

PAL3-01

In the Shadow of Death's Door

A One-Round D&D LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 1.0

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Edited by Robert Wiese

Special thanks goes out to my editor and playtesters.

The Theocrat, Supreme Prelate of the Pale, is on his deathbed. He asks you to travel to the door of death itself, to the lair of the slain green dragon Xianshee. At stake is nothing less than the future of the Theocracy of the Pale. Chapter Four of Germinations, and the final part of the Crisis of Leadership. An adventure for Average Party Levels 2 through 12.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while

you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure.

This simulates the

face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Pale pay one Time Unit per round, all others pay two Time Units per round. Characters may do other things at the end of this adventure, spending Time Units as described for options listed in the LIVING GREYHAWK

Campaign Sourcebook. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

<http://www.theocracyofthepale.com/cons/scenarios.html>

About Germinations

"Germinations" is a series of interrelated Living Greyhawk scenarios, developed for the Theocracy of the Pale region. Each scenario is a self-contained adventure that can be enjoyed in isolation from the others. However, there is a central story that is revealed over time within Germinations. To best appreciate this central story, the scenarios should be played in order.

Each scenario strives to provide enough information for DMs to successfully run the adventure, while also obscuring the overall story so that they can still have fun playing subsequent scenarios in the series. Thus, some threads revealed in each adventure may go seemingly unexplained, but their relevance will become apparent over time.

About Crisis of Leadership

This scenario is also the final part of the "Crisis of Leadership" series. In the previous adventure, the PCs have attempted to save the life of the current Theocrat, Ogon Tillit. Those efforts have proven unsuccessful.

In this scenario, Ogon Tillit dies and a new Theocrat must be chosen. This new leader will be Theoman Baslett, but the PCs have a genuine opportunity to determine how Baslett adopts the new role. Baslett may be an ultra-conservative Theocrat, or he may undergo a personal transformation and be the first Lawful Good leader of the Pale in many, many years. The result is up to the PCs.

Of course, should the PCs take plausible actions that alter the flow of the scenario, you should feel free to adapt the outcome, even to the point where a different Theocrat is selected. You are the DM.

Checking for Enhancements

Enhancements might be available for this scenario, which can be downloaded from the Web. These enhancements might include additional maps, drawings, or diagrams that could not be included within the published scenario, but they are not necessary to run this scenario.

If you want to check to see if enhancements are available, please go to:

The enhancement document will be an Adobe Acrobat file with the password "lost". If there is no enhancement in the scenario description, none has been created.

Critical Event Summary

After running this scenario, please send the answers to the following questions to dwb@netspace.org to aid further development of the Germinations series:

1. Did Snowflake and Stalker survive the hydra's attack?
2. Did the PCs come across the frozen, many-tentacled beast in Encounter Eight?
3. Did the PCs remove the necklace from Baslett's body before he had returned to his original age? If so, about how old was he when it was removed?
4. Which proclamation did Theocrat Baslett make at the funeral—did he renounce his conservative ways or declare that the Progressives should be disbanded?

DM's Introduction

A Dragon from the Past

Just over five years ago, in the fall of 587 CY, a group of heroes under the command of Prelate Theoman Baslett and Prelate Maximillian Thace traveled into the Raker Mountains near Rakervale. They were on a quest to obtain a powerful artifact known as the Lin Ying Ruby. The Ruby was said to have the powers of foresight and was desperately needed to help the Pale plan defenses against an onslaught of enemies. The item was part of the horde of an ancient green wyrm, Xianshee.

A plan was devised by Baslett to kill the powerful dragon, but he was killed in the process. Xianshee was defeated and powerful wards were placed on the evil wyrm's lair to prevent any living being from entering and discovering the dark magics within. The heroes returned to Wintershiven with the Lin Ying Ruby. Evoking the holiest of divine powers, the Theocrat brought Baslett back to life with a true resurrection spell.

All had assumed that Xianshee was but a memory. But the dragon has gained power once again in unlife as a

ghost dragon. (See *Monstrous Compendium: Monsters of Faerûn*.) A ghost dragon has many horrible abilities, including a breath weapon that can age anyone caught within its cloud up to 100 years. Nearly impossible to defeat in combat, a ghost dragon can be laid to rest by returning what was taken from its lair.

A Devoted Follower

Xianshee has recently obtained a devoted follower, a half-orc named Ogwyn who is a Dragon Disciple. (See *Tome and Blood*.) Ogwyn's human mother was raped during an orc raid from the Troll Fens. Recently widowed and ashamed of her pregnancy, she retired to the Church, which took her in and cared for her. She died in childbirth and Ogwyn ran away from the Church at a very young age. He remembers nothing of his early years in the Church.

The young Ogwyn eventually made it to the Troll Fens and was welcomed by an orc tribe. Raised to hate humans, Ogwyn still had an intense curiosity about his human heritage. Ogwyn satisfied this curiosity when he reached adulthood, and returned to the village that his mother had lived in.

Tragically, the story he learned was inaccurate. When his mother was taken away by the Church after her ordeal, the villagers assumed that she had not gone willingly. The story that Ogwyn was told said that his mother was taken away and eventually burned at the stake for being touched by evil. Ogwyn believes this story to be true, and assumes that she was executed shortly after giving birth. Somehow, he must have escaped.

Ogwyn is filled with rage against humans and the Pale, and has begun to feel the awakening dragon blood within him. He sought out Xianshee's lair for meditation and contemplation of his emerging talents. He found that the lair was not vacant and discovered his life's purpose—to serve the ghost dragon.

Xianshee desperately wants the Lin Ying Ruby returned. Ogwyn has devised a plan to accomplish this, while also unleashing his own personal rage against the Pale. Ogwyn has directed Xianshee to attack isolated farmsteads near Rakervale. He selects targets that allow Xianshee to attack with impunity. He also selects families that have newborn babies. Observing Xianshee's devastation from a distance, Ogwyn soon thereafter enters the wreckage and obtains a few souvenirs—usually a baby's toy and the mother's scalp. Ogwyn believes that since the Pale ruined his childhood, he should return the favor in kind.

So far, Xianshee has attacked six families over the past three months. Ogwyn believes that before too long, the Church will figure out what is going on. He knows that deep within the Church's libraries is the knowledge that returning what was stolen from the dragon's lair is the easiest way to defeat a ghost dragon. Eventually, they will come to return his Master's Ruby. But, the longer the Church takes to figure out the solution, the more Ogwyn can inflict his wrath through Xianshee.

A Dying Theocrat

In the spring of 588 CY, the foul forces of Iuz were defeated just outside the city of Atherstone. But the Theocracy was unable to savor the victory, for while surveying the battlefield, a great tragedy occurred. The Theocrat's most trusted friend revealed himself to be a demon in disguise. The demon struck the Theocrat down and vanished. Even though the Theocrat was restored to life, he has never fully recovered from the injuries suffered on that day.

Much has been done behind the scenes to preserve the Theocrat's ailing health. Despite valiant efforts, all means of curing him have failed and the Theocrat is now on the precipice of the afterlife. On his deathbed, a divine vision has shown him opportunity within great tragedy.

The Theocracy has recently determined what has been causing the mysterious deaths around Rakervale. The Theocrat has traveled to that city, and has summoned Prelates Thace and Baslett. Maximillian Thace leads the Popular Progressive Party, which seeks to bring about a more tolerant Pale. Theoman Baslett leads the dominant conservative faction and preaches strict adherence to the One True Path. Most expect that the Theocrat will instruct the two Prelates to raise a powerful group of heroes to put Xianshee to her final death. Instead, he is about to send the two on a most dangerous assignment.

Theocrat Tillit's divine vision showed him that his death was inevitable. His final duty as a mortal will be to set the stage for designating the next Theocrat. Pholtus has shown him that Baslett and Thace, each leading opposing interpretations of the One True Path, should face Xianshee alone. The Prelate who lands the killing blow will be the next Theocrat. Should Xianshee prevail, the Council of Nine must select a Theocrat to follow in a different path than Baslett or Thace would.

Perhaps the most dangerous aspect of the ghost dragon is its aging breath. A wizard from Ogburg, a woman named Bahira, has come forward and offered to

help the Theocrat's plans. She has created a silver amulet that will protect one person from the ghost dragon's breath. One of the Prelates will lure Xianshee into breathing thrice upon him, exhausting her breath weapon for several moments. Then the two could attack together, defeating the undead wyrm.

Ogon Tillit's vision showed that he must consecrate the weapons and bodies of the two Prelates, a ceremony which will ensure that their battle will guide the Pale to a prosperous future. They must then travel to the door of Xianshee's lair, but must not participate in any combat nor cast any spells before facing the ghost dragon or their consecration will be dissolved. Normally an easy trip into the Rakers for two 16th level clerics, the Prelates will be unable to defend themselves along the way. They need a group of bodyguards.

This is the task for the PCs. They must lead the two Prelates to Xianshee's lair, following a trail that may be familiar to some. (The trail is the same as the one in PALI-02 Absence of Law.) They are to protect the Prelates from harm. Once they reach Xianshee's lair, they are expected to stand back and let the battle unfold.

The PCs will also serve in another capacity. They will bring with them the Lin Ying Ruby, the artifact taken from Xianshee's lair. Should both of the Prelates fall in battle, the PCs are to toss the Ruby before the entrance of the ghost dragon's lair. This should lay the ghost dragon to rest, though the Theocracy will be without an item that has been instrumental in preventing Iuz from storming into the lands of the Pale.

Adventure Summary

This scenario is fairly linear, with encounters along the PCs' path towards Xianshee's lair.

Player Introduction

The PCs have come to Rakervale to revel in the celebration of the founding of the city. The Theocrat is in town, along with the two most influential Prelates.

After the ceremony, the PCs are asked to attend a private meeting in the Theocrat's quarters. There they learn of the ghost dragon and the quest of the two Prelates. They are asked to lead Baslett and Thace to Xianshee's lair.

Vision from the Ruby

The vision described here occurs in the unlikely event that a character touches the Lin Ying Ruby.

Overview of the Path

It will take the PCs four to five days to travel to Xianshee's lair, depending upon their base speed. Thankfully, and perhaps eerily, all of the nights pass without interruption from mountain predators. Druids and rangers will eventually notice the lack of animal life to be a disturbing pattern.

Encounter One: Dyllia the Lillend

Up ahead, the PCs see a unicorn standing alone in the snow. It tries to get the PCs to follow. It is, in fact, an illusion created by Dyllia, the lillend from PALI-02 Absence of Law. Dyllia will give the party a riddle that teaches a lesson. She also has information about Ogwyn's pet, which she shares with the PCs.

Encounter Two: Campfire Debate

While gathered around the campfire, the PCs have a discussion about religious viewpoints with the Prelates. Rather than preaching to the PCs, Thace and Baslett ask questions about what the PCs think. For the past couple of years, Baslett's dedication to hard-line conservatism has been weakening, but he has yet to publicly renounce his beliefs. The PCs have an opportunity to either bolster Baslett's conservatism or to finally convince him to adopt a progressive mindset.

Encounter Three: Ogwyn's Pet

Reaching the sharp peaks of the Raker Mountains, the PCs see a hydra that has just dropped an adolescent frost giant. The hydra is Ogwyn's pet, befriended through the use of a charm monster scroll. Around its neck is a simple chain, from which dangle little children's toys and human scalps. The frost giant is Snowflake, an ally of the Pale who has been patrolling the Rakers over the past two years.

Encounter Four: Snowflake

After the hydra is defeated, the PCs may converse with Snowflake (if he is still alive). He will explain what he's been doing. He mentions that he was tracking the curious path of an injured gnome when he was ambushed by the hydra. Snowflake gives PCs information about the way ahead, but if they offer to help find the gnome, he will appreciate their aid. Along the way, Snowflake gives the party some information to help avoid the natural dangers of the Rakers.

Encounter Five: Wigglesbee the Gnome

If the party helps Snowflake follow the gnome tracks, they eventually come to the entrance of a small cave. A voice tells them that the wrath of "Winter Wind" will fall upon them if they don't leave. In truth, inside is merely a gnome hoping to scare the party into fleeing. He's heard of a mysterious evil wizard haunting the Rakers, and hopes that a few cantrips combined with the wizard's name will cause the PCs to flee.

The ruse will probably fail and the party can meet Wigglesbee the gnome. He has served over the past three years with a nefarious organization in the Pale known as the Freelancers. The gnome is at the end of his rope, and is willing to confess his involvement with the organization.

Wigglesbee can provide the PCs with information about the Freelancers, some strange black disks, and Ogwyn. If they agree to let him go, he will also let them know about a trap that Ogwyn has set for anyone foolish to approach Xianshee's lair.

Encounter Six: Snowy Pit

A plane of ice underneath the snow collapses as the party passes over it. They must avoid this dangerous natural trap or suffer serious damage. If the PCs helped Snowflake, they will have information that gives them a bonus to the Reflex save.

Encounter Seven: Divine Ascension

A sublime event occurs. Looking over a majestic view from the Rakers, the PCs see something happen far in the distance. As the sun sets, a celestial being flies from the heavens and a beacon of light is carried from the distant Rakervale into the sky. The Theocrat has died.

Encounter Eight: Ogwyn's Trap

At a bend in the path, Ogwyn has set a trap. Skeletons perched on a cliff above are programmed to trigger an avalanche. The party must survive this snowy threat. Alternatively, if they got the information from Wigglesbee, the PCs can bypass the trap via a cave through the rock face. Frozen within a glacial wall in this cave, the party can barely make out the form of a strange, many-tentacled beast.

Encounter Nine: Death's Door

The party reaches the entrance to Xianshee's lair. Baslett takes the amulet and confronts the ghost dragon.

It breathes three times. On the third time, however, the amulet fails to protect the Prelate. Baslett falls to the ground, aged several decades, but he is still alive.

Thace turns to the PCs. He tells them that he will face the dragon alone and will very likely die. He will lure the dragon away from her lair so that the PCs may go to Baslett's body near the entrance. There, they must protect the helpless Baslett. Thace gives the PCs a message: "I have come to know Theo, and I trust him to see the right path for the Pale. Should I die, let all know that my dying wish is for him to lead the Pale into a brilliant new future as Theocrat."

Thace charges the dragon and the two engage in battle on a plateau above the lair entrance. As the party approaches Baslett's body, Ogwyn and several undead attack them.

After defeating Ogwyn, the PCs see Thace and Xianshee battling on the plateau. Thace is about to swing his quarterstaff when the dragon regains her breath weapon. The dragon breathes, aging Thace many years. On death's door, Thace's blow finally lands upon the beast, killing her. Thace falls down, dead from old age.

Conclusion

The party returns to Rakervale with little trouble. The amulet slowly restores Baslett's youth. The PCs are asked to accompany him to Wintershiven, where he is anointed Theocrat. Now 17th level, he tries to cast a Miracle to bring Thace back, but instead a solar appears and leaves with the body. Pholtus has other plans with Maximillian Thace.

Finally, Theocrat Baslett addresses the attendees, and proclaims one of the following:

- Baslett admits the conclusion of a personal transformation and renounces his conservative ways. He pledges a more tolerant Theocracy, one where the struggle against evil is more important than politics and control of the people.
- Baslett disbands the Popular Progressive Party and pledges the Theocracy to a strict adherence to the One True Path.

Which proclamation the new Theocrat makes depends on what happened in Encounter Two—Campfire Debate. If the PCs convinced Baslett to be more progressive, he speaks the former; otherwise, the latter.

Player Introduction

[Assuming 3.5 hours of game time, budget 30 minutes for this encounter.]

As you prepare to depart Rakervale, you think back to the festivities that you participated in, and the monumental mission that faces you. The 300th anniversary of the city's founding has been celebrated for nearly a week, with Theocrat Ogon Tillit, leader of the Pale, present to preside. Tillit looked even more sickly than he ever has, leading you to wonder how long he would live. Then you received the summons, and life in the Pale changed forever. A woman named Bahira asked you to meet with the Theocrat privately, on a matter of utmost importance to the future of the land.

At this point, ask the players to introduce their PCs to each other. Then, pass out the handout called "Introduction Reminiscence" and have one player read it to the others while you prepare their init cards and whatever else you want to do.

- Bahira, Wizard of Ogburg, Female Human Wiz14: AL NG; Bahira stands about 5 ft. 8 in. tall and has long gray hair that was once jet-black. She is of Baklunish descent and wears pastel robes. She speaks plainly and directly. PCs may have met her in PAL2-01 Drawing from Life.
- Ogon Tillit, Theocrat, Male Human Clr17: AL LN; Only in his early 60s, Ogon looks at least 20 years older than that. His hair is completely gray. His once angular, chiseled face now has a skeletal appearance. His hazel eyes still seem to pierce into those he looks at. When making public appearances, magic is used to disguise his ailment. Currently, he cannot cast any spells above 7th level due to his illness.
- Maximillian Thace, Prelate of Ogburg, Male Half-Elf Clr 16: AL LG; see Appendix I.
- Theoman Baslett, Prelate of Landrigard, Male Human Clr16: AL LN; see Appendix I.

Allow each PC to choose to participate. If the PCs ask questions, Baslett rolls his eyes, the Theocrat slumps down into his pillows, but Thace and Bahira will answer their queries. Here is some additional information:

- There are several dangers along the path to Xianshee's lair, but none are believed to be beyond the PCs' capabilities. An infestation of very deadly assassin vines has been exterminated. The major

threats are wolves, yeti, and the elements. A strange force known as "Winter Wind," believed to be a powerful wizard, has plagued the area around Rakervale. However, divinations have concluded that this "Winter Wind" is of no consequence at this time, perhaps because of Xianshee's return.

- The Lin Ying Ruby will be given to the party, contained within a locked mahogany box. (Open Locks DC 40 to open.) The Ruby is a beautiful red gem with awesome magical powers of foresight. If a PC manages to open the box, see the encounter Vision from the Ruby.
- Bahira has crafted a silver amulet that should allow a single individual to resist the dragon's aging breath. It appears similar to a locket, but has no seam or hinges. She has not been able to test the item and doubts that it will be effective beyond the third breath.
- Thace gives the PCs a map of their route. Give the players the handout entitled "Players' Map."
- The Church cannot provide any magic items to aid in the quest. Priests can cast endure elements, which will protect the PCs for the first 24 hours. Once the party returns, the Church will gladly aid the PCs with divine spells.
- No salary will be provided. If a PC is not motivated to accept the mission, he is welcome to decline.

Vision from the Ruby

In the unlikely event that a character manages to open the box with the Lin Ying Ruby, the following vision occurs when the PC touches the gem.

A bizarre sensation fills you and you suddenly find yourself struggling to understand the strange sights before you. Dark shapes and patterns rush past your eyes. After a few moments, you realize that what you are seeing is rock and dirt, packed solid, as though your disembodied self was pushing up through the earth. This continues for several moments. Then, the earth around you turns completely black, with an odd purple glow surrounding it. A chill runs through your heart.

You emerge through the surface of the ground, and are now floating above a valley. Snow-capped mountains surround you. Below you, in the valley, a huge black rock sits like a scab on the ground. Figures that you are unable to make out are working the land. It appears that they are strip mining the surface. You then realize that they are uncovering the

deep black rock. You look closer at it, and everything goes dark.

After receiving this vision, the character goes unconscious for 1 hour. The Ruby will give no further visions. The PCs do not have the means to use the Ruby beyond this cryptic dream.

The Prelates will be outraged if they find that a PC has opened the box and touched the Ruby.

Overview of the Path

Xianshee's lair lies about 32 miles into the Raker Mountains. The party will be following the same path as in PALI-02 *Absence of Law*. How long the trip takes depends upon the speed of the slowest PC. If their speed is 20 feet, the journey will take 4 days; 5 days, if it's 15 feet. (Since Prelate Thace has a speed of 20 feet, they cannot travel faster than that.) The trail varies in width, but for most the journey, the party must travel single-file.

The weather is unseasonably warm, with the sun shining brightly during the day and cloud cover insulating the earth at night. Despite this, there is snow on the ground and the nights are quite cold. The PCs should be wearing cold weather gear, but beyond that precaution, the elements will not be a factor. After two days of travel, a PC with ranks in Knowledge (Nature) can determine that the area is affected by an unusual warm spell.

You may ask the party to provide a list of watches for each night, however, the evenings will all pass uneventfully. Xianshee's presence has scared the various wolf packs and other predatory animals from the area. After the second uneventful night, PCs with ranks in Knowledge (Nature) or Wilderness Lore will realize that something is amiss.

The Prelates wish to reach Xianshee's lair as soon as possible. They will not agree to spend an extra day in one spot just to rest. They believe it is important to press on, even if the PCs wish to take advantage of the restful nights to heal up after a hard battle.

The encounters are distributed along the party's path. Assuming the PCs are traveling at a rate of 20 feet, the encounters occur on the following days: Encounter One and Two happen on day one; Three, Four, and Five occur on day two; Encounters Six and Seven take place on day three; and, Encounters Eight and Nine are set on day four. If the party moves at 15 feet, Encounter One and Two take place on subsequent days, shifting the rest of the encounters out a day. Information at the beginning of each encounter description indicates when they occur, assuming the party speed is 20 feet.

The Prelates consider it the PCs' responsibility to lead the trek to Xianshee's lair. They have no desire to get involved in the situations that will take place along the way, and defer all decisions to the PCs. They spend most of their time in quiet contemplation, meditation, and private debate on esoteric religious matters. If the PCs ask for advice, they reluctantly give it, but ask that the PCs take charge and think for themselves.

Encounter One: Dyllia the Lillend

[Day One. Assuming 3.5 hours of game time, budget 15 minutes for this encounter.]

You pass through the foothills of the Rakers, making good time. The sun shines, warming your bones. Off in the distance, a few marmots look at you with interest, and then bob their heads down, out of sight. Three eagles soar lazily in the clear blue sky.

After a few hours of travel, to your left and up a side trail, you see a most extraordinary sight. Standing there is a large white horse with a spiral horn on its forehead. Its long white coat gleams in the sunlight and its eyes shine with golden fire. Pausing for a moment, it stares deep within you, and then quietly backs away around a corner until it can no longer be seen.

The image of the unicorn is a minor image cast by a lillend named Dyllia. She's using it as a whimsical way to lead the party in her direction. If they fail to follow the unicorn, she approaches the party and expresses a great deal of exasperation. (She'll say something like, "I thought unicorns were a good omen to the people of the Flanaess. Maybe the next time I want some company, I'll just create an illusion of a pile of gold coins!")

Resting upon a granite boulder is a supremely beautiful female form. Feathered wings extend from her back, the intensity of their iridescence brought out by the gleaming sun. Her lower torso is that of a multicolored serpent, its length wrapped around the boulder. The coils tighten rhythmically around the rock, creating a hypnotic rainbow of color.

Lillend (1): 45 hp, Monster Manual.

If the PCs show hostility towards her, she flies off in disgust. Otherwise, she'll introduce herself and happily interact with the PCs. The Prelates, not being terribly comfortable with chaotic outsiders, keep to themselves, locked in a private debate about who should lead the attack on Xianshee.

Dyllia is very playful and flirtatious. She is a master of double entendre and takes great joy in baiting uptight characters. She is very confident in her extraordinary beauty, and likes few things more than compliments, which she shamelessly encourages. Keep in mind the age and sensibilities of the audience, but also have fun. She occasionally travels to the Rakers, where she enjoys the dangerous and deadly beauty.

After introductions have been made, and she has had a chance to banter with the PCs a bit, Dyllia presents the party a riddle.

“Well, it seems that your two high priests are locked in some personal argument, despite being in the presence of great beauty.”

Looking back down the trail, you see Thace and Baslett talking to each other. Their voices are hushed, but their forms appear very tense.

“Ignore them for now. Let’s have some fun. I’ll tell you a riddle, and you try to solve it. And I promise you, there is a point to this riddle. Here it is:

“An elf, a dwarf, a gnome, a human, and a halfling all live on the same street. Each wields a different weapon and has a treasure of different coin types. None have the same amount of money as the others. The sword wielder does not have platinum coins. The dagger wielder has copper, and is not the second richest. The rapier wielder’s home is before the poorest person’s home, but is after the dwarf’s home and the home of the person who has electrum. The halfling doesn’t wield an axe. The human doesn’t have silver and doesn’t wield a sword. The homes are ordered, first to last, as follows: the richest person’s, the club wielder’s, the elf’s, the fourth richest’s, and then the one’s who has gold. The gnome is the third richest. The dwarf doesn’t have silver. One night, while four of them are fast asleep, the fifth goes out and steals from the others. The thief is neither the richest nor the poorest. The thief does not wield an axe and is not the dwarf. What is the race of the thief?”

Dyllia pauses for the party to consider the riddle. If they ask, she will repeat it as slowly as they want, but she becomes quite amused as she does so. Give the players the handout “Dyllia’s Riddle.” While the riddle looks like a standard logic puzzle, that is pure misdirection. The thief is the elf, because elves do not sleep.

Dyllia is quite impatient and lets the party consider the riddle for only a few minutes. If a PC does figure it out, Dyllia gives a passionate kiss to that person before explaining the lesson.

“The answer is the elf, for elves do not sleep. The answer is obvious, right there in plain sight, but it is also obscured by your preconceptions. What you think is relevant information serves only to hide the truth.

“And that is the lesson of the riddle. Your preconceptions will lead you to attend to the irrelevancies of life. The light of your prejudices may illuminate much, but that light will blind you to the truth.”

She casts a stern glance in the direction of the Prelates, who are still engrossed in their private discussion.

Dyllia will consider any questions pertinent to the party’s journey. However, she has spent little time in this area, and has stopped here for a brief respite before flying elsewhere. She is unaware of Ogwyn and Xianshee. However, she did see Ogwyn’s pet.

“Earlier, while flitting amongst the tops of these mountains that rake the sky, I observed a beautifully deadly creature in the distance. I decided not to approach, and I only caught a glimpse of it in the morning sun. But I have seen such a beast before, and perhaps you’ll get the chance too.

“It was a gorgeous multi-headed reptilian known as a hydra. The more heads they have, the deadlier they are. If you confront one and its scales are gray or brown, you have less to fear. However, those with reddish scales can breath forth a vicious jet of flame from each head, are immune to fire, but are susceptible to cold. I doubt you’ll see one of those around here. Those with purplish scales are the converse—they spew horrible frost, are immune to cold, but quite susceptible to fire.

“Most hydras can be killed by either severing their heads or killing their bodies. But the deadliest hydra of all is one that has a body immune to most attacks. They can only be slain by severing all of their heads. Worst of all, shortly after severing a head, two sprout in its place. You have to immediately apply a firm dollop of flame or acid to arrest that process.

“If you see such an exquisite paragon of viciousness, remember the refrain: Pain is like beauty and beauty like pain.”

Dyllia will eventually get bored with the PCs and fly off out of sight.

Encounter Two: Campfire Debate

[Day One. Assuming 3.5 hours of game time, budget 30 minutes for this encounter.]

After a thankfully easy day of travel through the foothills of the Rakers, you gladly begin to setup camp. After the evening meal, the two Prelates sit near the edge of camp and have a private discussion. With keen ears, you could eavesdrop on the conversation. The bits and pieces you would make out, however, are challenging to understand. Both seem to be quoting obscure bits of Pholtan scripture, and the meaning of these parables and verses is hard to determine amidst their rapid-fire exchange. But by the tone of their voices, it's clear that the two are having a very emotional debate.

After a few moments, they sigh as though a stalemate had been reached. A smirk forms at the corner of Thace's lips. He stands up and approaches the group.

"Theo, rather than bury ourselves in holy scripture, why not avail ourselves of the opportunity to listen to the perspective of the common man," says Thace.

"Hmmp. If only to amuse you, Maximillian," responds Baslett, before he addresses you. "Prelate Thace and I have been having a discussion about the proper path the Pale should take over the next few years. As I'm sure you're aware, he believes that the Pale ought to become more tolerant and even support those who refuse to embrace the One True Path, the path of law and righteousness. I, on the other hand, have dedicated myself to the belief that spiritual purity is the only way to meaningful prosperity.

"Let me put it to you in terms that you can identify with, using examples you may be familiar with and which illustrate my point. Tell me what you really think. Fear not of reprisals for espousing beliefs contrary to my own."

This encounter is an opportunity for the PCs to influence the way Theoman Baslett views Pholtan dogma. For the last couple of years, Baslett has been privately questioning his conservative dedication to the One True Path. The PCs are at the right place and the right time to usher him through this moral transition. If unable to do so, Baslett's commitment to a strict view of the One True Path will become stronger once he ascends to Theocrat.

Baslett will bring up three separate episodes from previous scenarios which he believes support his

position. The PCs can choose to argue for or against his conservative view. Any reasonable argument will be listened to.

Order all PCs who wish to participate, starting with the one who has the highest Diplomacy bonus and proceeding in descending order. Baslett considers each individual's argument in this order. As he does so, have each PC make a Diplomacy check. A PC espousing a progressing viewpoint may sway Baslett's opinion. The DC is based on APL: APL 2—DC 12; APL 4—DC 13; APL 6—DC 14; APL 8—DC 15; APL 10—DC 16; APL 12—DC 17. One successful check sways him, but the DC goes up by 7 for each previous failed check. If a PC argues for a conservative viewpoint and rolls a Diplomacy check higher than the DC, retroactively set the DC to that result. The DC is reset to the base value when Baslett brings up a new episode.

If a PC makes a very specific comment about how the scenario supports her position, assign a +2 circumstance bonus to the Diplomacy check. An example of a specific point that argues for tolerance is listed in each incident's description. You can assign a bonus for other points, but the key is that it must be very specifically tied to the situation in the scenario; Baslett has heard many generic comments for tolerance, but if a PC can undermine his assumptions, she is more likely to convince him.

Keep track of the result of the debate regarding each episode. Convincing Baslett to adopt a more tolerant viewpoint requires that the PCs sway his opinion on two out of three episodes. This will determine the conclusion of this scenario.

Episode One

"A year ago, a disturbing incident occurred in the town of Spiral—just outside of Wintershiven. Merchants were disappearing, and none knew what happened to them.

"Since it was a new town, a formal Church of the One True Path had yet to be established. Instead, a revivalist group of priests were allowed to preach to the people, led by Brother Markush. It turns out that these priests were followers of Iuz, in disguise, and that they were perpetrating the kidnappings. Their base was hidden underneath their revival hall.

"One thing that our nation's history has taught us is that evil can hide in many forms. Conservative wisdom says that to prevent evil and lawlessness from spreading, the Church must be able to suspect everyone of possible wrongdoing. If the Church had

taken a more active role in scrutinizing the revivalist priests in Spiral, many lives might have been saved. Do you think differently? Do you disagree with the fact that the Church must have the right to search and investigate all people to verify their innocence?"

Those of you who played the Pale regional scenario (P)al(e)ientology may recognize this story from that adventure.

Allow the PCs to respond to Baslett's interpretation of this episode. An example of an argument specifically tied to the scenario is:

- The priests of Iuz were disguising themselves as priests of Pholtus. The Church teaches the people of the Pale not to question the clergy. If the Church allowed people to form their own opinions, to question Church dogma, the people of Spiral would not have blindly followed these revivalists, who supposedly spoke in the name of Pholtus.

Episode Two

"The One True Path teaches us that by fully devoting oneself to Pholtus, eternal happiness and prosperity is yours. However, life provides many distractions to us while we walk that path. Decadent entertainment confuses us and makes it more difficult to see the proper path.

"One such source of decadence was the traveling circus known as Festvalle Serendipite. As Prelate of Landrigard, I forbade that troupe of pagans from performing in my city. But other parts of the Pale didn't show such prudence, and welcomed them with open arms.

"Last year, people in Wintershiven started going missing. It turns out that the circus was more than just a decadent distraction, but that a member of that carnival was responsible for the disappearances. He was killing people and turning them into undead. He disguised these victims in metal suits and, in a most perverse manner, used these 'Metal Men' as part of his act.

"Conservative wisdom says that if people want entertainment, why not read a book of scripture or quiz each other about the word of Pholtus. We don't need decadence, for it is only a seed of far darker things. We should outlaw frivolous things. Do you see it any other way?"

If you played the Pale regional scenario Festvalle Serendipite, you may recognize the episode of which Baslett speaks.

The PCs can now respond to Baslett. An example of an argument specifically tied to the scenario is:

- The circus had entertained the Pale without problems for twenty years. It was only once a follower of Nerull assassinated the owners and took over that problems arose. Furthermore, the Church wasn't helpful in solving the problem and refused to get directly involved. Victims of the circus had to take matters into their own hands to stop the evil plot.

Episode Three

"I have heard stories from traveling Pholtans. One story spoke of some Pholtans in the supposedly great city of Greyhawk. They discovered a group of foul, short, blue-skinned humanoids known as 'xvarts' walking down the street. Fearing for the lives of the citizens of the city, the Pholtans accosted these xvarts. The xvarts, however, had a formal writ allowing them free access to the lawless city. Regrettably, the Pholtans agreed to back down and respect the permits the city issued to the xvarts.

"Later, children went missing in Greyhawk. It turns out that xvarts were kidnapping these children, for use in a ritual to their foul god Raxivort.

"I know that Pholtus shepherds humanity with his Blinding Light. Conservative wisdom says that nonhumans follow their own paths, some leading to very dark places. The Pale is for humans. If other races want a home, they can work to build one elsewhere. We should not be as naïve as those within Greyhawk, or our children will suffer. What do you think?"

If you played the core scenarios Dragon Scales of Morningtide and River of Blood, you may recognize the incidents described by Baslett.

The PCs can now respond to Baslett. An example of an argument specifically tied to the scenario is:

- The xvarts that the Pholtans confronted did no wrong. In fact, they helped Greyhawk by removing an infestation of rats. Those that kidnapped the children were a separate group. One xvert is not responsible for the actions of all others, just as one human is not responsible for the evil deeds of other humans.

Encounter Three: Ogwyn's Pet

[Day Two. Assuming 3.5 hours of game time, budget 40 minutes for this encounter.]

Up ahead, just over an incline in the path, you hear the sound of rushing snow, as though an avalanche was whooshing down the side of the mountain.

The party can approach. A hydra, Ogwyn's pet, has just surprised Snowflake, an adolescent frost giant. The hydra pounced down upon him from a ledge above the path. Caught off-guard, the hydra quickly sends Snowflake to unconsciousness.

You march up the path, and as you near the top of the incline, you hear a loud roar, as though a deep-voiced man were yelling in both pain and anger. The voice goes silent as you peek over the incline.

In the middle of a small plateau, you see a beast of great ferocity. It looks almost like a dragon, a large reptilian form of great size. From its body extend several snake-like necks. At the end of each are fearsome heads bearing razor-sharp teeth and eyes that project hatred and cruelty. The few gashes its prey inflicted seem to have only angered it.

Where the necks meet its body, a chain-link collar is slung. From the chain extend several curious objects. You note a baby's rattle, a mobile, a wooden horse, and other toys amidst pieces of fur. Your heart skips a beat when you realize the furs hanging from the chain are in fact human scalps.

Before the hydra is a growling wolf protecting the body of a fallen man. Normally, the wolf would seem quite ferocious, but not now, dwarfed by the beast before it. From the man's body, blood flows and soaks into the snow.

If the PCs ask for the color of the hydra's scales or the number of heads, seeking to utilize information provided in Encounter One, consult the below APL information and provide the appropriate answer.

The hydra is now 60 feet away from the party. Snowflake has been reduced to -6 hit points, though before falling he landed a few solid blows upon the hydra. Stalker, Snowflake's lupine companion, has yet to be hurt. Unless attacked by the party, the hydra will first attempt to kill Stalker, and then will feast on the body of Snowflake.

Snowflake, Male Frost Giant (Adolescent) Rgr1/Brb1: hp -6 (normally 95); see Appendix I.

Wolf (1): 13 hp, Monster Manual.

If the party attacks the hydra, Stalker will fight alongside them. During the fight, roll stabilization checks for Snowflake at the end of each round, until he either dies or the PCs act to stabilize him. The hydra can be defeated by killing it outright, or the PCs might figure out a scheme to rescue Snowflake without actually killing the beast.

During the fight, play up the gruesome nature of the hydra's collar. The party should develop a sense of fear and loathing for its master.

APL 2 (EL 3)

Four-Headed Hydra (1): 42 hp (normally 52); Monster Manual. This was a five-headed hydra, but Snowflake severed a head before he fell.

APL 4 (EL 6)

Seven-Headed Hydra (1): 73 hp (normally 95); Monster Manual.

APL 6 (EL 7)

Eight-Headed Hydra (1): 84 hp (normally 105); Monster Manual.

APL 8 (EL 9)

Eight-Headed Cryo-Hydra (1): 84 hp (normally 115); Monster Manual.

APL 10 (EL 11)

Eight-Headed Lernaean Cryo-Hydra (1): 94 hp; Monster Manual.

APL 12 (EL 14)

Eleven-Headed Lernaean Cryo-Hydra (1): 115 hp; Monster Manual 122.

Note to DM

With regard to the Cleave and Great Cleave feats, the hydra is a single opponent. Severing a head does not qualify as dropping the creature, so these feats do not apply to the hydra.

Encounter Four: Snowflake

[Day Two. Assuming 3.5 hours of game time, budget 5 minutes for this encounter.]

If the PCs were unable to prevent Snowflake's death, skip this encounter.

Once healed, Snowflake will be very grateful for the party's assistance. If Stalker died, he will be quite morose. He will ask for the party's help in burying his long-time companion before answering any of the PCs' questions.

Snowflake was following the tracks of a gnome when the hydra pounced upon him. He came across the tracks earlier in the day, and was curious why a gnome would be wandering around in the snow. The tracks from here are quite fresh, and Snowflake estimates that the gnome is only 15 or 20 minutes from here.

If the party offers to help track the gnome (the Prelates won't object to a short detour), Snowflake gladly accepts. The tracks lead perpendicular to the party's path, heading westwards and down the slope of the mountain. Before heading out, Snowflake gives the PCs a warning:

"Weather has been warm. Very warm. Ice underfoot, covers pits and makes bridges. In warm weather, ice cracks. You hear sound like bird chirping underfoot, ice cracking underneath. Jump to side quickly, or down you fall. Fall hurt bad."

Snowflake's warning will become relevant in Encounter Six.

Snowflake is not aware of Ogwyn and has never seen a beast like the hydra before. He will bury the hydra's collar of human scalps and baby toys, which he thinks must be the work of someone very, very evil. If the party mentions that they are going to Xianshee's lair, he warns them not to approach, that a ghost haunts the area. His tribe used to live there and served the green dragon before she was killed. Soon thereafter, the entire tribe was killed one by one, and Snowflake believes it was a ghost that killed them all. He will not follow them to what he thinks is certain death.

Encounter Five: Wigglesbee the Gnome

[Day Two. Assuming 3.5 hours of game time, budget 20 minutes for this encounter.]

If Snowflake died in Encounter Three, the PCs will likely skip this encounter. However, they might find the gnome's tracks on their own and follow them to Wigglesbee.

The young giant leads you down the slope of the mountain, occasionally stopping to confirm he is still on the track.

"Hmmm," he says at one point. "Gnome walk with limp. Blood drops too. He must be hurt."

You continue for a few more minutes, leveling out and following a small path parallel to slope. The tracks lead into a small cave.

Wigglesbee is hiding within the cave. When the party approaches, he uses ghost sound to create a booming voice and prestidigitation to make whirls in the snow appear.

As you approach the cave, a booming voice surrounds you.

"This is the domain of Winter Wind! Disturb not this place, or you will face my vengeance. Go back from whence ye came, and I shall let you live."

The deep voice goes silent, but whirls in the snow appear before the cave. It seems that a whirlwind is about to form.

This is the limit of Wigglesbee's capabilities to frighten the PCs. He has no idea who "Winter Wind" is, but has heard that he's some mysterious force that has scared the people of Rakervale on one or two occasions. Should the PCs continue into the cave, they encounter the gnome.

Wigglesbee, Male Gnome Rog2: hp 1 (normally 10); see Appendix I.

You enter into the cave to find a young male gnome, resting with his back against the cave wall. He clutches his side, and you see dried blood on his hand.

"Okay, okay, so I can't get rid of you. Very well. I'll tell you everything, everything I know. Just promise to get me to Rakervale. A New Dawn Camp is better than being frozen to death. I've wanted to get out of the business for some time, and they double-crossed me before I got the chance. I doubt the Freelancers would bother to off me while I was in prison."

Snowflake looks at you and says, "Snowflake can take little one to city by the Rakers, if you want."

The gnome was a minor assistant to the Freelancers. Changes within the organization have worried him and they've just tried to have him killed. At the end of his rope, he's happy to submit to the justice of the Church of the One True Path. He's frustrated, fed up, and desperate.

This information Wigglesbee provides is:

- For the past three years, he's worked for an organization of spies and thieves known as the Freelancers. He's a minor player, and serves to run errands for them throughout the Pale.
- He was on a mission to deliver a package to a half-orc named Ogwyn that lives near the entrance of the dead dragon's lair. Ogwyn opened the package and pulled out a cloak, presumably magical. The package also contained a note. Apparently, the note told Ogwyn to kill the delivery agent, but Wigglesbee was able to escape. Ogwyn commanded his pet hydra to track him down.
- Wigglesbee knows little about Ogwyn. He can describe Ogwyn's appearance (see Appendix I). Ogwyn was a really nasty guy, and he seemed to enjoy petting the human scalps that hung from his pet hydra's collar. In addition to commanding a hydra, the half-orc also had some undead sentries.
- Wigglesbee did not see the ghost dragon, but Ogwyn kept referring to "his draconic Master."
- The Freelancers have changed over the past year. It used to be that they were about gathering information and selling it to the right buyer. Rarely, he heard of assassinations. But now, things have become really nasty and he's been blocked from most information. They've dropped most of their lucrative contracts and have instead focused on working with a group near Ogburg. He's not sure what this group's all about, but they worship some dark god that no one speaks of by name.
- Wigglesbee decided to leave the organization at the soonest opportunity, fearing that the Freelancers would eventually try to kill him. He was right, and they attempted to use Ogwyn as their instrument.
- Wigglesbee hands over four metallic black disks hanging on leather thongs. Give the players the handout "Freelancer Black Disks." One of his jobs has been to collect them from Freelancer agents, so that they can be returned to their original owners. Players might recognize the disks from PAL1-01 Holy Word and from the Pale adaptation of ADP1-06 Snake in the Grass.
- The disks are charged amulets of nondetection. They were created by followers of Incabulous known as the Bronze Cabal. The Freelancers had been working with the Bronze Cabal over a period of many months, working to support the Cabal's efforts to gain power in the area. The Cabal was searching for magical artifacts that it believes the Pale possesses, to be used for some sort of religious ceremony. The amulets allowed the Freelancers to avoid being discovered as they helped the Cabal.

- For some unknown reason, the Freelancers have terminated the relationship with the Cabal and have agreed to return the amulets. The Cabal was paying well, and Wigglesbee thinks it's strange they'd end such a lucrative arrangement. The amulets also proved quite useful, but Wigglesbee's superior made a strange comment, saying, "The amulets are no longer necessary."

After giving all of this information to the party, Wigglesbee calms down and tries to improve his situation.

"If you're heading in Ogwyn's direction, you should know that he's set a pretty nasty trap. I could tell you how to bypass it, though.

"How about you tell 'Big and Beefy' here to escort me to just outside of Rakervale, and then let me go. I promise on my mother-in-law's grave that I won't break any more Pale laws. I'll catch the next barge to Radigast City and won't ever set foot in the Pale again. I assure you, it's a fair deal."

If asked, the Prelates give the PCs permission to decide on this matter and they won't object to making a deal with the gnome. There are other methods to obtaining this information besides agreeing to let him go. For instance, the PCs could affect him with a charm person spell. Or, they could threaten him with the legal consequences of not ameliorating his past crimes with good behavior—which would require an Intimidate check (DC 16). If the PCs use frightening magic to assist with their Intimidate check, reduce the check by the spell level of the spell used.

If the PCs don't agree to the deal and aren't able to convince him to reveal the information, Wigglesbee remains silent.

"Okay, so as you get close to Ogwyn's camp, about a mile away, he's set a trap. You'll come to two large boulders leaning on each other, kind of like an inverted 'V'.

"Just beyond those boulders, the trail curves around the mountainside. Above, Ogwyn has some skeletons waiting. These skeletons will trigger an avalanche when anyone comes down the path.

"But there's a way around the trap. When you get to the boulders, look for a cave entrance. The cave tunnels through the mountainside, beyond the trap, avoiding it completely."

This warning refers to Encounter Eight. Wigglesbee has nothing else of use to the party.

Encounter Six: Snowy Pit

[Day Three. Assuming 3.5 hours of game time, budget 5 minutes for this encounter.]

It is shortly after noon. The sun beats down upon your head, reflecting off the snow and nearly blinding you. Even at this altitude, the midday sun is melting the snow. Though the unusual weather keeps your bones warm, a chill runs through your soul wondering what it might portend.

A frigid gust of wind picks up, making your ears ache. From somewhere beneath you, you hear a strange sound, as though a small animal were making a chirping sound.

Go around the table and ask each player what their PC does. If a PC's first reaction is to jump aside, as Snowflake warned in Encounter Four, give that character a +2 circumstance bonus to the below Reflex save. Underneath the snowy path, the party is walking on a bridge of ice over a ravine. The sun has caused the entire section of ice underneath them to collapse, and the party might be in for a significant fall.

APL 2 (EL 2)

Large Icy Pit: CR 2; mechanical; location trigger; no reset; Reflex save (DC 20) avoids; 20 ft. deep (2d6, fall); multiple targets (entire party); Search (DC 24); Disable Device (DC 19).

APL 4 (EL 3)

Large Icy Pit: CR 3; mechanical; location trigger; no reset; Reflex save (DC 20) avoids; 30 ft. deep (3d6, fall); multiple targets (entire party); Search (DC 25); Disable Device (DC 17).

APL 6 (EL 4)

Large Icy Pit: CR 4; mechanical; location trigger; no reset; Reflex save (DC 20) avoids; 40 ft. deep (4d6, fall); multiple targets (entire party); Search (DC 25); Disable Device (DC 17).

APL 8 (EL 6)

Large Icy Pit: CR 6; mechanical; location trigger; no reset; Reflex save (DC 25) avoids; 40 ft. deep (4d6, fall); multiple targets (entire party); Search (DC 26); Disable Device (DC 25).

APL 10 (EL 8)

Large Icy Pit: CR 8; mechanical; location trigger; no reset; Reflex save (DC 25) avoids; 80 ft. deep (8d6, fall); multiple targets (entire party); Search (DC 26); Disable Device (DC 25).

APL 12 (EL 9)

Large Icy Pit: CR 9; mechanical; location trigger; no reset; Reflex save (DC 25) avoids; 100 ft. deep (10d6, fall); multiple targets (entire party); Search (DC 25); Disable Device (DC 25).

After the ice has collapsed, the party can see a skeleton at the bottom of the pit. Most of the skeleton's equipment has decayed beyond any value in use or to sell, including chainmail, large steel shield, and a holy symbol of Kord. Curiously, two items are still in pristine condition, a skullcap and a greatsword. The skullcap is Laelithra's coif of piety and the blade is a mercurial greatsword. In its fist, the skeleton clutches half of a broken circle of obsidian, into which a strange spiral pattern has been carved. The skeleton is at least a century old, maybe much more.

Encounter Seven: Divine Ascension

[Day Three. Assuming 3.5 hours of game time, budget 5 minutes for this encounter.]

The path slithers around a steep cliff to your left, and you are presented with a beautiful view of the sun setting to the west. The sky is quite clear and the vista paints the lands of the Pale in azure and lavender tones. Small plumes of smoke arise from what must be Rakervale. The wind suddenly dies down, surrounding you with an air of apprehension.

A gleaming form of orange and yellow descends from the heavens. At first, you think a star must be falling from the sky, but soon you can make out celestial wings as the being floats down to Rakervale. As it nears, a beacon of bright light appears amidst the city. The celestial form then starts to ascend with it, seeming to guide the light upwards toward its

celestial home. They rise higher and higher, until your eyes lose them within the myriad of sparkling stars in the sky.

The two Prelates are on their knees, praying. Sighing, Thace turns to you and says, "The Theocrat has died."

Light from the setting sun glitters off a tear trickling down his cheek.

Encounter Eight: Ogwyn's Trap

[Day Four. Assuming 3.5 hours of game time, budget 5 minutes for this encounter.]

Ogwyn has set a trap along the path as it nears Xianshee's lair. He's commanded three skeletons, created by the ghost dragon, to trigger an avalanche if anyone is spotted on the path. A cave bypasses this section of the path. Ogwyn told the Freelancers of this cave, so that their courier could avoid the trap. If the PCs were able to get this information from the gnome in Encounter Five, they can bypass the trap.

Option A: Walking into the Trap

You round a bend in the path, and the trail continues straight and flat for some time. According to the map, Xianshee's lair should only be a mile or so away. As you consider this, a deep rumbling from above disturbs your thoughts.

Hiding far above the trail, three skeletons have triggered an avalanche. It is not likely a PC will be able to run out of the path of the avalanche. On foot, a PC must cover 300 feet in any direction to avoid the avalanche. A PC who can establish and maintain an altitude of 20 feet above the ground, such as via fly or levitate, can also avoid the avalanche. Only a partial action may be taken before the avalanche hits. The skeletons have not been commanded to attack, so they won't. Defeating them gains the party no experience.

APL 2 and 4 (EL 2)

Avalanche: CR 2; mechanical; triggered by skeletons; no reset; Reflex save (DC 20) avoids; falling debris (2d4+2 damage); multiple targets (entire party); Search (DC —); Disable (DC —).

APL 6, 8, 10, and 12 (EL 4)

Avalanche: CR 4; mechanical; triggered by skeletons; no reset; Reflex save (DC 25) avoids; falling debris (4d4+4

damage); multiple targets (entire party); Search (DC —); Disable (DC —).

Option B: Bypassing the Trap

Use this version if the PCs state that they are looking for the trap that the gnome mentioned. They have to be looking for it actively; just knowing about it does not get them past it unharmed.

Carefully checking with your map, you figure that you are coming closer to Xianshee's lair, perhaps a mile or so more. Remembering the gnome's warning, you're on the lookout for a particular rock formation. The tension mounts as you wonder if you missed the sign and are walking into a deadly trap.

With great relief, you spot what you've been looking for. Two large, oval shaped boulders stand beside the path. They rest upon each other and form a large inverted 'V'. You hope that it stands for the Prelates' ultimate victory over the ghost dragon.

The party must spend a few minutes searching for a cave at this point. With little difficulty, they can find it. The cave is dark, and the following description assumes that they have a source of light.

You carefully slink your way into the cave, hoping that it is the one the gnome told you to enter. The ceiling is merely 4 feet tall and the sides are but 3 feet wide. The stone is frigid to the touch and covered with a slick layer of ice, which serves to make some tight squeezes more feasible.

You continue for at least 30 minutes making very slow progress, when you notice some light ahead. Moving closer, you realize that the light is not the end of the tunnel, but from a shaft descending through the ceiling. The light illuminates the wall to your right, which appears partially translucent. You study it for a few moments, and then realize that an entire area is actually a gigantic section of ice. Perhaps a side passage once extended to the east, but now it's thoroughly blocked with ice.

Moving forward again, something seems amiss. A shadow lurks within the ice wall. Squinting, you begin to make out a shape, a horrible beast of some sort. It has a large, long body with lumpy skin. From one end of its body extend several thick tentacles. The beast appears to be something out of your darkest nightmares. Thankfully, it is frozen solid, but you notice that the sunlight from the shaft is causing the ice wall to slowly melt.

For another 10 minutes, you press deeper into the cave, before light appears up ahead. You emerge to find the trail you were following just a few yards below the cave exit. If the gnome's information was correct, you're just about a mile from the dragon's lair and bypassed a nasty trap.

The many-tentacled creature is not found in the Monster Manual. The PCs may have encountered it in PAL 1-02 Absence of Law and PAL2-07 Appetites.

Encounter Nine: Death's Door

[Day Four. Assuming 3.5 hours of game time, budget 45 minutes for this encounter.]

The area just outside Xianshee's lair is the stage for a grand battle, for both the Prelates and the PCs. This encounter has some significant setup, but the general outline is as follows.

Baslett confronts the ghost dragon first. As the dragon exhausts her breath weapon, the amulet protecting him from the aging effects seems to malfunction. Baslett is left helpless. Thace tells the PCs that facing Xianshee alone, he expects to die. However, he wants the PCs to let everyone know that his dying wish is for Baslett to become Theocrat. Thace then charges into battle. Meanwhile, the PCs must protect Baslett and defeat Ogwyn.

You have reached your destination. Just over a rise in the path lies the entrance to Xianshee's lair. You look over a ridge of boulders, observing the scene.

What lies beyond is a large cul-de-sac, surrounded by steep slopes on all sides. Straight ahead, a gaping hole plunges into the mountainside. Several feet in, the entrance to Xianshee's lair has been blocked with a sheer wall of stone. You can see numerous inscriptions on the stone, presumably protective wards of great power.

To the left of the lair entrance stands a few giant stone buildings. Some of them have collapsed and are in disrepair. Ringing these simple stone buildings are about a dozen cairns. Looking closely, you see that the cairns have been torn apart and are nothing more than large mounds of rubble now.

The Prelates unsling their traveling gear and begin preparing for battle. Prelate Thace addresses you with tight lips, "Theo is going to take the amulet created by the wizard Bahira and lure the dragon into breathing thrice. He asked for the honor of doing so, and since he was responsible for defeating Xianshee

the first time, I have agreed. Once the ghost dragon has expended her breath, I will charge forth and we will engage the beast together.

"We will attempt to draw the creature up the mountainside. This should clear your way to the entrance to the lair. Approach quickly and carefully. If both Theo and I fall to the ghost dragon, place the box containing the Lin Ying Ruby just before the stone that seals the entrance. This will put the beast to rest, despite our failure. Whatever you do, don't touch the stone seal."

Allow the PCs to confirm they understand the plan before the Prelates proceed.

Baslett and Thace begin casting numerous spells, in a practiced, well-rehearsed order. Thace readies to charge forward as Baslett proudly strides towards the dragon's lair.

"Xianshee! It is I—Theoman Baslett, Dragon Slayer. Five years ago I ended your life. I have come again, this time to end your undead existence."

Peering ahead, you see a frightful apparition emerge from the stone seal. A ghostly form of an impossibly large dragon appears and floats above Baslett. Her flesh looks partially decayed and her body glows a sickly green. Eyes of burning rage glower down upon Baslett.

Breathing in, Xianshee releases a cloud of thick, gray gas. The cloud quickly clears, revealing Baslett on his knees, choking and coughing, but otherwise unharmed. The silver amulet around his neck glows dimly.

Breathing deeper, the dragon again envelops Baslett in a cloud of deadly gas. His form emerges, shaken but he proudly struggles back to his feat. The amulet glows a little brighter and has successfully thwarted the aging effects of the dragon's breath.

Xianshee's eyes blaze brighter, and the dragon breathes a third time. The cloud sputters out and you hear the ghostly dragon coughing in frustration. The cloud clears and Baslett falls down. The amulet's light flickers and extinguishes. Instantly, his hair turns gray and his body becomes frail. You can see his body laboring for breath. He is alive, but just barely so.

Thace turns to you and blurts out, "I must attack now, before she regains her breath. Facing her alone, my chances of survival are slim. Listen! This is important! I have come to know Theo, and I trust him to see the right path for the Pale. Should I die, let all know that my dying wish is for him to lead the

Pale into a brilliant new future as Theocrat. After I attack, go and protect his body! Remember the Ruby, if I should fail to kill Xianshee.”

Delaying not a moment more, Thace charges the ghost dragon. Surprised, the beast retreats up the mountainside and perches on a cliff above. Using his magical boots, Thace flies up after Xianshee and engages her in battle.

The path is now clear for the PCs to approach Baslett’s body, which is just outside the sealed entrance to Xianshee’s lair. Anyone touching the seal must make a Fort save (DC 30) or become paralyzed for 2d4 rounds. If the PC is touching the seal when the effect wears off, he or she must make another save immediately.

If, for some reason, the party does place the Lin Ying Ruby before the entrance, Xianshee’s ghost immediately takes it and disappears. Ogwyn flees and the Prelates are supremely upset at the turn of events.

Baslett is still alive, but cannot be healed by any means. His body appears to be around 70 years of age, and he is in shock. His body is surrounded by a cloud of energy, residue of the ghost dragon’s breath. If a PC were to touch him, she would feel great pain and her fingernails would grown an inch.

Soon after reaching Baslett, Ogwyn attacks. In the below passage, insert an appropriate description of Ogwyn’s appearance (see Appendix I). At higher APLs, his form is more draconic. While the PCs deal with the half-orc, occasionally describe bits of the sublime battle on the cliff far above them. Thace and Xianshee are locked in a desperate battle throughout the PCs’ own struggle.

From behind the giant stone buildings, an armored half-orc with strange features strides out towards you. Around his neck is a gruesome necklace that is disturbingly familiar. From it hang children’s toys and human scalps. Flanking the half-orc are a few skeletons [note the size of the skeletons below]. Dried bits of flesh hang from their bones.

“Hmmmmmmm. Master Xianshee has given me a chance to show my worthiness. You Palites will all fall. A wave of cleansing fire will cover your land, fire as hateful as the one you used to execute my helpless mother. But now, right now, I will enjoy adding you to my collection.”

He sadistically pets one of the scalps on his chest before attacking.

APL 2 (EL 5)

Ogwyn, Male Half-Orc Sor1/Brb1/Ftr2: hp 26; see Appendix I.

Medium-Size Skeletons (5): 6 hp each; Monster Manual.

APL 4 (EL 7)

Ogwyn, Male Half-Orc Sor1/Brb2/Ftr2/Dragon Disciple 1: hp 52; see Appendix I.

Large Skeletons (6): 13 hp each; Monster Manual.

APL 6 (EL 9)

Ogwyn, Male Half-Orc Sor1/Brb2/Ftr2/Dragon Disciple 3: hp 66; see Appendix I.

Huge Skeletons (6): 26 hp each; Monster Manual.

APL 8 (EL 11)

Ogwyn, Male Half-Orc Sor1/Brb2/Ftr2/Dragon Disciple 5: hp 82; see Appendix I.

Huge Skeletons (9): 26 hp each; Monster Manual.

APL 10 (EL 13)

Ogwyn, Male Half-Orc Sor1/Brb2/Ftr2/Dragon Disciple 7: hp 112; see Appendix I.

Gargantuan Skeletons (3): 104 hp each; Monster Manual.

APL 12 (EL 15)

Ogwyn, Male Half-Orc Sor1/Brb2/Ftr2/Dragon Disciple 9: hp 132; see Appendix I.

Gargantuan Skeletons (6): 104 hp each; Monster Manual.

Tactics

The following are suggested tactics. Adapt the tactics to the party as you see fit and given Ogwyn’s ability to assess their strengths:

- All APLs: Ogwyn respects spellcasters, and attempts to deal with them first while commanding the skeletons to keep warriors busy. He has precast endure elements

twice (fire and sonic). If the party retreats, he will not follow, but instead will pray for the victory of Xianshee. He has imbibed one or more ability enhancing potions, with the effects already figured into his stats; these effects will last for about another 50 minutes.

- APL 2: If the PCs land one or two solid blows upon him, he takes a round to cast shield.
- APL 4+: Ogwyn has precast shield (7 rounds remain on the spell). He makes use of his Spring Attack when fighting warriors or other PCs with multiple attacks.
- APL 6+: Ogwyn has precast endure elements twice more (cold and electricity). He will use his breath weapon if he can get 3 or more PCs within its effect.
- APL 8+: Ogwyn has consumed a potion of haste (active for 9 more rounds) and a potion of heroism (active for nearly an hour); the effects of these potions have been figured into his stats. On the first round, he will use his wand of dispel magic for an area dispel on the party. He has reach, and uses it to the best of his ability. He has precast a fifth endure elements (acid).
- APL 10+: Ogwyn relishes using his Large and In Charge feat when given the chance.
- APL 12: Ogwyn has flight. For the first two rounds, he will fly above the battle, within range of his wands. Given that he's hasted, on the first round he uses the wand of dispel magic once and then the wand of hold person on a warrior-type. On the second round, he'll use two charges of the wand of hold person on warrior-types. Then, he engages spellcasters. Finally, he combines his ability to fly with Spring Attack to challenge any warriors.

Conclusion

[Assuming 3.5 hours of game time, budget 10 minutes for this encounter.]

The following conclusion assumes that the PCs defeated Ogwyn and his skeleton sentries. If this is not the case, modify the conclusion as appropriate.

In the event that the PCs retreated, recovering the bodies of comrades can be accomplished without too much trouble when Thace kills Xianshee; Ogwyn will be in great despair and won't notice such efforts. If the party does not retrieve the bodies, Baslett will still cast a true resurrection (see below), but the restored PCs' equipment will be lost. If the PCs were unable to bring Baslett back to Rakervale (e.g. they retreated and left him behind, or the entire party died), Baslett is able to crawl to safety and very slowly make it to Rakervale; in this instance, he still

casts true resurrection to restore dead PCs, but the length of his journey imposes a 4 TU penalty on such PCs.

Your battle has been hard fought. But equally so has been the colossal battle above you. Out of the corner of your eyes, you witnessed devastating attacks and counterattacks between Prelate Thace and the foul ghost dragon Xianshee.

As you land your final blows on the opponents before you, you pause and look upward at the sublime duel unfolding on the mountain above you. Thace seems to have fared quite well, and prepares to land a well-placed blow upon the creature. Just then, her eyes glimmer brighter. With a triumphant look, she expels a cloud of noxious gas, recovering her devastating attack just before Thace can land the deathblow.

The moments pass slowly and with agonizing suspense you wait to see the cloud dissipate. As it does, you see Thace's form tragically aged at least half a dozen years. With Herculean effort, he swings his quarterstaff one last time. Xianshee's skull cracks, and then explodes into a ghostly cloud of dust.

The Prelate falls to the ground, his limp form hanging off of the cliff above you. Thace has killed Xianshee, but in so doing, he has died as well.

The PCs can recover Thace's body, but he is quite dead from old age. The energy around Baslett's body has dissipated and he can be handled now. Over the next few days, Baslett's age slowly returns to normal—the amulet is still functioning. The amulet won't return Thace to youth, because he wasn't wearing it at the time of the attack. If the PCs remove the amulet from Baslett before the restoration process is completed, he is stuck at whatever approximate age he was at the time the amulet was removed; in this case, modify the below description.

The party can travel back to Rakervale without incident. After three days of unconsciousness, Baslett awakens.

You have made it back to Rakervale, thankfully without incident. As you wound along the mountain path, the amulet around the aged Baslett's neck glowed slightly. Slowly, over three days, his youth was restored. By the time you reached Rakervale, he regained consciousness and learned the grave results of the battle.

You are asked to travel with Baslett to Wintershiven, where you will be hailed as heroes. The wizard Bahira is lauded for her contribution, and she takes the amulet back with her to Ogburg. The Prelates of the Pale have unanimously chosen to respect the dying proclamation of Maximillian Thace. Since he did land the final blow upon Xianshee, his ultimate decree should be followed—Theoman Baslett will be anointed Theocrat.

At a ceremony of great solemnity in the Basilica in Wintershiven, Theoman Baslett takes his place as the Supreme Prelate of the Pale. A casket containing Maximillian Thace's body is also present, for people to pay their respects to the noble hero. Theocrat Baslett addresses the attendees, and says that his understanding of Pholtus's wisdom has deepened. Divine magic of greater power has been bestowed upon him. Speaking words of unimaginable beauty, the Theocrat casts a Miracle, beseeching Pholtus to restore his dead colleague to youth.

A being of great divinity appears. Gasps in the assembled personages reveal that it is a solar. The androgynous being, with large angelic wings, smiles warmly at all within the Basilica. It then takes Thace's body in its arms.

"Maximillian Thace and Ogon Tillit have earned a place within Pholtus's court. They shall rest now. Theoman Baslett, lead the Pale into a bright new future, following the path that wisdom dictates."

With that, the solar disappears and a solemn silence permeates the building.

At this point, Theocrat Baslett will make one of two proclamations, depending on the outcome of Encounter Two—Campfire Debate. If the PCs convinced him of the progressive view on two of the episodes, Baslett makes the progressive statement; otherwise, he speaks the conservative one.

The progressive proclamation is:

"I must testify to all here, and to all within the Pale, that the past five years have been a time of inner turmoil for me. I have dedicated my life to Pholtus and to a strict interpretation of the One True Path.

"But I have come to wonder if such a dedication has been built on a political, rather than moral, foundation. My soul has wrestled long with this issue. I have wondered if I should lead the Pale along

a known path, preserving the certainty of our continued prosperity. Or, dare I take a different path, a path based not on certainty, but on hope—hope that things could be better?

"My soul is no longer in turmoil. I have hesitated to take a step into the unknown. But along the dangerous journey to Xianshee's lair, I had the privilege of gaining the insights of the brave heroes who went with Prelate Thace and I. The words of these heroes have given me the courage to embrace hope and not to fear this new path.

"Let all know, I have concluded a personal transformation. Though I continue to respect the conservative ways, I no longer agree with them. I ask all to forgive me for supporting beliefs I now believe are misguided. I declare myself a member of the Popular Progressive Party, and, as Theocrat, I pledge myself to lead the Pale into a realm where all good people are welcome to benefit from the fruits of righteousness. The enemies we must face are the forces of evil, not those whose religious beliefs differ from ours."

A stunned silence engulfs the Basilica. After a few moments, a tentative applause begins, gradually building to a deafening crescendo.

The conservative proclamation is:

"These past five years have been difficult for all of the good citizens of the Pale. We have faced many threats to our nation of righteousness, threats from sources both foreign and domestic. We have made many sacrifices, and we have lost many good people.

"One of those people was my good colleague, Maximillian Thace. Prelate Thace and I disagreed on a great many things. He was a man of great compassion, a man of mercy, a man of tolerance.

"But in the moment of his ultimate sacrifice, he realized that the evils which threaten to destroy the Pale deserve no compassion. They deserve no mercy. They must not be tolerated. Before he charged into battle with the foul Xianshee, he realized the wisdom of the conservative path and said that I should lead the Pale as Theocrat.

"The Pale will prosper and persevere, I will see to that as Theocrat. Now is not a time for division. Now is a time for unity. We must stand together and show no compassion for those who undermine our nation. As such, by holy decree, I hereby disband the Popular Progressive Party. Its former members will walk

together with all of the Pale along the ONE TRUE PATH. The strength of our unity will bring certain victory over the many threats to our nation of faith.”

A timid silence permeates the Basilica.

After the ceremony, the PCs are each thanked personally by Theocrat Baslett. PCs who survived and defeated Ogwyn receive a Favor of Pholtus. PCs who died will be restored to life. Baslett has just reached 17th level, and he will cast true resurrection for any PC who died. He will also cast restoration on any PC who suffered a permanent Charisma drain in Encounter Six. The donation for the true resurrection spell is the total of the PC's share of the loot for this adventure rather than the regular cost (thus, a PC returning from the dead because Baslett casts a spell does not gain any treasure for this adventure). The restoration spell has no donation cost (it's free). However, it is important to note to the players that this benefit is very special and is for this scenario only. PCs who receive a true resurrection or a restoration do not get a Favor of Pholtus.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Award the total value to each character.

Encounter Three—Ogwyn's Pet

Defeating the hydra (EL 3/6/7/9/11/14)

APL 2: 90 XP	APL 8: 270 XP
APL 4: 180 XP	APL 10: 360 XP
APL 6: 210 XP	APL 12: 420 XP

Encounter Six—Snowy Pit

Getting past the pit (EL 2/3/4/6/8/9)

APL 2: 60 XP	APL 8: 180 XP
APL 4: 90 XP	APL 10: 270 XP
APL 6: 120 XP	APL 12: 270 XP

Encounter Eight—Ogwyn's Trap

Getting beyond the avalanche (EL 2/2/4/4/4/4)

APL 2: 60 XP	APL 8: 120 XP
APL 4: 60 XP	APL 10: 120 XP
APL 6: 120 XP	APL 12: 120 XP

Encounter Nine—Death's Door

Defeating Ogwyn (EL 5/7/9/11/13/15)

APL 2: 150 XP	APL 8: 330 XP
APL 4: 210 XP	APL 10: 390 XP
APL 6: 270 XP	APL 12: 450 XP

Conclusion

Returning Baslett to Rakervale alive (RP award)

APL 2: 90 XP	APL 8: 225 XP
APL 4: 135 XP	APL 10: 270 XP
APL 6: 180 XP	APL 12: 315 XP

[These are the only story awards, and the max allowed per 2003 guidelines.]

Maximum Possible Experience

Total ELs for this adventure:

APL 2: 12	APL 8: 30
APL 4: 18	APL 10: 36
APL 6: 24	APL 12: 42

Maximum Possible Experience Awards:

APL 2: 450 XP	APL 8: 1,125 XP
APL 4: 675 XP	APL 10: 1,350 XP
APL 6: 900 XP	APL 12: 1,575 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the Adventure Record.

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 50% of book price). Amounts are rounded to the nearest whole gold piece.

Encounter Five—Wigglesbee the Gnome

Capturing Wigglesbee

All APLs: M—180 gp [4 amulets of nondetection (2 charges) (45 gp each)]

Encounter Six—Snowy Pit

Recovering the skullcap and sword

All APLs: L—50 gp (mercurial greatsword); M—83 gp (Laelithra's coif of piety).

Encounter Nine—Death's Door

Defeating Ogwyn

APL 2: C—70 gp; L—19 gp [breastplate (17 gp), dagger (0 gp), greataxe (2 gp)]; M—108 gp [cloak of resistance +1 (83 gp), potion of cure moderate wounds (25 gp)]

APL 4: C—75 gp; L—17 gp [breastplate (17 gp), dagger (0 gp)]; M—301 gp [cloak of resistance +1 (83 gp), +1 greataxe (193 gp), potion of cure moderate wounds (25 gp)]

APL 6: C—25 gp; L—0 gp [dagger (0 gp)]; M—721 gp [cloak of resistance +2 (333 gp), +2 breastplate (363 gp), potion of cure moderate wounds (25 gp)]

APL 8: C—375 gp; L—0 gp [dagger (0 gp)]; M—1,021 gp [cloak of resistance +2 (333 gp), +2 breastplate (363 gp), potion of cure serious wounds (63 gp), ring of protection +1 (167 gp), wand of dispel magic (5 charges) (95 gp, 19 gp per charge remaining)]

APL 10: C—475 gp; L—0 gp [dagger (0 gp)]; M—1,854 gp [cloak of resistance +3 (750 gp), +3 breastplate (779 gp), potion of cure serious wounds (63 gp), ring of protection +1 (167 gp), wand of dispel magic (5 charges) (95 gp, 19 gp per charge remaining)]

APL 12: C—900 gp; L—0 gp [dagger (0 gp)]; M—3,095 gp [cloak of resistance +4 (1333 gp), +3 breastplate (779 gp), 2 potion of cure serious wounds (63 gp each), ring of protection +2 (667 gp), wand of

dispel magic (5 charges) (95 gp, 19 gp per charge remaining), wand of hold person (5 charges) (95 gp, 19 gp per charge remaining)]

Conclusion

Defeating Ogwyn

All APLs: Favor of Pholtus.

Maximum Possible Treasure

The total wealth available is:

APL 2: 510 gp

APL 4: 706 gp

APL 6: 1,059 gp

APL 8: 1,709 gp

APL 10: 2,642 gp

APL 12: 4,308 gp

The Theocrat takes any above the cap as a tithe or donation to the church, so the maximum gp that the PCs can come away from the scenario with is:

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1,250 gp

APL 10: 2,100 gp

APL 12: 3,000 gp

Special

Please include the Favor of Pholtus certs with the Adventure Cert.

New Items

Please put these two items on the Adventure Record, with the notice "Cross out the items this character does not acquire." Don't include the red text on the Adventure Record.

Laelithra's Coif of Piety: When worn by a cleric of good alignment, this skullcap confers a +2 sacred bonus to Charisma for the purposes of turning undead only. If worn with Laelithra's phylactery and ring (all three are

worn), the sacred Charisma bonus increases to +4. The coif is worn in the magic item slot for a hat.

Many cultures throughout the Flanaess have stories of a female cleric named Laelithra. She lived many centuries ago and worshiped a good god, but stories conflict as to which one. She helped defeat demons that were summoned to Oerth. Her most trusted followers wore magically enchanted phylacteries, rings, and coifs that have the simple symbol of an iris upon them.

Market Price: 1,000 gp. (Frequency: Adventure; Requirements: the means of creating the coif was known only to Laelithra.)

Amulet of Nondetection: This amulet, in the form of a plain black disk known to be used by the evil Freelancers, confers the nondetection spell effect on the wearer when the command word “shroud” is spoken. The spell is cast at 5th caster level. It is created with 50 charges.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, nondetection; Market Price: 13,500 gp.

Items Found

List the following in the “Items Found During the Adventure” section. Items that PCs always have access to have been left off the list.

All APLS

- amulet of nondetection (Adventure; 13,500 gp; see above)
- Laelithra’s coif of piety (Adventure; 2,000 gp; see above)
- mercurial greatsword (Regional; 600 gp; Sword and Fist)

APL 6

- breastplate +2 (Any; 4,350 gp; DMG)
- cloak of resistance +2 (Any; 4,000 gp; DMG)

APL 8

- breastplate +2 (Any; 4,350 gp; DMG)
- cloak of resistance +2 (Any; 4,000 gp; DMG)
- potion of cure serious wounds (Any; 750 gp; DMG)
- wand of dispel magic (arcane) (Any; 11,250 gp; DMG)

APL 10

- breastplate +3 (Any; 9,350 gp; DMG)
- cloak of resistance +3 (Any; 9,000 gp; DMG)
- potion of cure serious wounds (Any; 750 gp; DMG)
- wand of dispel magic (arcane) (Any; 11,250 gp; DMG)

APL 12

- breastplate +3 (Any; 9,350 gp; DMG)
- cloak of resistance +4 (Regional; 9,000 gp; DMG)
- potion of cure serious wounds (Any; 750 gp; DMG)
- ring of protection +2 (Any; 2,000 gp; DMG)
- wand of dispel magic (arcane) (Any; 11,250 gp; DMG)
- wand of hold person (arcane) (Any; 11,250 gp; DMG)

Appendix I: NPCS

The Prelates

Maximillian Thace, Prelate of Ogburg, Male Half-Elf
Clr16: CR 16; Medium-size Humanoid; HD 16d8+32; hp 128; Init -1; Spd 20 ft.; AC 27 (touch 9, flat-footed 27); Atks +19/+14/+9 melee (1d6+8, +5 ghost touch quarterstaff), or +13 ranged (1d8+2/19-20, light crossbow, +2 crossbow bolts); SA turn undead 6/day; AL LG; SV Fort +17, Ref +9, Will +20; Str 14, Dex 9, Con 14, Int 14, Wis 21, Cha 16.

Skills: Concentration +12, Craft (Armorsmith) +4, Craft (Weaponsmith) +4, Diplomacy +18, Heal +10, Knowledge (Arcana) +9, Knowledge (Pale) +12, Knowledge (Religion) +12, Scry +5, Sense Motive +14, Spellcraft +10; Feats: Craft Magic Arms and Armor, Craft Staff, Extend Spell, Greater Spell Focus (Enchantment), Persistent Spell, Scribe Scroll, Spell Focus (Enchantment).

Languages: Celestial, Common, Dwarven, Elven, Flan, Gnome.

Spells Prepared (6/8/7/7/6/6/4/4/3; base DC = 15 + spell level): 0—create water, detect magic, detect poison[D], light, mending, read magic; 1st—bane[E], bless[E], divine favor, entropic shield, invisibility to undead, protection from evil*[G], remove fear, shield of faith; 2nd—bull's strength, consecrate, delay poison, detect thoughts*[D], endurance, shatter, sound burst; 3rd—daylight, invisibility purge, magic circle against evil*[G], negative energy protection, prayer, searing light, wind wall; 4th—air walk, death ward, divine power, freedom of movement, holy smite[G], status[D]; 5th—ethereal jaunt, flame strike, healing circle, greater command[E], righteous might, true seeing[D]; 6th—blade barrier, greater dispelling, heal (2); 7th—greater restoration, holy word*[G], regenerate, resurrection; 8th—antimagic field, earthquake, holy aura*[G].

* Domain spell; Deity: Pholtus; Domains: Good (good [G] spells cast at +1 caster level), Knowledge (divinations [D] cast at +1 caster level).

[E] Because of Greater Spell Focus (Enchantment), the base DC for saves against these spells is 19 + spell level.

Possessions: amulet of natural armor +3, bag of holding (type I), +5 chainmail, cloak of resistance +5, 20 +2 crossbow bolts, +3 animated large steel shield, light crossbow, monk's belt, +5 ghost touch quarterstaff, ring of evasion, winged boots, 100 gp.

Appearance: Showing very little of his Elven background, Max is almost a typical Oeridian in looks; any differences can be attributed to his elven mother. Light skin set off by very dark hair and eyebrows gives him a cruel look. His very pale blue eyes, almost violet are one of the few clues apparent of his mother's race. Slender but hardy, he is easily recognized by most of the people of the Pale.

Personality: Though his looks make him appear a bit cruel, he is anything but. Generous to a fault, he is one of the kindest prelates in the Pale and loved by nearly all who have met him. Even his political enemies admit that he is a good man and well qualified for his position. Max believes in the compassionate application of the law, and he expects the same of those who answer to him. Max is an example of the new Pale, the movement towards a less rigid clergy.

Theoman Baslett, Prelate of Landrigard, Male Human
Clr16: CR 16; Medium-size Humanoid; HD 16d8+32; hp 111; Init +3; Spd 30 ft.; AC 31 (touch 18, flat-footed 28); Atks +17/+12/+7 melee (1d6+5, +4 quarterstaff), or +16 ranged (1d8+2/19-20, light crossbow, +2 crossbow bolts); SA turn undead 5/day; AL LN; SV Fort +15, Ref +11, Will +17; Str 12, Dex 16, Con 14, Int 14, Wis 19, Cha 14.

Skills: Concentration +12, Diplomacy +18, Heal +9, Intimidate +4, Knowledge (Arcana) +7, Knowledge (Pale) +7, Knowledge (Religion) +13, Scry +7, Sense Motive +13, Spellcraft +10; Feats: Cooperative Spell, Empower Spell, Extend Spell, Greater Spell Penetration, Persistent Spell, Quicken Spell, Spell Penetration.

Languages: Celestial, Common, Elven, Flan.

Spells Prepared (6/7/7/7/6/5/4/4/3; base DC = 14 + spell level): 0—guidance, light, purify food and drink, read magic, resistance, virtue; 1st—bane, bless, detect undead, divine favor, entropic shield, invisibility to undead, protection from chaos*[L], remove fear; 2nd—aid, bull's strength, calm emotions*, endurance, shatter, shield other, spiritual weapon 3rd—daylight, invisibility purge, magic circle against chaos*[L], meld into stone, prayer, protection from elements; 4th—death ward, dimensional anchor, divine power, fire shield*, status; 5th—ethereal jaunt, flame strike*, healing circle, righteous might, shield of faith (quickened); 6th—greater dispelling, heal (2), hold monster; 7th—dictum*[L], greater restoration, holy word, negative energy protection (quickened); 8th—firestorm, freedom of movement (quickened), shield of law*[L].

* Domain spell; Deity: Pholtus; Domains: Law (law [L] spells cast at +1 caster level), Sun (greater turning 1/day).

Possessions: amulet of natural armor +5, boots of speed, bracers of armor +8, cloak of resistance +3, 20 +2 crossbow bolts, gloves of dexterity +4, light crossbow, +4 quarterstaff, ring of protection +5, 100 gp.

Appearance: An air of confident authority surrounds Theoman, drawing the attention of everyone when he enters a room. Not what some would consider handsome, he is nonetheless magnetic and attractive in his own way. He is a convincing and gifted orator. Fit but not overly athletic, even at 6 foot tall and 185 pounds he is dwarfed by the more militant members of the Church hierarchy.

Personality: Well liked by most who meet him, Theoman Baslett is a generous and open man, though he keeps his own council in important matters. When others would seek to argue, Baslett remains silent, allowing others to exhaust themselves with yelling before calmly stating his own case. Well respected, even by most of his political rivals, Theoman leads the Church's conservative faction.

Encounter Four: Snowflake

Snowflake, Male Frost Giant (Adolescent) Rgr1/Bbn1: CR 11; Large Giant (Cold); HD 14d8+1d12+1d10+80; hp -6 (normally 155); Init +0; Spd 50 ft.; AC 24 (touch 9, flat-footed 24) [+9 natural, +4 chain shirt, +2 large shield, -1 size]; Atks +20/+15/+10 melee (1d12+13/x3, greataxe); SA favored enemy (goblinoids +1), rage 1/day; SQ cold subtype; AL N; SV Fort +18, Ref +6, Will +6; Str 29, Dex 10, Con 21, Int 10, Wis 14, Cha 10.

Skills: Climb +13, Intuit Direction +6, Jump +13, Spot +6, Wilderness Lore +6; Feats: Ambidexterity (virtual), Cleave, Great Cleave, Lightning Reflexes, Power Attack, Sunder, Track, Two-Weapon Fighting (virtual).

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Possessions: greataxe, chain shirt, large wooden shield.

Appearance: From a distance, Snowflake looks like a well-built man. Up close, his boyish face with a scraggly, sparse beard reveals that he is merely a young giant. He stands 8 ft. 5 in. tall and has medium blond hair.

Personality: Snowflake is a very inquisitive individual, who has grown to develop a modest sense of trust with the people of the Pale. He has taken it upon

himself to patrol the Raker Mountains near Rakervale, accompanied by his best friend, a wolf named Stalker.

He was born into a tribe of frost giants that lived near Xianshee's lair and served the dragon before her death. One by one, the entire tribe died a year ago, and Snowflake believes a ghost killed them all. Deadly afraid of the ghost, he refuses to approach Xianshee's lair.

Encounter Five: Wigglesbee the Gnome

Wigglesbee, Male Gnome Rog2: CR 2; Small Humanoid; HD 2d6-2; hp 1 (normally 9); Init +3; Spd 20 ft.; AC 16 (touch 14, flat-footed 13) [+3 Dex, +2 leather armor, +1 size]; Atk +1 melee (1d4-1/19-20, dagger); SA sneak +1d6, +1 to hit kobolds and goblinoids; SQ evasion, +2 on saves vs. illusions, +4 dodge bonus vs. giants, low-light vision; AL CN; SV Fort -1, Ref +6, Will +2; Str 9, Dex 16, Con 9, Int 12, Wis 14, Cha 15.

Skills: Appraise +4, Balance +5, Bluff +4, Climb +0, Decipher Script +2, Disable Device +2, Disguise +4, Escape Artist +6, Gather Information +6, Hide +7, Innuendo +4, Listen +7, Move Silently +6, Open Lock +4, Pick Pocket +6, Read Lips +2, Search +3, Sense Motive +5, Spot +4, Tumble +5, Wilderness Lore +4; Feats: Dodge.

Spells Known (each 1/day, cast at 1st-level; base DC = 10 + spell level): 0—dancing lights, ghost sound, prestidigitation.

Possessions: leather armor, dagger.

Appearance: Short and slight, even for a gnome, Wigglesbee appears unremarkable and quite forgettable.

Personality: Wigglesbee has learned to respect power and seeks his fortune on the coattails of others. He's the consummate supplicant, and uses his significant charms to ingratiate himself with others.

Encounter Nine: Death's Door

APL 2

Ogwyn, Male Half-Orc Sor1/Bbn1/Ftr2: CR 4; Medium-size Humanoid (Orc); HD 1d4+ 1d12+ 2d10+ 8; hp 26; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15) [+2 Dex, +5 breastplate]; Atks +7 melee (1d12+6/x3, greataxe); SA rage 1/day; SQ darkvision 60 ft.; AL LE; SV Fort +9, Ref +3, Will +4; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 11.

Skills: Concentration +7, Knowledge (Arcana) +7, Wilderness Lore +3; Feats: Combat Reflexes, Dodge, Mobility, Power Attack.

Spells Known (5/3; base DC = 10 + spell level): o—daze, detect magic, flare, read magic; 1st—endure elements, shield.

Possessions: breastplate, cloak of resistance +1, dagger, greataxe, potion of cure moderate wounds, ~~potion of wisdom~~, toad familiar (hidden in a cave), 6 emeralds worth 70 gp each.

Appearance: Ogwyn appears to be a very strong half-orc, with cruel red eyes that almost glow in the dark. His black hair is slicked back. His skin has a noticeable greenish tinge to it.

Personality: Ogywn's heart has been steeped in cruelty. He remembers nothing of his early years with the Church. Memories of his childhood are hateful ones, living amongst a tribe of orcs that treated him worse than a slave. Though he was quite strong, several orcs would regularly gang up on him to beat him to near death.

When Ogwyn heard the false story about how his mother was executed by the Church, he blamed all of his pains upon the humans of the Pale. He seeks great pleasure in the death of Palites, and will go to great lengths to slake his thirst for more blood.

APL 4

Ogwyn, Male Half-Orc Sor1/Bbn2/Ftr2/Dragon Disciple 1: CR 6; Medium-size Humanoid (Orc); HD 1d4+ 2d12+ 2d10+ 1d6+ 18; hp 52; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 18) [+2 Dex, +5 breastplate, +1 natural armor]; Atks +9 melee (1d12+7/x3, +1 greataxe); SA rage 1/day; SQ darkvision 60 ft., uncanny dodge (Dex bonus to AC); AL LE; SV Fort +12, Ref +3, Will +7; Str 18, Dex 14, Con 16, Int 10, Wis 14, Cha 11.

Skills: Concentration +7, Knowledge (Arcana) +8, Speak Language (Draconic), Spot +4, Wilderness Lore +4; Feats: Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack.

Spells Known (5/5; base DC = 10 + spell level): o—daze, detect magic, flare, read magic; 1st—endure elements, shield.

Possessions: breastplate, cloak of resistance +1, dagger, +1 greataxe, potion of cure moderate wounds, ~~potion of wisdom~~, toad familiar (hidden in a cave), 6 emeralds worth 75 gp each.

Appearance: As APL 2. His greenish skin glimmers with an iridescent sheen. Up close, nearly invisible green scales can be seen.

Personality: See APL 2 description.

APL 6

Ogwyn, Male Half-Orc Sor1/Bbn2/Ftr2/Dragon Disciple 3: CR 8; Medium-size Humanoid (Orc); HD 1d4+ 2d12+ 2d10+ 3d6+ 24; hp 66; Init +4; Spd 30 ft.; AC 21 (touch 13, flat-footed 21) [+3 Dex, +7 breastplate, +1 natural armor]; Atks +11 melee (1d4+5, 2 claws), and +6 melee (1d6+2, bite); SA breath weapon, rage 1/day; SQ darkvision 60 ft., uncanny dodge (Dex bonus to AC); AL LE; SV Fort +14, Ref +7, Will +9; Str 21, Dex 18, Con 16, Int 10, Wis 14, Cha 11.

Skills: Concentration +7, Knowledge (Arcana) +8, Listen +4, Speak Language (Draconic), Spot +6, Wilderness Lore +4; Feats: Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack.

Spells Known (5/6; base DC = 10 + spell level): o—daze, detect magic, flare, read magic; 1st—endure elements, shield.

Breath Weapon (Su): As a standard action 1/day—30 ft. cone of gas, 2d6 dmg, Ref save (DC 17) for half.

Possessions: +2 breastplate, cloak of resistance +2, dagger, potion of cure moderate wounds, ~~potion of cat's grace~~, ~~potion of wisdom~~, toad familiar (hidden in a cave), 6 emeralds worth 25 gp each.

Appearance: As APL 4. His nails have grown into claws and his teeth have sharpened. Ogwyn no longer uses a greataxe, but instead fights with his claws, bite, and breath weapon.

Personality: See APL 2 description.

APL 8

Ogwyn, Male Half-Orc Sor1/Bbn2/Ftr2/Dragon Disciple 5: CR 10; Large Humanoid (Orc); HD 1d4+ 2d12+ 2d10+ 3d6+ 2d8+ 30; hp 82; Init +4; Spd 30 ft.; AC 26 (touch 17, flat-footed 26) [+3 Dex, +7 breastplate, +2 natural armor, +1 ring of protection, -1 size, +4 haste]; Atks +14 melee (1d6+6, 2 claws), and +12 melee (1d8+3, bite); Face/Reach 5 ft. by 5 ft./ 10 ft.; SA breath weapon, rage 1/day; SQ darkvision 60 ft., uncanny dodge (Dex bonus to AC); AL LE; SV Fort +17, Ref +9, Will +10; Str 23, Dex 18, Con 16, Int 10, Wis 10, Cha 11.

Skills: Concentration +9, Knowledge (Arcana) +12, Listen +4, Speak Language (Draconic), Spot +8, Wilderness Lore +4; Feats: Combat Reflexes, Dodge, Mobility, Multiattack*, Power Attack, Spring Attack.

Spells Known (5/8; base DC = 10 + spell level): 0—daze, detect magic, flare, read magic; 1st—endure elements, shield.

Breath Weapon (Su): As a standard action 1/day—30 ft. cone of gas, 2d6 dmg, Ref save (DC 17) for half.

Possessions: +2 breastplate, cloak of resistance +2, dagger, ~~potion of cat's grace~~, potion of cure serious wounds, ~~potion of haste (caster level 10th)~~, ~~potion of heroism~~, ring of protection +1, toad familiar (hidden in a cave), wand of dispel magic [5 charges], 6 emeralds worth 375 gp each.

Appearance: As APL 6. He has grown to be 9 feet tall. As a large creature, his reach now extends 10 feet. His hair has thinned, and the scales on his body can be noticed from a distance.

Personality: See APL 2 description.

* See Appendix II for details about this feat.

APL 10

Ogwyn, Male Half-Orc Sor1/Bbn2/Ftr2/Dragon Disciple 7: CR 12; Large Humanoid (Orc); HD 1d4+2d12+4d10+3d6+2d8+48; hp 112; Init +3; Spd 30 ft.; AC 27 (touch 17, flat-footed 27) [+3 Dex, +8 breastplate, +2 natural armor, -1 size, +1 ring of protection, +4 haste]; Atks +19 melee (1d6+9, 2 claws), and +17 melee (1d8+4, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA breath weapon, rage 1/day; SQ darkvision 60 ft., uncanny dodge (Dex bonus to AC); AL LE; SV Fort +20, Ref +10, Will +12; Str 28, Dex 16, Con 18, Int 10, Wis 10, Cha 11.

Skills: Concentration +9, Knowledge (Arcana) +12, Listen +6, Speak Language (Draconic), Spot +10, Wilderness Lore +4; Feats: Combat Reflexes, Dodge, Large and In Charge*, Mobility, Multiattack*, Power Attack, Spring Attack.

Spells Known (5/9; base DC = 10 + spell level): 0—daze, detect magic, flare, read magic; 1st—endure elements, shield.

Breath Weapon (Su): As a standard action 1/day—30 ft. cone of gas, 4d6 dmg, Ref save (DC 17) for half.

Possessions: +3 breastplate, cloak of resistance +3, dagger, ~~potion of bull's strength~~, ~~potion of cat's grace~~, potion of cure serious wounds, ~~potion of haste (caster level 10th)~~, ~~potion of heroism~~, ring of protection +1, toad familiar (hidden in a cave), wand of dispel magic [5 charges], 6 emeralds worth 475 gp each.

Appearance: As APL 8. He has grown stronger and his body is completely hairless. His breath weapon is even more potent.

Personality: See APL 2 description.

* See Appendix II for details about this feat.

APL 12

Ogwyn, Male Half-Orc Sor1/Bbn2/Ftr2/Dragon Disciple 9: CR 14; Large Humanoid (Orc); HD 1d4+2d12+6d10+3d6+2d8+56; hp 132; Init +3; Spd 30 ft., fly 30 ft. (average); AC 29 (touch 18, flat-footed 29) [+3 Dex, +8 breastplate, +3 natural armor, -1 size, +2 ring of protection, +4 haste]; Atks +20 melee (1d6+9, 2 claws), and +18 melee (1d8+4, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA breath weapon, rage 1/day; SQ darkvision 60 ft., uncanny dodge (Dex bonus to AC), wings; AL LE; SV Fort +22, Ref +12, Will +14; Str 28, Dex 16, Con 18, Int 11, Wis 11, Cha 11.

Skills: Concentration +11, Knowledge (Arcana) +12, Listen +6, Speak Language (Draconic), Spot +12, Wilderness Lore +4; Feats: Combat Reflexes, Dodge, Large and In Charge*, Mobility, Multiattack*, Power Attack, Spring Attack.

Spells Known (5/11; base DC = 10 + spell level): 0—daze, detect magic, flare, read magic; 1st—endure elements, shield.

Breath Weapon (Su): As a standard action 1/day—30 ft. cone of gas, 4d6 dmg, Ref save (DC 17) for half.

Possessions: +3 breastplate, cloak of resistance +4, dagger, ~~potion of bull's strength~~, ~~potion of cat's grace~~, 2 potions of cure serious wounds, ~~potion of haste (caster level 10th)~~, ~~potion of heroism~~, ring of protection +2, toad familiar (hidden in a cave), wand of dispel magic [5 charges], wand of hold person [5 charges], 6 emeralds worth 900 gp each.

Appearance: As APL 10. Bat-like wings have sprouted from his back, and he flies with great skill. His face has taken on a noticeably draconic appearance.

Personality: See APL 2 description.

* See Appendix II for details about this feat.

Appendix II: New Rules

Feats

Large and in Charge [General]

You can prevent opponents from closing inside your reach.

Prerequisites: Reach (Large size or larger), Str 17+.

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

Source: Sword and Fist: A Guidebook to Fighters and Monks, page 61.

Multiattack [General]

You are adept at using all your natural weapons at once.

Prerequisites: Access to a form that has three or more natural weapons, either naturally or through shapechanging.

Benefit: Your secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, your secondary natural attacks suffer a -5 penalty.

Source: Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers, page 24.

Prestige Classes

Dragon Disciple

Source: Tome and Blood: A Guidebook to Wizards and Sorcerers, page 55. Relevant rules are incorporated into the scenario.

Introductory Reminiscence

Please read to the other players while the judge prepares.

An acolyte leads you down several corridors, up a set of stairs, and you finally enter a large bedroom. A figure is lying in bed, his back propped up on pillows. To one side of the bed stand two prelates; to the other is an old woman in pastel robes. The acolyte speaks, identifying the man in the bed, “His Worshipful Mercy, Theocrat Ogon Tillit, Supreme Prelate of the Pale.”

You step forward and see a frail man, very unlike the one you witnessed at the public ceremony earlier. Wisps of thin gray hair frame his head. His skin looks like paper, and he gazes at you through sunken eyes.

“Please, come closer, children,” he speaks. The Theocrat coughs a few times before continuing. “Gathered here are Prelate Theoman Baslett of Landrigard, Prelate Maximillian Thace of Ogburg, and a wizard of some distinction from Ogburg, Bahira.”

Prelate Baslett stands six feet tall, with an average build, and seems surrounded by an aura of confidence. Prelate Thace is shorter and slighter of build. His light skin and dark hair almost give him a cruel look. He stares at you through pale blue, almost violet eyes. The wizard Bahira is an old woman with long gray hair. Her brown skin suggests Baklunish descent, and her eyes twinkle as she looks you over. Almost out of breath, the Theocrat defers to Prelate Thace.

“For the past three months, Rakervale has been beset by a number of mysterious deaths. On six separate occasions, families in isolated farms have been found dead. The victims appeared to die of old age, as though they aged dozens of years within the space of a moment. The High Seer of the Pale, Jarret Beak, discovered that this new enemy is in fact an old one.

“Just over five years ago, Prelate Baslett and I led a group of heroes into the lair of an ancient green wyrm named Xianshee. We needed a powerful artifact from this beast’s lair, the Lin Ying Ruby, to aid us in our war with Iuz’s forces. Showing utmost courage, Theo laid down his life so that we might be able to defeat this most powerful of foes. With Xianshee dead, we took the Lin Ying Ruby and placed great wards upon the entrance to the lair, so that no living creature might enter. Theo was brought back to life by the grace of Pholtus. The Ruby was instrumental in our victory over Iuz.

“However, it turns out that Xianshee’s wrath has not been quenched. She is now a ghost dragon, a terrifying undead being. Amongst her many powers is the ability to breathe forth a cloud that ages victims up to 100 years. It is said that neither force of will nor strength of body can resist the aging process.

“Why Xianshee would choose this means to terrorize our lands is unknown. We have found evidence that shortly after each attack, someone entered the homes. That person viciously scalped the mother in the family and then left. The other pattern of note is that each family attacked had an infant son. We’re not sure what to make of this tragic aspect. But our primary concern is to defeat Xianshee.”

The Theocrat struggles to prop himself up and speaks, “Recently, Pholtus has granted me a divine vision. These tragedies and the foul Xianshee present us with an opportunity—an opportunity to determine the proper course of the Pale. You see, I am at the precipice of the afterlife. Magic has been used to make me appear stronger in public. But I am but a weak old man who will die for his youthful transgressions. Efforts to heal my grievous wounds have failed. My successor must be designated.

“My vision showed me that Theoman and Maximillian represent two possible courses for our great nation. To choose which path should be followed, the two are to face Xianshee in combat one last time, without any outside help. The one who lands the killing blow upon the undead wyrm will be the next Theocrat. The Council of Nine has already affirmed my right to make such a choice.

“To ensure that this holy battle is guided by the wisdom of Pholtus, I must consecrate the weapons and bodies of Maximillian and Theoman. Until they face Xianshee, neither may engage in combat or cast any spells. Unable to defend themselves, I need you to act as bodyguards to ensure that they reach Xianshee’s lair safely. My vision showed me that the arduous journey through the Rakers would bring enlightenment before the final battle.”

The Theocrat slumps back down, and Prelate Baslett speaks, “The wizard Bahira from Ogburg is here because she has crafted a magic item to aid us, an amulet that will allow one to resist the effects of the ghost dragon’s aging breath. This silver amulet will be worn by one of us, who will lure Xianshee into breathing thrice. At that point, the dragon won’t be able to breath again for several moments, and together we will finish the job I started five years ago.”

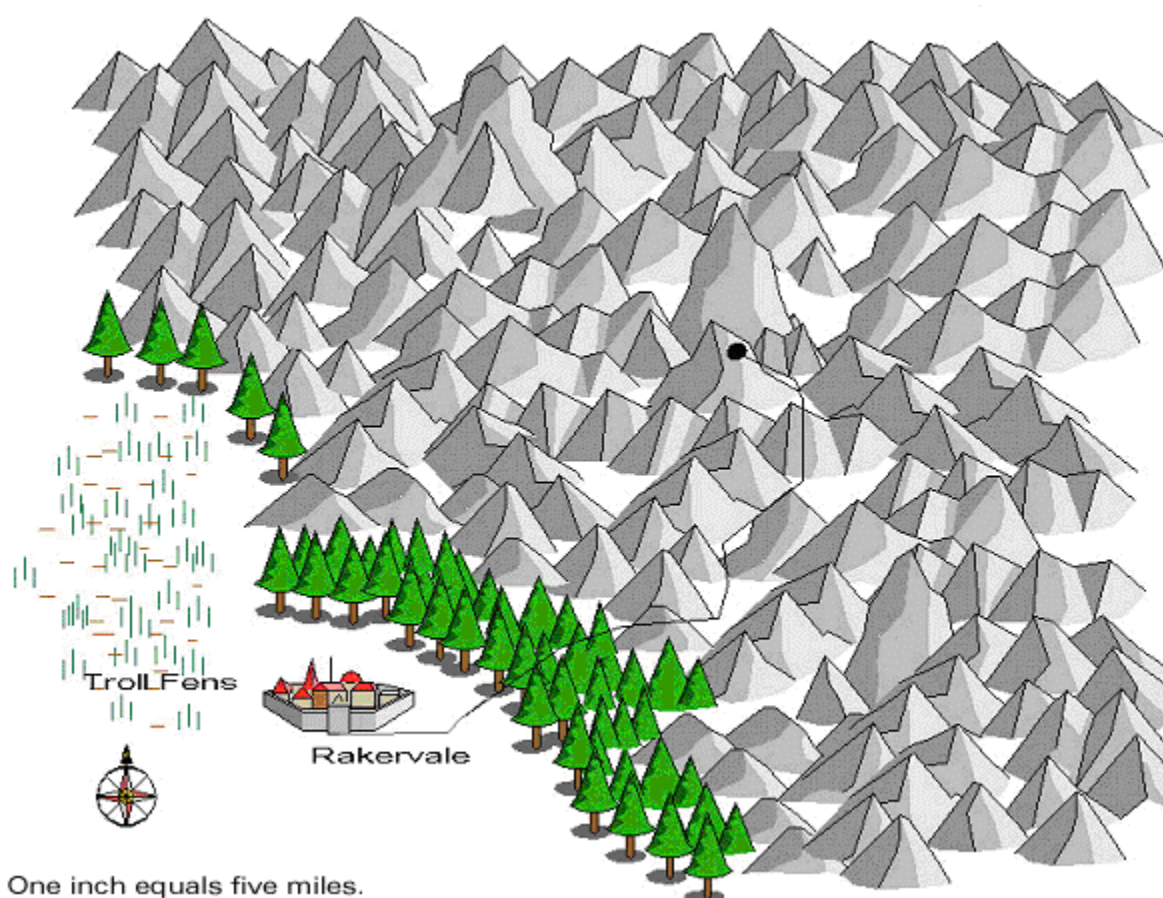
The Theocrat speaks again, “Besides serving as the aids of the two Prelates, you have one other task. In the dire case that both are killed by Xianshee, there is another way to rid our lands of the beast. By returning what was taken from her lair, the ghost dragon can be put to rest. So, you are to also bring the Lin Ying Ruby with you. However, placing the ruby before the entrance to the lair should be done only as a last resort.

“Very powerful heroes are currently on a mission, hoping to bring back a cure to my ailments. Perhaps they will succeed and my death shall be averted. Or, maybe my fate is more closely tied to this ghost dragon than I realize. Perhaps your success on this mission shall somehow bring me salvation. But, I am prepared for death. Pholtus will guide our Theocracy to the proper path, and you are important instruments in that process.”

At this point, Prelate Thace speaks up, “Of course, we respect your right to choose your own path.” The Prelate pauses and glances at the others in the room before continuing, “The trail through the Rakers to Xianshee’s lair is a treacherous one, and you won’t be able to depend upon our help. What say you? Will you help Theo and I

reach the door to the undead Xianshee's lair, to finally lay that foul beast to rest and set the course for the Pale?"

Players' Map



Dyllia's Riddle

“An elf, a dwarf, a gnome, a human, and a halfling all live on the same street. Each wields a different weapon and has a treasure of different coin types. None have the same amount of money as the others. The sword wielder does not have platinum coins. The dagger wielder has copper, and is not the second richest. The rapier wielder's home is before the poorest person's home, but is after the dwarf's home and the home of the person who has electrum. The halfling doesn't wield an axe. The human doesn't have silver and doesn't wield a sword. The homes are ordered, first to last, as follows: the richest person's, the club wielder's, the elf's, the fourth richest's, and then the one's who has gold. The gnome is the third richest. The dwarf doesn't have silver. One night, while four of them are fast asleep, the fifth goes out and steals from the others. The thief is neither the richest nor the poorest. The thief does not wield an axe and is not the dwarf. What is the race of the thief?”

Freelancer Black Disks



Refresher for PAL1-04 Prelude to the Past

While it is not necessary to play the previous chapters of Germinations to enjoy this adventure, the fourth in the series, individuals who have played Prelude to the Past may appreciate a brief reminder of what happened during that scenario. Pass out this summary only to people who have played Prelude to the Past, the first chapter in the series.

To help a wizard named Konrad Huber, you capture a magical beast. On the way to his lair, a cleric casts a divination, causing a woman to appear. In her 20s, dark skin and missing an eye, she says that 1,000 years into your past, an evil “Elder” came. Too late they learned its weakness—it lives for 3 years. You will face an Elder. Before disappearing, she gives a gem that ages all nearby 5 years. In Huber’s lair, there is evidence that Huber is a spy, helping a group called the Freelancers. His experiments upon animals are perverse. A strange plant creature nearly kills Huber. You smash the gem. The creature dies. You return Huber to the Church Militant, who are grateful, but warn about accepting foolish contracts in the first place.

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Refresher for PAL2-01 Drawing from Life

While it is not necessary to play the previous chapters of Germinations to enjoy this adventure, the fourth in the series, individuals who have played Drawing from Life may appreciate a brief reminder of what happened during that scenario. Pass out this summary only to people who have played Drawing from Life, the second chapter in the series.

You travel with a dwarf named Koreth into a lost temple. His ancestor sacrificed himself long ago, killing a demon lord. After 1,003 years, his ancestor's life could be restored. You find the temple is trapped and guarded by minions of a group called the Freelancers, who have found it for some "new friends" that have given them means to avoid the detection magic of the Church Militant. You find a book supposedly about magic that affects plants, The Floracon, which you later turn over to the Phostwood elves. You free Koreth's ancestor to learn that Koreth was misguided. By freeing his ancestor, the demonspawn would also be released. Another must make the sacrifice to prevent this. Proudly, Koreth steps forth.

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Refresher for PAL2-02 Pale Harvest

While it is not necessary to play the previous chapters of Germinations to enjoy this adventure, the fourth in the series, individuals who have played Pale Harvest may appreciate a brief reminder of what happened during that scenario. Pass out this summary only to people who have played Pale Harvest, the third chapter in the series.

Squads of the Ogburg Pale Patrol have disappeared. An insider is suspected. To uncover the plot, you are asked pose as novice volunteers for the Pale Patrol. On your assignment, you resolve a few disturbances. Ambushed by thugs, you learn that they were paid to capture you alive and take you to an abandoned barn. At the barn, you find a man and a strange plant creature. The plant creature needs live humans for some sort of ritual. It is working with the man, part of a group called the Freelancers, to procure victims. Defeating them, you find that the man was an officer in the Pale Patrol; on his corpse, a strange vine necklace decays to dust. Inside the barn are the unconscious bodies of six Pale Patrol members.

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