventurers begin play in this adventure as they arrive or approach the deck of the chaos ship.

CHAOS SHIP DETAILS
The upper deck of Shevaithan is 130 feet from stem to stern. It is constructed of shiny black wood and iron spars. A 5-foot-high railing surrounds the upper deck. The railing holds stanchions every 5 feet, through which hawser can be tied to secure crew or cargo during elemental storms.

The cargo hold is accessible through two hatches on the main deck in front of the sterncastle. A smaller aft hold is accessible through a single hatch at the craft’s stern.

Three crystal anarch spheres are inset in the deck. Four permanent magic circles adorn the deck.

Illumination: Bright light. The swirling anarch spheres inset in the deck bathe the ship in alternating fiery red, electric blue, and other energetic colors as they radiate through the spectrum in their cradles.

Sterncastle: This two-story structure occupies much of the ship’s stern. One set of stairs provides access to the first level, and a second set of stairs to the second level. The top level of the sterncastle contains the wheel that steers the craft.

Sterncastle Cabins: Four doors on the sterncastle each lead to interior chambers.

The lower port cabin contains a variety of supplies, including hundreds of feet of silk rope, barrels of water, crates filled with jerky, and other similar essentials.

The lower starboard cabin contains stores amenable for repairs, including nails, hammers, saws, tackle, and even a work table for crafting and making repairs.

The upper two sterncastle doors open into two chambers of equal size. Both contain rotted carrion for demons to nest in.

Holds: The forward two thirds of the ship’s underdeck area can hold a significant amount of cargo, but is currently nearly empty. A few lone crates contain inanimate black stone—part of Timesus the primordial. The stern hold serves as a vast bunk area for demons and undead.

Anarch Spheres: These crystal spheres sit in cradles. Each contains the bottled essence of chaos, and provides the ship’s motive power.

Magic Circles: Each of these inscribed circles provides teleportation access to a different, distant location, depending on Shevaithan’s current position and the rituals used to create the circles.

ARRIVING ON THE SHIP
When the adventurers first arrive on the chaos ship, they likely appear in the central inscribed magic circle on deck closest to the sterncastle. If the adventurers do not arrive on Shevaithan by way of a portal, they can alight on the craft wherever they choose.

See Encounter S1: Boarding the Ship on page 4 of Adventure Book Two.

SECOND WAVE
If the adventurers overcome the initial resistance they encounter when they arrive on the ship, they have a chance to take a short rest or two. Either after their short rest or when the adventurers open any of the floor hatches that lead down into the holds, a second wave of demonic and undead crew members pour forth to attack.

See Encounter S2: Ship Second Wave on page 6 of Adventure Book Two.

<table>
<thead>
<tr>
<th>Chaos Ship Shevaithan</th>
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<tbody>
<tr>
<td>Colossal vehicle</td>
<td></td>
</tr>
<tr>
<td>HP 2,000</td>
<td>Space 27 squares by 16 squares Cost n/a</td>
</tr>
<tr>
<td>AC 3; Fortitude 20, Reflex 2</td>
<td></td>
</tr>
<tr>
<td>Speed 0, fly 12 (hover), overland flight 15</td>
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<tr>
<td>Pilot</td>
<td></td>
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<tr>
<td>The pilot must stand at the wheel, which sits atop the sterncastle deck. The wheel is mounted on a gimbaled lever that controls pitch and altitude. Cables running beneath the deck connect to three anarch sphere cradles. These anarch spheres provide motive power and lift. The ship will hover without a pilot or crew, but forward motion requires both.</td>
<td></td>
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<tr>
<td>Crew</td>
<td></td>
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<tr>
<td>In addition to the pilot, Shevaithan requires a crew of three for any movement other than hovering. Each must be stationed adjacent to one of the three inset anarch spheres. Each of the crew must spend a standard action each round to help control the vessel once it is under way. Reduce Shevaithan’s fly speed by 4 for each missing crew member. If the ship reaches fly speed 0 on any given round after it is under way, Shevaithan is unable to be steered and flies out of control. Once out of control, regaining control requires 3 consecutive rounds with the pilot and three crew members manning their stations.</td>
<td></td>
</tr>
<tr>
<td>Load</td>
<td></td>
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<tr>
<td>200 Medium creatures; 4,000 tons of cargo.</td>
<td></td>
</tr>
<tr>
<td>Out of Control</td>
<td></td>
</tr>
<tr>
<td>When out of control, Shevaithan moves forward at half speed. Each round, roll 1d20. On a roll of 1-5, it descends. It descends 5 squares per round for the first 10 rounds it’s out of control. After 10 rounds, it descends 10 squares per round. If Shevaithan hits a solid mote in the Elemental Chaos or the Abyss after traveling out of control for more than 20 rounds, the chaos ship is destroyed.</td>
<td></td>
</tr>
<tr>
<td>Chaos Attunement</td>
<td>The Shevaithan functions only in the Elemental Chaos and the Abyss.</td>
</tr>
</tbody>
</table>
| Wheel and Three Anarch Spheres (Navigation Focus) | This vehicle is equipped with three anarch spheres, which serve as the navigation focus for the wheel mounted on top of the sterncastle deck.
CHAOS SHIP LORE

Arcana DC 30: In the Astral Sea, craft known as astral ships ply the silvery sky. Other craft, including planar dromonds and spelljammers, can sail between the planes. If all these are possible, then so are craft suited to the Elemental Chaos, despite the environment’s more challenging terrain.

Arcana DC 35: Chaos ships are rare vessels designed to travel through the Elemental Chaos, and like their tumultuous environment, no two are exactly alike in shape and size. Stories recount of a few as large as caravels. However, all require bottled chaos to drive their great bulks through the boil of the ever-changing environment. Containing the essence of the Elemental Chaos itself into crystal globes (called anarch spheres) is a monumentally difficult task, and very few creatures know the secret of their making.

ANARCH SPHERES AND CHAOS SHIPS

Anarch spheres contain the bottled essence of the Elemental Chaos. Each one vibrates with condensed, tumultuous energy that can be siphoned for a variety of purposes. Few creatures possess the knowledge required to create anarch spheres, but Orcus has such skill. Anarch spheres power the deadly wards of the Red Hold, the demon lord’s sanctum above the fortress of Everlost. In addition, anarch spheres power Orcus’s fleet of chaos ships.

PLANAR PORTALS AND TELEPORT CIRCLES

Four magic circles are inscribed on Shevaithan’s deck. Three serve as portals, as well as permanent teleportation circle endpoints for rituals such as Linked Portal and Planar Portal.

However, in the lower portions of the Abyss, the flux of the unraveling universe prevents teleportation across long distances, and thus two of the three inscribed circles are dark and inactive when the adventure begins. The portals, activated by proximity, link to the following sites (and they begin to glow when close enough to use):

Sterncastle Circle: This circle does not serve as a portal, but only as a permanent teleportation circle that can be used as the end point for various teleportation rituals. This circle always glows. This is the portal where the adventurers likely arrive.

Starboard Circle: This circle serves as a portal that connects to a circle in the Forge of Four Worlds. It is inactive when adventurers board the chaos ship, but it becomes active when Shevaithan moves to within a mile of the Forge. If the adventurers step through when the portal is active, see Encounter F1: Portal Chamber on page 34 of Adventure Book Two.

Port Circle: This circle serves as a portal that connects to another circle on the chaos ship currently lodged in the Abyssal Nadir. It is inactive when the adventurers first board the chaos ship, but the portal becomes active when Shevaithan moves to within a mile of the uttermost bottom of the Abyss. If the adventurers step through the portal at this time, see Encounter H1: Boarding Level on page 50 of Adventure Book Two.

Bowsprit Circle: This circle serves as a portal that connects to another circle in Everlost. It becomes active when the moorings appear, but becomes inactive when Shevaithan plunges farther down the Abyssal void. If the adventurers step through when the portal is active, see Encounter R1: Death Gate on page 8 of Adventure Book Two.

TAKING COMMAND OF SHEVAITHAN

To commandeer the chaos ship, the adventurers must enter the Red Hold and release the mystic moorings that secure the vessel. Once the adventurers accomplish this, they have one last obstacle to overcome to truly take command of Shevaithan.

See Encounter S3: Commanding Shevaithan on page 30 of Adventure Book Two.

INTO THE ABYSS!

Upon taking command of Shevaithan, the adventurers can use the chaos ship to dive into the central cavity of the Abyss to reach depths not even accessible by the Plain of a Thousand Portals. However, the lower Abyss is a dangerous realm, and the ship is beset on at least two occasions by denizens attracted to the ship’s passage.

Travel time downward to reach the Forge of Four Worlds is four days. After two days, a scourge of hunting demons wings in and demands a toll.

See Encounter S4: Shevaithan’s Toll on page 32 of Adventure Book Two.

After the ship has cast off from the Forge of Four Worlds and just prior to reaching the Abyssal Nadir, awful creatures that hunt the lower Abyss attack the ship and its crew of adventurers.

See Encounter S5: Fathomals Below on page 48 of Adventure Book Two.