PAL3-04

Full Circle

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

Version 2

by David W. Baker

[Note to HQ: Comments for HQ will be in bold red and in the "Comment" style. After reading, please remove the comments before finalizing the text.]

Bahira, wizard of Ogburg, asks you to find some gems known as the Shards of the Uvalnoniz. She requires the Shards to complete a magic circle, a circle that is part of a powerful incantation. The incantation will strike a critical blow against a terrible evil that threatens the Pale. Chapter Five of Germinations. Unlike other chapters, it's recommended that you play the previous chapters before playing this one.

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:

- 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.
- 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.
- 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, ant then have any players without a character create on. 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.

- 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

- 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.

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

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.

2. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- 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.

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:

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

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

Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a Member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day.

This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy day. Otherwise the die result indicates the number of days until the next Pholtan Holy day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC Character if his or her rank in the Church of the One True Path is at least Prior and the judge believes that there is time available.

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:

- Did the PCs succeed the mission? If so, what level of success did they achieve?

Adventure Background

The Arrival of the Rex Aartuk

Two years ago, the people of the Pale witnessed an astonishing sight. Three stars fell from the western heavens and streaked eastward across the sky. Most felt it was a foul omen, but none could guess what it might portend.

Since that night, many events in the Pale have revolved around a resurgent force of what man call "demonspawn." A millennium ago, these "demons" almost defeated the forces of good in this area. It appears that they've returned. On a few occasions, these multi-limbed plant-like demons have been encountered. They are working slowly, and have collaborated with a network of spies and thieves entrenched within the Pale known as the Freelancers.

The three stars that fell two years ago were in fact vessels, and they were not carrying demons, but rather a species of plant creature known as the rex aartuk (pronounced like "are TOOK", rhymes with "our book"). This species is a more powerful, advanced offshoot of a creature known as the aartuk, from *MC7 Spelljammer Monstrous Compendium*. The rex aartuk invaded the Flanaess a millennium ago. They have returned.

What purpose the rex aartuk have is unknown. They are based in a secluded valley entrenched within the Raker Mountains, east of Ogburg. They have a martial culture, believing that battle with other species is a holy practice. They follow an unknown dark god and seek to spread their dominance throughout the Flanaess. The situation might have been much bleaker if a major setback had not occurred to the rex aartuk soon after their arrival.

The Death of the Elder

As members of the rex aartuk grow, they become more and more powerful. They grow taller, stronger, and the color of the veins along their skin changes. After about seventy to ninety years, small-multicolored flowers form along their skin. A blossoming rex aartuk is treated with the respect and reverence that humans would give to an aristocrat. After a year of blossoming, the flowers fall off and the creature dies.

However, in a few, very rare instances, a rex aartuk survives the flowering period. To the rex aartuk, this is a messianic event. Such a creature is designated an elder rex aartuk. After recovering from an initial vulnerable period, white blossoms sprout on its body and the elder becomes immensely powerful. It serves as a spiritual nexus for a tribe of rex aartuk. The appearance of one spurs rex aartuk tribes to join together and venture on a holy war of conquest. The elder lives for only three years. The tribes seek to finalize victory long before the elder passes, for without the elder's presence, their ability to effectively lead a military campaign is severely hampered.

Just a few weeks after the rex aartuk arrived in the Rakers, the elder was still young and vulnerable. Some guards were escorting it to a more defensible location when a wizard known as Konrad Huber surprised them. Huber defeated the guards and captured the elder. Yet to achieve its

full powers, Huber was able to lock the elder in a cell for study.

A few days later, a party of adventurers approached Huber's lair. A mysterious woman appeared before them, surrounded in a blue aura. In her twenties, she had long black hair, brown skin, and a patch over one eye. She said that a thousand years ago, an elder arrived and was allowed to thrive for too long, bringing great death upon the area. Warning the adventurers that they would soon face an elder, she said that they must defeat it or the Flanaess would be doomed. Though extremely powerful, the elder had one weakness: it lives for but three years and then dies. She gave the heroes a gem that, when crushed, would age all nearby five years, thus killing the elder. As the woman gave this information, she was rapidly aging in reverse. She disappeared with the haunting sound of a crying baby echoing in the night.

Within Huber's lair, the adventurers faced the elder, which had escaped from its cell. Using the gem provided by the mysterious lady, they released a cloud of gray gas. All within were instantly aged five years. When the gas cleared, they found the elder to be nothing more than a rotting mass of plant matter.

The death of the elder was accomplished by PCs in *PAL1-04 Prelude to the Past*.

A Message to the Past

The death of the elder has forced the rex aartuk to work slowly and carefully. A millennium ago, with their elder leading the way, the creatures quickly stormed out of the Raker Mountains and caught the good peoples of the Flanaess unprepared. Now, however, people in the Pale have become increasingly aware of these creatures. The Pale stands a chance against the horde of plant creatures growing in the Rakers. All of this is possible because the elder was defeated with the help of a mysterious woman who suddenly appeared two years ago.

That woman might have seemed to be a spirit from the past, warning of how a great tragedy a thousand years ago was about to replay itself. In fact, that woman was from the future, a wizard named Bahira. Bahira is an old Baklunish woman who has been studying in Ogburg for several years. Her studies concern the nature of time, and recently she discovered a means to communicate through time.

In the past few months, Bahira's studies have also dealt with the rex aartuk. An elf from the Phostwood, Tharion, brought her a strange book known as *The Floracon*. They believe the book to be of otherworldly origin. Together, they have been studying its contents, and have learned that much of it describes the rex aartuk—including the vulnerability of their elder.

There are very few means to magically accelerate aging. One of those means is the breath weapon of a ghost dragon, a creature of extreme rarity. Ultimately of good fortune to the Pale, one of these horrific creatures appeared near Rakervale several months ago. Bahira created an amulet to protect the Prelates who went to defeat the ghost dragon. Unknown to them, contained within that amulet was a gem that captured a portion of that foul creature's breath. This gem can be used to kill the elder.

Bahira had planned to present her findings and the gem to the Church of the One True Path, so that a mission could be crafted to find and kill the elder. However, she then heard a story describing how a mysterious woman gave some adventurers the means to defeat the elder two years ago. Bahira correctly deduced that this woman was her, communicating through time so that the elder could be killed before the rex aartuk were able to attack the Pale.

Bahira's goal now is to send herself back in time two years. She believes she has the ability to accomplish this, though with significant risk to herself. She needs several ingredients critical to her incantation. She must surround herself in a magical circle with special gems evenly distributed throughout. She wants the PCs to recover these gems for her. She has information about people who she believes possess the gems, but time is limited. Due to the interaction between time and the celestial bodies, the spell must be completed within eight days, at the latest. The PCs must return as many gems as possible as soon as possible to give her spell the greatest chance of success.

The Floracon was recovered and given to the Phostwood elves by PCs in *PAL2-01 Drawing from Life*. PCs helped to capture the ghost dragon's breath within the gem in *PAL3-01 In the Shadow of Death's Door*.

Tragic Adventurers

The gems Bahira seeks are the Shards of the Uvalnoniz, a set of four black diamonds of exquisite beauty and tremendous value. An adventuring company known as the Four of Eltison brought these gems to Ogburg a year ago. Each of the Four possessed one of the Shards.

The Four were comprised of: their leader, Rosina Selynn, a female human cleric/ranger; Silvestro the Fleet, a male half-elf rogue/fighter; Bartholome Festis, a male human wizard; and Envita Aldredheart, a female human illusionist/fighter. For several years, the Four had adventured together. Over that time, however, a complex web of unrequited love formed. Rosina and Silvestro developed a relationship. This embittered Envita, who wanted Silvestro for herself. Silently, Bartholome wished that Envita would notice him.

Soon after obtaining the gems, tragedy struck. Four months ago, the Four were traveling on the Nyr Dyv when pirates struck. The battle was quite desperate, the two ships locked side by side. A fire started on the pirate ship and threatened to spread to theirs. Envita jumped over to the pirate ship to engage the enemy directly. Her friends called for her to return, but she ignored their pleas. The captain demanded that they pull away from the pirate's ship, to prevent the fire from spreading to his. Rosina agreed. The pirate ship was consumed in flame. Envita could still be seen fighting the pirates before fire surrounded her completely.

The remaining members of the Four returned to their homes near Ogburg. Despondent at the loss of Envita, the three elected to retire from adventuring life. They held a memorial service at Envita's remote cottage, where they buried the Shard she owned. Then, they went their separate ways.

Envita, however, survived the fire on the pirate ship. She believes that Rosina commanded the captain to let her die on the pirate ship, so that Rosina's relationship with Silvestro would be undisturbed. Healing from her wounds, Envita has finally returned to Ogburg, seething with a desire for revenge against all of her former companions.

First, Envita assassinated Silvestro. She took from his corpse a necklace she had fashioned for him, upon which hung his Shard. Next, Envita tormented Bartholome. Using her illusionist abilities, Envita haunted Bartholome, making it appear as though her ghost came to him through mirrors. Already seriously depressed, Bartholome's mind snapped. Now, Envita is plotting her revenge against Rosina. She has established a relationship with a small gang of humanoids from the Rakers, and believes that with their help, she can capture, torture, and then kill Rosina.

To obtain the four Shards of the Uvalnoniz, the PCs must find the insane Bartholome, the sequestered Rosina, and the vengeful Envita.

Characters who played *PAL1-04 Prelude to the Past* have met the Four of Eltison.

Adventure Summary

The diagram "Scenario Flow Chart" provides a visual reference for the flow of the following encounters.

Player Introduction

The PCs are asked by Bahira to recover the four Shards of the Uvalnoniz. She needs these Shards to complete a magical circle for her incantation. Bahira thinks that these black diamonds are located in or near Ogburg. If the PCs return at least one gem, the incantation has a chance to succeed, but more are better. The PCs must bring back the gems within eight days. The sooner the PCs return, the more likely the incantation will succeed. Beyond eight days, the incantation will fail.

Bahira has leads on two people who may possess the Shards, Bartholome Festis and Rosina Selynn. To contact Bartholome, Bahira suggests either going to a bar she thinks he frequents or to the Arcanist Guild. To contact Rosina, she suggests contacting the Church or an agent of the Trailblazers.

Part One—Investigation

This section covers encounters that lead up to interaction with the members of the Four of Eltison.

The Arcanist Guild

Seeking to find Bartholome, the PCs may go to the Arcanist Guild. There they meet a loud and excited wizard named Bevan. The wizard wishes to use the PCs to test out some new potions he's brewed. He also tells the characters how to find Bartholome's home and explains Bartholome's relations with his friends.

The Joyous Neblin Tavern

A family of gnomes runs this tavern, which was frequented by the Four of Eltison. The staff works to create an atmosphere of joy and levity. The owner, Raynizbin, says that the Four were honored patrons of his tavern. He can direct the PCs to Bartholome's home. If the characters want to meet Rosina, he suggests they contact the Church.

The Church of the One True Path

A party willing to use a Favor of Pholtus is welcomed into the Church and led to a friend of Rosina, Deacon Findley. The Deacon is currently undertaking a devotional exercise to deepen his understanding of Pholtus's wisdom. During daylight hours, he always wears a blindfold and tends to the Church's gardens. The Deacon is a good-natured sort, and tells the party where to find Rosina.

Trailblazer Bryanna

Rosina is a member of the Trailblazers, and Bahira suggests that the party talk to Bryanna. She regularly practices archery just outside the city gates, amazing children with her skills while also scouting for potential recruits. Bryanna knows little of Rosina. However, her mount, Colin, does. Colin is asperi, an intelligent equine that frequents cold climates. A telepathic conversation with Colin leads the PCs to Rosina's location.

Part Two—Bartholome

These encounters concern meeting Bartholome at his home in Ogburg. The party may have been directed here either from "The Arcanist Guild," "The Joyous Neblin Tavern," or "Meeting Rosina Selynn."

The Smashed Mirror

Bartholome has been tormented by Envita's illusions. Over a weeklong period, she made it appear that her ghost was emerging from mirrors found within Bartholome's home. Now thoroughly crazy, Bartholome storms out of his home to break a mirror a furniture dealer is unloading from a cart. Unfortunately, it is a *mirror of life trapping*. By breaking it, Bartholome releases several dangerous creatures.

Meeting Bartholome Festis

Once the dangerous creatures are dispatched, the PCs may speak to Bartholome. He is quite demented and rants about the ghost that torments him. Once he understands the party's mission, he loans them his Shard. If the party looks around, they find evidence that the ghost haunting Bartholome is actually a hoax. Bartholome won't be able to help the PCs locate the other members of the Four.

Part Three—Rosina

Rosina lives alone in a small cottage just about a mile west of Ogburg. The PCs may be directed here from "The Church of the One True Path" or "Trailblazer Bryanna."

Meeting Rosina Selynn

Rosina grieves alone within her small cottage. She can provide the party information about the Four of Eltison and the tragedies that have befallen them. She laments Envita's tragic death and Silvestro's recent murder. She gives the PCs her Shard. Rosina explains that Envita's Shard is buried underneath a marker near her home. Rosina gives the PCs directions to Envita's home and permission to dig up the Shard. As for Silvestro's Shard, it was the only thing that was stolen from him when he was murdered. Rosina can also tell the characters where to find Bartholome.

Part Four—Envita

Envita has the final two Shards that the party seeks. The PCs learn the location of her remote home from "Meeting Rosina Selynn."

Traveling to Envita's Cottage

Envita's home is several miles to the north of Ogburg. The faster the PCs cover this distance, the better Bahira's incantation will work. However, even if walking at a slow pace, the party is able to go there and back within the eight-day limit.

Envita's Cottage

Though boarded up, the PCs find evidence that the cottage has been entered recently. An *alarm* alerts Envita if they enter the cottage. Near the cottage, the party finds that the memorial marker has been overturned and Envita's shard has been dug up.

Envita Attacks

Envita and her humanoid henchmen attack. At lower APLs, she does not participate in the attack, as she is suffering from spider poison. If the PCs set off the *alarm* in her cottage, she and her minions have time to prepare the attack.

Returning to Ogburg

The rex aartuk have learned that the PCs are gathering the Shards of the Uvalnoniz. While they aren't aware of Bahira's incantation, the rex aartuk want the gems for their own purposes. They send a female prisoner to speak with the PCs, hoping she can lure the party into an ambush. An ooze erupts from the woman's body to attack the party.

Conclusion

The possible outcomes include four degrees of success and failure, which depend upon how quickly the party returns the Shards to Bahira and how many Shards are obtained.

Player Introduction

The characters start out in Ogburg, located in the eastern reaches of the Pale next to the mountain range known as the Rakers. With a population of 17,400, Ogburg is the third largest city in the Pale. The Pale's largest library is found in Ogburg and the city has a reputation of being a progressive center of learning. The beloved Prelate of Ogburg, Maximillian Thace, died recently in a battle against a horrible ghost dragon plaguing the Pale.

When you stepped outside this morning, the entire city of Ogburg had changed drastically. Buildings were torn down and rubble filled the streets. Those structures still standing were entangled with thick vines, vines that wrapped tightly around just about everything in sight. The streets were deserted and nearly silent. Even the sky was changed, as the twisted landscape was painted in a sickly yellow light.

Your heart racing, the scene instantly changed. A brilliant sun shined down upon the very same street you were looking at. The buildings were all intact, and people of all sorts were going about normal business on the street. Nothing seemed amiss. What your vision might have meant was a mystery.

Now you are sitting in the home of Bahira, wizard of Ogburg. An old woman of Baklunish descent, her long gray hair trails down her back. Her dress is a simple one of various pastels.

Next to Bahira sits an elf called Tharion. He is a middle-aged elf and wears a russet-colored tunic. From the Phostwood, Tharion explains that he is a druid of the old way.

For APL 2, 4, and 6, read the following:

Bahira gently places a hand on Tharion's shoulder before speaking, "Well, thank you all for agreeing to meet me here. I am familiar with each of you, to a greater or lesser degree. I have need of some competent folk to perform a simple task, gathering a few items of import for me. Though the task is simple, you will be playing a small part in a very critical endeavor.

"But while I may know of you, not all of you may be known to each other, so please, introduce yourselves before I go into detail."

For APL 8, 10, and 12, read the following:

Bahira gently places a hand on Tharion's shoulder before speaking, "Well, thank you all for agreeing to meet me here. I am sure that each of you leads very busy lives. I am quite familiar with each of your exploits, either directly or indirectly. What I will ask of you may seem trivial at first glance, gathering a few items of import for me. However, so much is at stake that I must ask heroes of such great renown to help me. Do not think this task beneath you, because you will be a critical part of an endeavor far more important than you can imagine.

"But while I may know of you, not all of you may be known to each other, so please, introduce yourselves before I go into detail."

Give the PCs an opportunity to introduce themselves and get to know one another.

"Tharion has brought from the Phostwood a tome of ancient and eldritch knowledge. Known as* The Floracon*, this book is made of pages as clear as glass but as flexible as paper. It was written in an unknown script, one that defied deciphering, even by magical means. Together, we have worked for months. We have discovered the secret to understanding its contents and have translated much of the knowledge it holds. The book reveals a great deal about an enemy that descended upon the Flanaess a millennium ago. This enemy has returned.

"Two years ago, the people of the Pale witnessed an astonishing sight. Three stars fell from the western heavens and streaked eastward across the sky. Most felt it was a foul omen, but none could guess the magnitude of evil the stars brought.

"This will sound incredible, but please bear with me," Bahira pauses before continuing. "What fell from the sky two years ago were not stars. They were vessels, ships that allow a race of terrifying creatures to travel amongst the spaces between the heavenly bodies. These creatures are a species of intelligent plants known as the 'rex aartuk.' They have a star-shaped body with five legs and an oval-shaped head that rises from a stalk.

At this point, pause, because some PCs may interject that they have seen these creatures. They were encountered in *PAL1-04 Prelude to the Past* and *PAL2-02 Pale Harvest*.

"The rex aartuk came to this area a thousand years ago. They descended upon the land, killing in the name of some dark god. Ultimately, after thousands of lives were lost, they were driven back and left Oerth.

"Now they have returned. Why they are here is unknown, but their purposes are most certainly nefarious. Fortunately, they have refrained from directly confronting the Pale. To ensure that this continues, I must perform an incantation that will greatly hinder their efforts. This is where I need your help.

"The incantation is a complex one, and it involves the creation of a magical circle around me. Interspaced within this circle, I must place gems of a precise shape and color. Fortunately, gems matching my needs may be found within Ogburg. These gems are known as the Shards of the Uvalnoniz, a set of four black diamonds of great value.

"I have heard of two individuals who may know where the Shards are. One is Bartholome Festis, a man of arcane talents. Bartholome and I were supposed to meet a week ago at a bar he frequents, but he never showed. I don't know where he lives, but possibly the tavern owner knows. The place is called 'The Joyous Neblin Tavern.' Alternatively, you might try going to the Arcanist Guild. Bartholome is a member, and one of his brothers or sisters could help you locate him.

"The other person is a woman named Rosina Selynn. Rosina is a cleric of Pholtus and a ranger. To find her, you might go to the Church. I also think Rosina was a member of the organization of rangers known as the Trailblazers. If so, one of their ilk might be of help. I know that a Trailblazer known as Bryanna frequently practices archery just outside the eastern gates.

"The incantation I must cast is tied to the clockwork procession of the celestial bodies. To be successful, it must be cast within eight days. After that, it will not succeed. The sooner I cast it, the greater chance it has of succeeding. Furthermore, the more gems that complete the full circle, the more likely it will succeed. I need you to bring me as many of the four Shards as you can as soon as possible, taking at most eight days. If successful, the incantation will devastate the rex aartuk's ability to launch a coordinated attack against the Pale. Please help me."

Bahira, Female Human Wiz17: AL NG; see Appendix I. PCs may have met her in *PAL2-01 Drawing from Life* and *PAL3-01 In the Shadow of Death's Door*.

Tharion, Male Elf Drd8: AL N; Tharion is a middle-aged elf from the Phostwood. He is a druid of the old way, and is a bit more reserved than most. If asked about his past, he reveals that he was born into the Cemina tribe, but as many clergy of the Seldarine, he has renounced his ties to this tribe and became a druid of all the elves. The PCs may have met him in *PAL1-05 Alliance Reborn*.

Bahira and Tharion have the following information to provide PCs with additional questions:

- Bahira feels strongly that she shouldn't reveal the exact nature of her incantation until the PCs return with the Shards. Such knowledge won't help the characters in their task. She fears that the PCs might accidentally leak the information, and agents of the rex aartuk might come to stop her. Bahira is firm about this. Only if it's absolutely necessary for the PCs to agree to the mission will she reveal what she is doing. In this case, reveal the information contained within the Conclusion.
- Some PCs might figure out what her incantation will do. In this case, she interrupts the PC, winks, and asks that he keep such insights completely secret for the good of all.
- Bahira knows little more about Bartholome and Rosina than she's already revealed. She's never met either of them. What she knows of them is an assembly of various rumors. She only has vague information that they know something about the Shards. Characters who played in *PAL1-04 Prelude to the Past* may remember them.
- The Shards of the Uvalnoniz are four black diamonds of a spindle shape. They are named for a clan of gnomes that once owned them. These gnomes lived in the Yatil Mountains far to the east.
- Bahira claims not to have any idea what the PCs' strange vision was. She speculates that sometimes people receive prescient visions that warn of grave things if they fail to act. In reality, Bahira suspects that what the PCs saw was a

glimpse of an alternate future, a future that would become reality if her incantation fails. She keeps this suspicion secret.

- *The Floracon* is a strange tome that was found in the Rakers about a year ago. Adventurers gave it to the Phostwood elves for study. Familiar with Bahira's studies, the elves decided to send Tharion to work with her in deciphering it. *The Floracon* was recovered in *PAL2-01 Drawing from Life*.
- If the PCs are curious, Tharion can explain why a simple *comprehend languages* cannot decipher *The Floracon*. On each transparent page are a series of white marks. Individually, the marks on a page have no meaning. However, when a specific set of pages are held together and inspected with an opaque background behind it, a page of meaningful text in unknown symbols is revealed. The trick is to figure out the pattern of pages to hold together, revealing meaningful text, and then use *comprehend languages* on that "composite page." The pattern is very complex and most pages contribute to multiple "composite pages," so the translation has been slow and arduous. Neither Tharion nor Bahira is aware of any race that creates books like this one.
- While the PCs are finding the Shards, both Bahira and Tharion will be locked in study. They cannot use their abilities to help the PCs, as they will be casting their spells to prepare the incantation.
- If the PCs manage to return some of the Shards, Bahira will wait until the eighth day for them to return with the rest. If they don't return with more Shards, she will cast the incantation before time runs out, using the Shards they've given her.
- Bahira gives the PCs simple directions to the Joyous Neblin Tavern, the Arcanist Guild House, the Church of the One True Path, and the place where Bryanna practices archery.
- The Church is familiar with Bahira's ongoing studies. Since she has helped them greatly in the past, they give her broad leeway and refrain from interfering.
- Bahira has yet to involve the Church in her plans regarding the rex aartuk. She doesn't think they can help and that sharing her information right now might result in the rex aartuk being alerted. Once the incantation is completed, her intention is to reveal everything to the Church.

Part One—Investigation

"Part One" is comprised of encounters that lead the PCs towards Bartholome and Rosina, while also revealing the tragic story of the Four of Eltison. Presented are two encounters leading to Bartholome, and two encounters leading to Rosina.

Please consider alternative encounters to move the party along in the story. If the PCs think of unique ways to find the NPCs, reward their creativity. If the PCs have an interesting background, consider adapting an encounter to suit them. For instance, if a character is a member of the Lost Clan and wants to contact local comrades to see if they know what's going on, change Bryanna to be a member of the Clan. Or, invent completely new encounters that reveal similar information.

The Arcanist Guild

The Guild House in Ogburg is quite large. It houses several wizards constantly performing magical experiments and engaging in studies. Explaining that they are searching for Bartholome Festis, the party is directed to Adept Bevan. Bevan and Festis were study partners for several months.

An acolyte leads you down a set of stone stairs into the basement of the Guild House. A low ceiling and stone walls lends the area a cave-like atmosphere. Down a corridor and around the corner, you come to an open door. The acolyte pauses before entering, his apprehension quite palpable.

Stepping inside a large laboratory, your nose is assaulted with a bizarre mélange of scents. You smell the sweetness of honey, the acridness of vinegar, the smooth smoke of pipe tobacco, hints of exotic perfumes, sourness of fresh-cut pine, and other smells that linger just beyond your ability to pick them out. The smells evoke vague memories that float around you, yet all fail to become concrete or defined.

A man with short, poorly combed hair and several days' stubble approaches from behind a workbench. Perhaps in his early thirties, he has large bags underneath his eyes. Despite obviously deprived of sleep, he greets you quite excitedly.

"Ah, yes! Just in time, test subjects, er, I mean, visitors! Adept Bevan, pleased to meet

you! Pleased to meet you, indeed! What can I do for you?"

Adept Bevan, Male Human Wiz5: AL N; Adept Bevan is a very excitable and eccentric individual who obsesses over his studies. Currently, he's experimenting with various formulas for potions. Normally he doesn't like to be disturbed, but he's finished several potions and sees an opportunity to test them. Bevan's excited language is punctuated with exaggerated gesticulations.

"Yes, most certainly, I know Bartholome. Looking for him? Well, his new apartment here in Ogburg would be the best place to check. I could draw you a map.

"But, right now, the potions are in a critical state. These mixtures are quite volatile, not suitable for long-term storage. I need them tested right away. If you could do me a favor, and try one, I'd be most grateful. Nothing too dangerous here. Just trying a few new ingredients."

Bevan won't insist that the PCs try a potion, and if they all refuse, he still tells them how to find Bartholome. He is happy to try one himself, which he does quite often, but he's excited about observing how others react to his concoctions.

If a PC does agree, he's quite ecstatic and lets the character choose from a rack of six different potions. The potions are of various colors and all are effervescing vigorously. Before the PC drinks the potion, Bevan asks a random question that seems very important to him about analyzing the outcome. (e.g. "When was the last time you ate chicken?" "When you put your pants on in the morning, which leg do you put on first?") He meticulously jots down the PC's answer and the result of the potion. Give the PC a random entry from the handout "Potion Results."

Bevan can provide the party the following information:

- Bevan draws the party a simple map, leading them to Bartholome's apartment in Ogburg.
- Bartholome was a member of an adventuring party named the Four of Eltison. He had a crush on a woman in the group, named Envita. Regrettably, she knew nothing of this and instead lusted after another man in the group. That man and another woman, the fourth member of the party, were in love together. Bevan thinks love can be a horribly destructive force, and that this chain of unrequited love brought great pain to Bartholome.
- If the PCs mention the Shards of the Uvalnoniz, Bevan recognizes the name. He warns them that he thinks these Shards might be part of a larger collection of gems, a collection that once numbered in the hundreds. These gems are cursed and have been dispersed throughout the Flanaess by thieves. Woe comes to those possess the gems for long.

The Joyous Neblin Tavern

The following description assumes that the PCs arrive at the tavern during the lunch hour. Modify as needed.

The entrance to the Joyous Neblin Tavern stands underneath a painted sign depicting four gnomes doing summersaults and flips. Through the open door, a boisterous crowd can be heard, even though it's only noontime.

Entering in, you find most of the patrons are standing and engaging in active conversation. You see many dwarves, elves, halflings, and gnomes, a much higher concentration that normally found within the Pale. People are laughing, joking, and carousing. You hear a toast in honor of the late Prelate Thace. A group of elves listens to a gnome rejoicing that the new Theocrat has seen the light and guided the Pale in a much better direction. You wonder if this place is always so raucous.

A dwarf in the crowd yells out, "A song! A song from the birthday boy! You're 92, but you don't look a day over 80."

The crowd hushes as a gnome pulls himself up onto the bar and stands up, facing the throng of well-wishers. He pauses for a moment, furrowing his brow and scratching his chin, before he takes a deep breath and breaks into song:

"Dough, the stuff that buys me beer,
Ray, the guy who sells me beer,
Me, the guy who drinks the beer,
Far, a long way to get a beer,
So, I'll have another beer,
La, I'll have another beer,
Tea, no thanks, I'm drinking beer,
And that will bring us back to…"

The gnome pauses, looks into his empty glass, before finishing:

"D'oh!"

The crowd cheers and begins to break up a bit, some leaving to continue on with their day.

The Joyous Neblin Tavern is one of the few places in the Pale that openly welcomes nonhumans. The place is run by a family of gnomes: Raynizbin (the father), Caytlynne (the mother), Ewanerwin (the son), and Cragg (Caytlynne's crotchety father). It is not always so crowded for lunch, but various individuals who frequent the bar have come to celebrate the ninety-second birthday of Frammitz. Frammitz, an apprentice gem cutter, is heading off to Greyhawk in an hour to serve under a new master.

Various NPCs within the bar will be happy to chat with the PCs. However, if they seek knowledge of Bartholome, most will suggest that they talk to the bartender, Raynizbin.

Raynizbin, Male Gnome Exp3: AL N; Raynizbin is a middle-aged gnome who has enough cash to retire, but runs the tavern because he loves the work. He enjoys talking to his patrons and making them feel welcome. He decided to set up shop in the Pale so that his place could be one of the few where folks like him could enjoy themselves.

By talking to Raynizbin, or perhaps other people in the bar, the PCs can learn the following:

- Bartholome Festis and his adventuring company were regulars at the bar. Raynizbin dedicated a bar stool for them, because they were such good tippers.
- On the bar, in front of their stool, a small brass plaque has been affixed. The plaque lists the members of the Four, and is shown in the handout "Plaque in Bar."
- The Four of Eltison used to come by quite regularly, but stopped coming by together at least four months ago. Bartholome came alone infrequently, and said only that the group had disbanded. He had a sadness to him and refused to talk about the details.
- The PCs can learn the general nature of each of the members of the Four. Other than Bartholome, nobody remembers much detail about the Four. The party can obtain directions to Bartholome's apartment. The rest are believed to leave somewhere near Ogburg, but no one knows specifically where. If they wish to contact Rosina, it's recommended that they talk to the Church of the One True Path or Bryanna the Trailblazer.

The Church of the One True Path

The priests at the Church of the One True Path are unlikely to provide information about their members just to anyone who walks off the street; it's a matter of privacy, after all. If a PC is willing to spend a Favor of Pholtus, however, the party is graciously welcomed in and shown to Deacon Findley in the Church garden. PCs unable or unwilling to spend a Favor may pray inside the Church, but won't be helped in any other way.

Deacon Findley, Male Human Clr5: AL LN; Deacon Findley stands 5 feet 7 inches tall, wears simple white robes, has a cherubic face, and is slightly heavy-set. He speaks in a gay, bubbly voice.

Deacon Findley is practicing a devotional exercise. For the past week, during daylight hours he wears a thick, white blindfold. Unable to see, he carefully tends to the garden while gaining a better understanding of the Blinding Light. He still isn't accustomed to working without sight. He stumbles frequently and holds out his hand to touch those he addresses.

- Findley is familiar with Rosina Selynn, but knows little about her adventuring cohorts. Rosina has always faced an inner turmoil between her personal faith in Pholtus and the dictates of the Church. She took up adventuring ways, hoping to find her own "true path." Findley has hoped that with the new Theocrat following a progressive path, Rosina might find that her path coincided with that of the Pale.
- Rosina has a small cottage a mile west of the city. The Deacon can describe simple directions to her place.
- Rosina wrote him a letter a week or so ago, mentioning how she was immersing herself in meditation. She said that two friends died recently, and that one of them was murdered.
- Findley warns the PCs that dark times are upon the Pale, "Evil lurks on our borders, but also has taken root within our heartland. Evil adopts many guises, and even the most delicate of flowers might be poisonous."
- Findley specifically warns the PCs about being on their guard if they venture into the wilderness. A friend of his in the Church Militant has been assigned to route out a variety of problems that have been occurring. Amaris Viligant was

recently promoted to Bishop-General, and asked to command a force of specialists. She refused to provide details, but it was unusual that the highly trained members of the Church Militant would be asked to patrol the wilderness. Something very dangerous must be going on.
- If the PCs are injured within the next day, Findley welcomes them to return for healing, since they've spent a Favor. He will see that they are healed up to full hit points with a series of *cure light wounds* from himself and various acolytes. (Note that normally, multiple Favors must be spent to obtain such a benefit.)
- Findley encourages followers of Pholtus to adopt his devotional exercise. He says he's found great enlightenment in the Blinding Light.

Trailblazer Bryanna

Bryanna is a member of the ranger meta-game organization known as the Trailblazers. Quite frequently she practices archery outside the eastern gates of Ogburg. Children flock to her display of skill, and she occasionally lets an older child take a shot or two (but not until the kid's parent comes by to give permission).

Bryanna wishes to maintain a public presence for the Trailblazers, letting the urbanites know that there are people patrolling the remote and dangerous reaches of the Pale. She's always on the lookout for new recruits. She teaches the children to respect nature and is particularly keen at teaching a love of archery to girls.

Bryanna's mount, Colin, munches grass nearby. Colin is actually is not a horse, but an asperi, an intelligent magical beast. They live in frigid mountain climates and have the magical power of flight. They communicate through telepathy.

Bryanna, Female Human Rgr4: AL NG; Bryanna is 5 feet 9 inches tall and has a lanky build. Her medium brown hair blends with her tanned skin. She enjoys instructing people about the finer points of archery.

Asperi, "Colin" (1): AL NG; *Monster Manual II* 25; Collin appears like a beautiful white horse with a long, flowing mane. He has an unusual secondary mane that extends from the back of his front shoulders and goes down the backs of his front legs. Communicating through telepathy, Colin's voice appears in people's minds as a deep male voice. Colin reveals his magical nature to very few people.

Bryanna doesn't know Rosina, but Colin does. If the PCs are friendly, Colin speaks to them.

- Years ago, before he agreed to serve the Pale with Bryanna, Colin's life was saved by Rosina and her three friends. Colin was ambushed by a pertyon, a wretched beast that combines the features of an eagle and a stag. They slew the beast and healed Colin's grievous wounds.
- Since Rosina served the Pale as a member of the Trailblazers, Colin decided to demonstrate his gratitude by enlisting in that organization. That's how he came to know Bryanna.
- Colin hasn't seen Rosina for many months, but he is aware of where her small cottage is. He can provide the characters a mental image of how to get there.
- Colin never got to know Rosina's friends. He believes that she was in love with one of the men she adventured with. The female she was with made Colin uncomfortable. When he was in her mind, it felt very cold and lonely.

Part Two—Bartholome

Bartholome can be found just outside his apartment in Ogburg. The PCs can learn where he lives from the encounters "The Arcanist Guild," "The Joyous Neblin Tavern," or "Meeting Rosina Selynn." As they approach his apartment, "The Smashed Mirror" occurs. After that, proceed to "Meeting Bartholome Festis."

The Smashed Mirror

You turn the corner onto the street Bartholome's apartment is on. A few people are going about their business. A large wagon is parked on the side of the road, filled with several pieces of furniture. A short, round man picks up a large, ornately-framed mirror and carefully walks towards an open door.

Before he can reach the entrance, another man comes running towards him. The man has tangled short brown hair and hasn't shaved in several days.

"Stop! Stop! She must be stopped!" the agitated man yells at the one carrying the large mirror. Confused, he stops and looks warily at the one running at him.

The agitated man brings back his hand and smashes the large mirror, several large shards falling to the ground. From the shards, a mist rises and begins to coalesce into some strange forms.

Bartholome has just smashed a *mirror of life trapping*, releasing the monsters trapped within. The owner of the mirror, Latimer, has no idea what's going on, and runs into his furniture shop. Bystanders panic as the monsters threaten to attack. Bartholome slinks into an alley, sits down, and clutches his bloody hand.

The monsters, angry at being imprisoned, pause before choosing their targets. If the PCs don't immediately intervene, they pounce upon commoners on the street. If the PCs attack, they focus their attacks on the party.

Three minutes after the mirror is smashed, the Pale Patrol arrive, make sure the situation is under control, and ask a few questions. Latimer (male human Exp2) explains to them what happened. The mirror was among many items of furniture he purchased from a woman in Midmeadow. Unknown to both her and Latimer, the mirror once belonged to a wizard who used it to dispose of some pets that were annoying him. For many decades, the mirror has been inactive and mistaken for just the normal article.

APL 2 (EL 4)
Krenshars (3): 11 hp each; *Monster Manual* 125.

APL 4 (EL 5)
Howlers (2): 39 hp each; *Monster Manual* 121.

APL 6 (EL 7)
Howlers (4): 39 hp each; *Monster Manual* 121.

APL 8 (EL 9)
Hellcats (2): 52 hp each; *Monster Manual* 48.

APL 10 (EL 11)
Hellcats (4): 52 hp each; *Monster Manual* 48.

APL 12 (EL 13)
Hellcats (8): 52 hp each; *Monster Manual* 48.

Meeting Bartholome Festis

During and after the fight, Bartholome is huddled just inside an alleyway, staring at the shards of the mirror and clutching his bleeding hand. Latimer is upset with Bartholome for breaking his property, but can't press the issue, given that he'll be explaining to the law why his mirror caused dangerous creatures to appear in the city. The Pale Patrol isn't concerned about Bartholome, and will be focusing their interrogation on Latimer.

If the PCs approach Bartholome, he shakily leads them to his apartment a few buildings down the street. He seems in shock and stutters when addressing the PCs, answering questions with a vague sense that his mind is elsewhere.

Bartholome Festis, Male Human Wiz5: AL NG; Bartholome is of average height with a round face and pudgy frame. His brown hair is cut short in a hairstyle that seems only to say how little he cares for his appearance. He appears to be of Oeridian descent.

Bartholome descended into depression when Envita died and the Four of Eltison disbanded. The adventuring company meant a great deal to him, and he never revealed his crush on Envita. Silvestro's murder, apparently at the hands of a simple mugger, pushed him further into despair.

Then, Envita's ghost began to haunt him late at night. The sound of a raging fire filled the apartment and Envita's form came out of the large, full-length mirror he kept in his dining room. Her burned and scarred form cursed him, saying that as long as he was alive, she would continue to terrorize him. Envita created the sounds of fire with a *ghost sound* spell and her ghost was the result of a *major image*. She did this on several evenings, ending about a week ago.

Bartholome's first-floor apartment is dark and very dusty. He takes little care of himself or his belongings. He is very sad and a bit detached from reality. When interacting with the characters, he often acts confused or distracted. If the PCs impress upon him the importance of his mission, he doesn't mind speaking of painful matters with them.

The items of information the party can learn includes:

- Bartholome lets the PCs borrow his Shard, provided that they return it later. He's greatly attached to the gem, as it symbolizes his connection with his comrades.
- Bartholome is very vague about what has been happening to him. He says things like:
  - ***"Her ghost comes to me, angry and hateful."***
  - ***"It's the mirrors—they're her portal to her ghostly domain."***
  - ***"Oh, unrequited love! If she only knew how I cared for her. Just as much as she cared for another who would never love her."***
- He does not detail the history of the Four. He doesn't even name Envita, fearing that speaking her name will conjure forth her ghost. When

pressed about matters along these lines, he becomes increasingly irrational.
- When the PCs mention Rosina, Bartholome quickly tries to change the subject, talking about the most beautiful duck he saw yesterday. He fears that by discussing Rosina, Envita's ghost will terrorize her as well.

Bartholome won't object if the PCs look around. Searching the apartment, they find a few things of interest:

- In the dining room, a large mirror has been smashed. In his bedroom, a small mirror has also been smashed.
- A sheet covers a painting in the dining room. Looking underneath the sheet, the PCs see Bartholome painted along side two women and one man. This is the Four of Eltison.
- In one of the dining room windows, a small portion of the lower corner has been broken. Bits of glass are on the floor, suggesting it was broken from the outside. Just outside that window, in a concealed alleyway, there is a bit of fleece on the ground. Fleece is used in the casting of both *major image* and *ghost sound*; a Spellcraft check (DC 15) will reveal this information. Envita broke the window to provide line of effect into Bartholome's abode.

Since Bartholome is mentally disturbed, the characters might wish to get him some help. For instance, they might want to take him to the Church. Right now, he's too detached from worldly concerns to object, and goes with them if they insist.

Part Three—Rosina

With directions obtained either from "The Church of the One True Path" or "Trailblazer Bryanna," the party can find Rosina's small cottage without any trouble. It's in the middle of an untended field about a mile west of Ogburg.

Meeting Rosina Selynn

In the middle of an untended field, you find a small, thatched-roof cottage. A slim trail of smoke rises up from a chimney on the far side of the building. The shutters have been closed over all of the windows. The building is a humble, but well-maintained abode.

If the PCs knock on the door, Rosina answers after only a few moments.

Rosina Selynn, Female Human Rgr5/Clr3: AL LG; Rosina is a cleric of Pholtus who began an adventuring career after deciding that the Church's ideals were different than her own. She has brown eyes and loosely curling black hair that reaches her shoulders, most likely of Flan blood. Rosina has a reserved and guarded nature, which distances her from strangers.

Rosina has spent that past few months in her cottage, meditating and writing in her journal. The loss of the two things that mattered most to her—the adventuring company she founded and her lover, Silvestro—have affected her greatly.

Rosina doesn't want visitors or the disruption to her meditation. However, she believes that she must rise above and endure this annoyance if her meditations have any hope of helping her through graver obstacles. She answers all the party's questions slowly and carefully, taking regular deep breaths. She holds her head high and keeps her back very straight.

Information the PCs can learn includes:

- Rosina recognizes characters that played in *PAL1-04 Prelude to the Past*. She'll politely ask them how the past two years have treated them.
- Rosina has heard of Bahira, and lets the characters borrow her Shard so that the wizard can complete the incantation.
- If the PCs ask, Rosina shares the story of the Four of Eltison. She tells the PCs of how the Four had adventured for many years together. She describes the tragic death of Envita aboard the pirate ship, and how her death resulted in the disbanding of the group. A few months later, her lover, Silvestro, was murdered. Rosina is unaware that Envita had feelings for Silvestro, or that Bartholome had feelings for Envita. She admits that Envita was an eternal pessimist.
- Silvestro had a Shard on a necklace. That was the only thing missing from his body when the Pale Patrol found him. They concluded that a mugger killed him to obtain the very valuable gem. She has no idea how to find his Shard.
- Only if the PC's ask for more information about the necklace will Rosina reveal that the necklace was fashioned by Envita. It was a gift from her to Silvestro.
- Just after her death, the remaining Four held a small service at Envita's home. There they buried her Shard beneath a small memorial stone. (The Four has their Shards stored safely when the pirates attacked them.) After the

ceremony, they boarded up her cottage, figuring that one day, her brother in Eltison may wish to move there.

- Provided that they eventually return the gemstone to her, Rosina gives the PCs permission to dig up Envita's Shard. She provides simple directions to the cottage: "Head north along the Foothills Road towards Eltison; after 45 miles, head west on the Old Sablewood Trail; after 3 miles, you'll come to a small pond just north of the trail; on the far side of the pond is Envita's cottage."
- Rosina can tell the PCs where to find Silvestro's apartment in Ogburg. If the PCs have already been there and mention Silvestro's mental state, Rosina decides that she must go meet him.

Part Four—Envita

The PCs learn how to find Envita's cottage in "Meeting Rosina Selynn." The encounters in "Part Four" happen in sequential order.

Traveling to Envita's Cottage

The trip to Envita's home is 48 miles from Ogburg. Bahira said that the PCs must return the Shards within eight days, the sooner the better. The travel time to Envita's home is the primary measure of how successful the PCs are in this aspect of the mission.

Even an encumbered dwarf can walked to Envita's cottage and back in eight days. Though Bahira does not know this, as long at the Shards are returned within eight days, the spell will be successful. However, the quicker the PCs perform the trip, the less harmful Bahira's time travel spell will be to her.

When the characters set out, ask them to determine who their slowest member or mount is. The characters may wish to procure mounts to speed the trip, but don't influence them or suggest this is necessary. The DM's aid "Travel Summary" will help determine the speed of mounts and the travel time. There is a lot of information on that page not to make this process complex, but rather to simplify. Don't make this a complicated mathematical exercise.

The trip to Envita's cottage passes uneventfully.

Envita's Cottage

Following Rosina's directions, you arrive at Envita's cottage north of Ogburg. The roof of the small home is covered in green moss. The windows are all boarded up. To the left of the home is a small clearing. In the middle of the clearing is an ornately-shaped stone that has been knocked over. Three marmots play loudly within the clearing.

The clearing is where Envita's Shard was buried and her memorial stone was placed. The stone has been purposefully knocked over and the soil before it has been dug up within the past month. Searching the ground, the characters do not find the Shard.

As the PCs approach the door to Envita's cottage, they note that boards lie on the ground on either side of it. It appears as though the door was boarded up like the windows at one point, but later those boards were removed and tossed aside. Inside the home, Envita has cast an *alarm* spell. If the PCs enter the home, a mental *alarm* alerts her.

Inside the doorway is a simple home, with a small 10-foot by 10-foot entranceway and several small rooms. There is evidence that someone has been inside here recently, rummaging around. A spade with dirt on its blade is on the floor, which Envita used to dig up the Shard. There is little else of interest inside.

Envita Attacks

As the characters are leaving Envita's cottage, she and her henchmen approach. She figures that they're on to her and will connect her to Silvestro's murder, so she attacks. If the PCs saw the painting in "Meeting Bartholome Festis," they immediately recognize the second woman in the painting. However, terrible burn scars now mar her face

If the characters triggered the mental *alarm* in her cottage, they are prepared for battle and Envita (at APL 6+) has precast the following spells: *bull's strength*, *cat's grace*, *displacement, endurance*, *expeditious retreat*, *mirror image,* and *shield*. The encounter begins with them emerging from the forest 60 feet away.

If the characters didn't trigger the *alarm*, Envita and her henchmen run into the PCs by chance, with no opportunity to precast spells. In this case, the PCs can hear her and her henchmen marching through the forest, giving them one round of actions before they appear 60 feet away.

At APL 10 and 12, Envita activates the *Tenser's transformation* in her *ioun stone* as soon as it's clear that the PCs are a significant threat, which will most likely be on the second round.

If the characters capture or kill Envita, they recover two Shards from her.

APL 2 (EL 4)
Envita Aldredheart, Female Human Ill5/Ftr1: hp 39; see Appendix I. At this APL, Envita has been afflicted with poison and temporarily has her Strength reduced to 0. She orders her henchmen to attack, but does nothing more.
Hobgoblins (6): 11 hp each; *Monster Manual* 119.

APL 4 (EL 6)
Envita Aldredheart, Female Human Ill5/Ftr1: hp 39; see Appendix I. At this APL, Envita has been afflicted with poison and temporarily has her Strength reduced to 0. She orders her henchmen to attack, but does nothing more.
Bugbears (6): 16 hp each; each carries 109 gp worth of gems; *Monster Manual* 27.

APL 6 (EL 8)
Envita Aldredheart, Female Human Ill5/Ftr1: hp 39; see Appendix I.
Ogres (6): 26 hp each; each carries 189 gp worth of gems; *Monster Manual* 144.

APL 8 (EL 10)
Envita Aldredheart, Female Human Ill5/Ftr3: hp 57; see Appendix I.
Minotaurs (4): 39 hp each; each carries 597 gp worth of gems; *Monster Manual* 137.

APL 10 (EL 12)
Envita Aldredheart, Female Human Ill5/Ftr5: hp 75; see Appendix I.
Hill Giants (3): 102 hp each; each carries 78 gp work of gems; *Monster Manual* 98.

APL 12 (EL 14)
Envita Aldredheart, Female Human Ill5/Ftr5: hp 75; see Appendix I.
Stone Giants (6): 119 hp each; each carries 181 gp worth of gems; *Monster Manual* 98.

Returning to Ogburg

The trip back to Ogburg is interrupted by the rex aartuk. They are aware that the PCs are seeking the Shards of the Uvalnoniz, and wish to obtain these gems for use in their own perverted rituals.

The following encounter takes place about ten miles north of the city. Thus, if the PCs were traveling at a speed of 60 feet or somehow are making the trip from Envita's cottage back to Ogburg in a single day, this encounter happens on the same day as "Envita Attacks." Otherwise, the party gets at least one evening of rest before they reach the rex aartuk.

As you round a bend in the road, you see a woman up ahead. She's just off the side of the road, and is looking back and forth. When she notices you, she quickly walks in your direction.

As she approaches, you see that she is wearing simple clothing that is covered in mud. Underneath her dirty face, you can see that she's probably in her thirties. A red stain on her blouse might be blood. She is a thin woman and has a very delicate frame.

She calls out to you, "Help! Oh, please help!"

Allow the PCs to approach her and ask what's the matter.

"Jebediah, he's trapped! My husband. We were bringing the wagon over the stream, and it toppled over. He's trapped underneath. He knocked his head on a rock, and I can't wake him up. I tried to pull him out, but the wagon's too heavy. It's just off the road a ways!"

The woman, Estelle (female human Com1; hp 3; AL N), is actually trying to lure the PCs into an ambush. She is a prisoner of the rex aartuk, and is infected with a disease that will eventually cause her to spawn an ooze. The rex aartuk control this process, and have instructed her to lead the PCs off of the road. If she refused, they promised to kill her immediately. (Actually, they'll kill her anyways.)

Though Estelle is lying, since her life is very much in danger, she is extraordinarily convincing. A Sense Motive check (DC 20) reveals that she is extremely desperate for the PCs' help, almost too desperate.

If the PCs follow her, they come to a clearing. At APL 4+, one or more rex aartuk are hidden at the edges of this clearing and attack with surprise; they are 40 feet away, within range to partial charge for an initial attack in the surprise round. The rex aartuk blend in with the foliage quite well. A Spot check (DC 28+APL) or a Listen check (DC 13+APL) alerts a PC to their presence in time to allow an action in the surprise round. The ooze will not act in the surprise round.

If the PCs refuse to follow Estelle, or delay for more than five rounds, the attack happens in the road. At APL 4+, rex aartuk leave their hiding places to attack the PCs; the encounter starts with

the rex aartuk 70 feet away and the party is not be surprised.

Regardless, where the attack happens, the following occurs. Tone down the language if younger players are present, or play up the scene if you are familiar with what your players enjoy.

The woman before you suddenly looks ill. "No, please no!" she exclaims.

She doubles over and begins to vomit. Time seems to slow down as you watch her, unable to react. More and more comes out of her, and a look of infinite terror fills her eyes. She screams in terror. With one last gag, she falls to the ground, no longer moving. Her body reminds you of an empty sausage casing. The pool she has expelled before her is perversely large. Disgustingly, it's moving towards you.

Where the ooze appears in relation to the party depends upon Estelle's location. Unless the PCs do something specific, assume she is 15 feet away from the nearest PC. The first square of the ooze appears next to her, and for large oozes, extends into the squares away from the party.

At APL 4+, the rex aartuk speak to the PCs in a raspy voice that sounds like leaves in the wind, saying:

- ***"Give us the holy Gems of our divine lord, and we shall let you live for another battle."***
- ***"Four limb, your blood will consecrate this blessed ritual of battle."***
- ***"Your species is weak, but you are proving to be a refreshing challenge."***

If at any point the PCs agree to turn over the gems, the rex aartuk will let the PCs go; if the combat goes poorly for the party, reiterate the above offer. If they do not turn over the gems, the rex aartuk fight to the death.

APL 2 (EL 4)
Gray Ooze (1): 26 hp; *Monster Manual* 145.

APL 4 (EL 7)
Ochre Jelly (1): 60 hp; *Monster Manual* 145.
Yellow Rex Aartuk (2): 39 hp; see Appendix II.

APL 6 (EL 9)
Ochre Jelly (1): 60 hp; *Monster Manual* 145.
Yellow Rex Aartuk (6): 39 hp; see Appendix II.

APL 8 (EL 11)
Black Pudding (1): 115 hp; *Monster Manual* 145.
Orange Rex Aartuk (6): 65 hp; see Appendix II.

APL 10 (EL 13)
Black Pudding (1): 115 hp; *Monster Manual* 145.
Green Rex Aartuk (8): 102 hp; see Appendix II.

APL 12 (EL 15)
Black Pudding (1): 115 hp; *Monster Manual* 145.
Blue Rex Aartuk (8): 133 hp; see Appendix II.

Note to DM

Here are a few things to keep in mind when running this combat:

- The rules in the *Monster Manual* for the gray ooze and black pudding can be interpreted different ways. For this scenario, a melee hit on a PC does not automatically strike the PC's items. The ooze must use the "Strike an Object" or "Strike a Weapon" rules from the *Player's Handbook* to hit a single item rather than the PC, something the unintelligent ooze is unlikely to do. However, if the ooze is struck with a weapon, the acid will corrode the weapon unless the Reflex save (DC 19) is made. It deals the full amount of damage to the weapon, bypassing hardness.
- The rex aartuk are generally reluctant to use their tongue grapple. Use the attack sparingly and generally for dramatic effect. Only after sizing up PCs for two rounds will they consider using it.
- When being grappled by a creature that occupies more squares than the victim, missile attacks can be directed at those squares to avoid the random chance of hitting the victim.
- If a large creature and a medium-size PC are grappling, missile attacks against the creature have a 66% chance of hitting the creature. If a large creature and a small PC are grappling, the chance of hitting the creature with missile attacks is 75%.

Conclusion

The rest of the trip back to Ogburg proceeds uneventfully. The outcome of the scenario is a function of the number of Shards the PCs return to Bahira and how many days it takes them to return them. Use DM's aid "Conclusion Diagram" to determine the result. There are four degrees of success, A through D. F indicates failure.

Success (A-D)

You've made it back to Ogburg and have returned to Bahira's home. You are concerned to see that a patch covers her eye. She explains that the injury was the result of a recent alchemical accident, and that when she has time, she'll see if a cleric can heal her.

Gratefully, Bahira accepts the Shards that you have recovered. She places them on the edge of a magical circle inscribed on the floor. Thick, acrid incense fills the air. The elf, Tharion, lights candles of various shapes and hues. Bahira turns to you.

"Now you deserve to know the whole story of the task before me. From what we have learned of the species, once every several centuries, a rex aartuk appears with extraordinary powers, a creature known as an elder. The appearance of an elder is seen as a divine event. It usually serves as a catalyst to bind several tribes together for the purpose of holy conquest. The elder is a spiritual nexus for the rex aartuk. The elder lives only three years, and without the elder, their ability to coordinate their forces is extremely hampered. Thus, the rex aartuk strive to secure ultimate victory within three years time.

"When the rex aartuk came a millennium ago, the elder was able to lead their forces to many victories within a few short months. Humans, elves, and dwarves suffered several defeats, and the future was bleak. However, after deciphering part of **The Floracon*****, they learned the key to their enemy's power. Using powerful magic, they laid a trap for the elder rex aartuk, securing it in stasis. Without their leader, the rex aartuk were decisively driven back. But many, many lives had already been lost.***

"Our fate would be similarly bleak. However, I have learned that the elder rex aartuk was killed two years ago, shortly after they arrived. Without their elder, they have been forced to work slowly and in secret. We have been given valuable time, time to learn about them and time to rally forces to oppose them. Precious, precious time.

"How was it that the elder was killed? Talking with a bard of great local knowledge, I heard an interesting tale. A group of adventurers were in the Rakers, headed towards the secret lair of a wizard. Before them appeared a mysterious woman. She told them that they would face a creature of immense power known as the elder, a creature that nearly destroyed the Flanaess a millennium ago. Yet though powerful, the elder had a weakness—it lives for three years and then dies. She gave them a gem that they could crush to release a gas, aging all around five years. She then disappeared. These adventurers faced and defeated the elder.

"The interesting thing is that I have been fashioning just such a gem. I created a magical necklace that protected Prelate Baslett when he faced a ghost dragon several months ago. A ghost dragon releases a gas that ages its victims. This gas is the only means I know of for causing rapid aging. Not only did the necklace protect Baslett, but the gem hidden within it stored some of the gas.

"Another interesting thing is that before working with Tharion on deciphering **The Floracon*****, I was studying a unique area of magic—the magic of manipulating time. Culminating years of research, I discovered an unreliable means to communicate through time.***

"What I have concluded from all of these coincidences is that the woman who provided those adventurers the means to kill the elder two years ago was not a spirit from the past. She was me, communicating back through time, to kill the elder before the rex aartuk could attack the Pale.

"The story has now come full circle. Using the Shards you obtained, my incantation will send me to that precise time and place. I may not return. The magic is unpredictable, and the results may be grave for me. But if I do not do this, the elder would still be alive, and the present that we live in would be far worse."

Give the PCs a chance to react before proceeding.

"Bahira," the elf Tharion speaks, "The past few months have been a time of enlightenment for me. You have brought light into my spirit. Please take this silver bracelet as a symbol of my affection, of my love, for you. When you return, I hope that you would consider joining together in marriage."

The old woman's eyes light up, and she smiles, but the gravity of the situation restrains her jubilance. "Of course," she says, "When I return."

Bahira begins her spell, speaking a variety of incomprehensible words. A blue aura surrounds her form. In her right hand, she

clutches the red gem tightly, the gem that will bring an end to the elder. The Shards of the Uvalnoniz begin to vibrate and emit a haunting tone. Bahira says a few final words, and disappears in a nimbus of blue light.

What happens at this point depends upon which conclusion the party achieved. After a dramatic pause, the following happens:

- **A:** Bahira starts to reappear, surrounded by blue light. At first, she looks very young. But then she rapidly ages until she looks normal again. The light fades, and she is completely unharmed. She grants the characters a favor, "Bahira's gratitude."
- **B:** Bahira starts to reappear, surrounded by blue light. At first, she looks very young. Then she ages several years until she appears in her mid twenties. The light fades. Bahira has lost much of her abilities, and is now a 7th-level wizard.
- **C:** A figure appears surrounded by blue light. It's an infant, lying on the ground. The light fades. Bahira has returned as a young babe. Tharion promises to take care of her.
- **D:** The blue light appears. The haunting sound of a baby crying echoes through the room. The light fades. Bahira is forever gone.

Regardless of the specific conclusion, Bahira was able to successfully deliver the gem into the right hands two years in the past. The elder rex aartuk is killed, and the Pale is much safer for it.

If Bahira returned, she comes back without the silver engagement bracelet given to her by Tharion. She dropped it while in the past. It's possible that a PC who played *PAL1-04 Prelude to the Past* has it (the cert is entitled "Silver Bracelet from Strange Woman"). If presented the bracelet, Tharion asks to give the character 1,000 gp for it. (If multiple PCs paradoxically have the same item, he is willing to buy them all.) If a PC does give the bracelet to Tharion, mark this information down in the items sold section of the Adventure Record, as this is not part of the treasure gained in this scenario.

Regardless of Bahira's disposition, Tharion is grateful for the characters' help. He will make certain elven enchanters available to the PCs, allowing any magic armor to be upgraded with the *shadow* special ability.

Failure (F)

It's been eight days since Bahira asked you to return the Shards of the Uvalnoniz to her, but you have been unable to do so. Without warning, the landscape shifts. The sky has a sickly yellow tinge to it. Most of the buildings of Ogburg are in ruins. Thick vines strangle the rubble. Everything is different, like the vision you had eight days ago. But this time it's real.

You flee from the city, carefully making your way into the wilderness. Dozens and dozens of rex aartuk patrol the streets. Occasionally, you see them escorting a group of humans. But right now, you have to focus on getting to safety.

You make it out of the city and don't stop running for several miles. You head towards Stradsett. The towns on your way are all deserted. Finally, you reach your destination and thankfully find it populated and heavily fortified.

Allowed to enter, you learn that Ogburg, Eltison, and Landrigard fell to the rex aartuk a year ago. None of the other nations of the Flanaess have rallied to the Pale's side. The people of the Pale have been fighting valiantly, but many wonder if the Theocrat will make an offer of surrender soon. Hopelessness creeps into your soul.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Part Two, The Smashed Mirror

Defeating the monsters (EL 4/5/7/9/11/13)

APL 2	120 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Part Four, Envita Attacks

Defeating Envita (EL 4/6/8/10/12/14)

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Part Four, Returning to Ogburg

Defeating the rex aartuk (EL 4/7/9/11/13/15)

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Conclusion, Success (A-D)

Succeeding the mission (RP Award)

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

Maximum Possible Experience

Total ELs for this adventure

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

Maximum Possible Experience Awards

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 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 characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy
C: Coin, Gems, Jewelry, and other valuables
M: Magic Items (sell value)

Part Four, Envita Attacks

Defeating Envita

APL 2: L—55 gp [dagger (0 gp), 6 javelins (0 gp), 6 longswords (7 gp), 6 small wooden shields (1 gp), spellbook (35 gp), spell component pouch (0 gp), 6 studded leather armor (12 gp)]; M—446 gp [+*1 greatsword* (195 gp), +*1 mithral chain shirt* (187 gp), *potion of water breathing* (62 gp), *scroll (arcane) of comprehend languages* (2 gp)].

APL 4: C—109 gp; L—45 gp [dagger (0 gp), 6 javelins (0 gp), 6 leather armor (5 gp), 6 morningstars (4 gp), 6 small wooden shields (1 gp), spellbook (35 gp), spell component pouch (0 gp)]; M—446 gp [+*1 greatsword* (195 gp), +*1 mithral chain shirt* (187 gp), *potion of water breathing* (62 gp), *scroll (arcane) of comprehend languages* (2 gp)].

APL 6: C—189 gp; L—50 gp [dagger (0 gp), 6 large hide armor (15 gp), 6 large javelins (0 gp), spellbook (35 gp), spell component pouch (0 gp)]; M—561 gp [*+1 greatsword* (195 gp), *+1 mithral chain shirt* (187 gp), *potion of arcane sight* (62 gp), *potion of expeditious retreat* (4 gp), *potion of true strike* (4 gp), *potion of water breathing* (62 gp), *scroll (arcane) of alarm* (2 gp), *scroll (arcane) of alter self* (12 gp), *scroll (arcane) of comprehend languages* (2 gp), *scroll (arcane) of phantom steed* (31 gp)].

APL 8: C—398 gp; L—41 gp [dagger (0 gp), 4 huge greataxes (6 gp), spellbook (35 gp), spell component pouch (0 gp)]; M—811 gp [*+1 greatsword* (195 gp), *+2 mithral chain shirt* (437 gp), *potion of arcane sight* (62 gp), *potion of expeditious retreat* (4 gp), *potion of true strike* (4 gp), *potion of water breathing* (62 gp), *scroll (arcane) of alarm* (2 gp), *scroll (arcane) of alter self* (12 gp), *scroll (arcane) of comprehend languages* (2 gp), *scroll (arcane) of phantom steed* (31 gp)].

APL 10: C—39 gp; L—42 gp [dagger (0 gp), 3 large hide armor (7 gp), spellbook (35 gp), spell component pouch (0 gp)]; M—2,019 gp [*bag of holding* (Bag 1) (208 gp), *+1 greatsword* (195 gp), *+2 mithral chain shirt* (437 gp), *potion of arcane sight* (62 gp), *potion of expeditious retreat* (4 gp), *potion of true strike* (4 gp), *potion of water breathing* (62 gp), *scroll (arcane) of alarm* (2 gp), *scroll (arcane) of alter self* (12 gp), *scroll (arcane) of comprehend languages* (2 gp), *scroll (arcane) of phantom steed* (31 gp), *vibrant purple prism ioun stone* (1,000 gp)].

APL 12: C—181 gp; L—50 gp [dagger (0 gp), 6 large hide armor (15 gp), spellbook (35 gp), spell component pouch (0 gp)]; M—2,769 gp [*bag of holding* (Bag 1) (208 gp), *chime of opening* (250 gp), *+2 greatsword* (695 gp), *+2 mithral chain shirt* (437 gp), *potion of arcane sight* (62 gp), *potion of expeditious retreat* (4 gp), *potion of true strike* (4 gp), *potion of water breathing* (62 gp), *scroll (arcane) of alarm* (2 gp), *scroll (arcane) of alter self* (12 gp), *scroll (arcane) of comprehend languages* (2 gp), *scroll (arcane) of phantom steed* (31 gp), *vibrant purple prism ioun stone* (1,000 gp)].

[Here are the items (with full value) possessed by the creatures at each APL. When determining the value of the loot, I summed the number of identical items, divided the full value by half, divided by six, and then rounded down.

APL 2 – 6 Hobgoblins: studded leather (25 gp), small wooden shield (3 gp), longsword (15 gp), javelin (1 gp).

APL 4 – 6 Bugbears: leather armor (10 gp), small wooden shield (3 gp), morningstar (8 gp), javelin (1 gp).

APL 6 – 6 Orgres: large hide (30 gp), large javelin (1 gp).

APL 8 – 4 Minotaurs: huge greataxe (20 gp).

APL 10 – 3 Hill Giants: large hide (30 gp).

APL 12 – 6 Stone Giants: large hide (30 gp).

APL 2-4 – Envita: dagger (2 gp), +1 greatswoprd (2,350 gp), +1 mithral chain shirt (2,250 gp), spell component pouch (5 gp), potion of water breathing (750 gp), scroll (arcane) of comprehend languages (25 gp), spellbook (420 gp).

APL 6 – Envita: potion of arcane sight (750 gp), potion of expeditious retreat (50 gp), potion of true strike (50 gp), scroll (arcane) of alarm (25 gp), scroll (arcane) of alter self (150 gp), scroll (arcane) of phantom steed (375 gp).

APL 8 – Envita: +2 mithral chain shirt (5,250 gp).

APL 10 – Envita: bag of holding (Bag 1) (2,500 gp), vibrant purple prism ioun stone (12,000 gp).]

APL 12 – Envita: chime of opening (3,000 gp), +2 greatsword (8,350 gp).

Conclusion, Success (A-D)

Achieving success level A-D

All APLs: Tharion's gratitude.

Achieving success level A

All APLs: Bahira's gratitude.

Maximum Possible Treasure

The total wealth available is:

APL 2: 501 gp
APL 4: 600 gp
APL 6: 800 gp
APL 8: 1,250 gp
APL 10: 2,100 gp
APL 12: 3,000 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

New Items

Please put these two items on the Adventure Record, with the notice "Cross out the items this character does not acquire."

Tharion's gratitude: For assisting his love, Bahira, Tharion speaks to the enchanters who support the elite elven rangers of the Phostwood. These enchanters will upgrade any magic armor you posses to have the *shadow* special ability from the *Dungeon Master's Guide*. You must pay the difference in market value between your existing armor and the new armor.

Envita Aldredheart's spellbook: This spellbook is useful to a wizard who wishes to copy these spells into her own spellbook. Before a wizard can prepare these spells, she must first copy them into her own spellbook, as per the rules on page 155 in the *Player's Handbook*.

The spellbook contains the following spells: 0—all in PHB; 1st—*alarm*, *color spray*, *expeditious retreat*, *hold portal*, *mount*, *shield*, *silent image*, *ventriloquism*; 2nd—*bull's strength*, *cat's grace*, *endurance*, *invisibility*, *mirror image*, *misdirection*, *glitterdust*, *whispering wind*; 3rd—*displacement*, *fireball*, *Leomund's tiny hut*, *major image*, *slow*, *solid fog*.

Market Price: 420 gp. (Frequency: Adventure.)

Bahira's gratitude: Only PCs who returned all four Shards of the Uvalnoniz within two days can receive this favor. By accomplishing this feat, Bahira was able to go back in time and return completely unharmed. As thanks for this tremendous accomplishment, she agrees to cast *limited wish* for you once, upon request. She will only cast *limited wish* for the purposes of removing harmful effects or spells that can be undone by the spell. She will not cast *limited wish* to duplicate other spells or perform any effect other than to undo harmful magic. Once the spell has been cast, cross out this item.

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.

APL 2 and 4

- *+1 mithral chain shirt* (Adventure, DMG)
- *potion of water breathing* (Adventure; DMG)
- *scroll (arcane) of comprehend languages* (Adventure; per DMG rules for 1st-level spell)
- Envita Alredheart's spellbook (Adventure; see above)

APL 6 (all of APLs 2-4 plus the following)

- *potion of arcane sight* (Adventure; per DMG rules for 3rd-level spell, spell from *Tome and Blood*)
- *potion of expeditious retreat* (Adventure; per DMG rules for 1st-level spell)
- *potion of true strike* (Adventure; per DMG rules for 1st-level spell)
- *scroll (arcane) of alarm* (Adventure; per DMG rules for 1st-level spell)
- *scroll (arcane) of alter self* (Adventure; per DMG rules for 2nd-level spell)
- *scroll (arcane) of phantom steed* (Adventure; per DMG rules for 3rd-level spell)

APL 8 (all of APLs 2-6 plus the following)

- *+2 mithral chain shirt* (Adventure, DMG)

APL 10 (all of APLs 2-8 plus the following)

- *bag of holding* (Bag 1) (Adventure, DMG)
- *vibrant purple prism ioun stone* (Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following)

- *chime of opening* (Adventure; DMG)
- *+2 greatsword* (Adventure; DMG)

Appendix I: NPCS

Player Introduction

Bahira, Female Human Wiz17: CR 17; Medium-size Humanoid; HD 17d4-17; hp 35; Init -1; Spd 30 ft.; AC 17, Touch 13, flat-footed 17. (-1 Dex, +4 Bracers, +4 Ring); BAB +8; Grap +7; Atk +7/+2 melee (1d4-1, dagger); AL NG; SV Fort +9, Ref +9, Will +17; Str 9, Dex, 9, Con 9, Int 22, Wis 14, Cha 15.

Skills: Alchemy +16, Concentration +4, Craft (painting) +23, Knowledge (arcana) +26, Knowledge (history) +11, Knowledge (the planes) +16, Knowledge (temporal magic) +21, Listen +9, Scry +16, Search +26, Spellcraft +26, Spot +9. *Feats:* Brew Potion, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Extend Spell, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration.

Spells Prepared 4/6/6/5/5/5/5/3/2/1; base DC = 16 + spell level): 0—*detect magic*, *read magic* (3); 1st—*comprehend languages* (3), *feather fall*, *shield*; 2nd—*blur*, *daylight*, *misdirection*, *resist elements* (2); 3rd—*fly* (2), *magic circle against chaos*, *magic circle against evil*, *tongues*; 4th—*detect scrying*, *dimensional anchor* (2), *dimension door*, *minor creation*; 5th—*dream*, *fabricate*, *hold monster*, *magic missile* (quickened), *wall of force*; 6th—*analyze dweomer*, *globe of invulnerability*, *legend lore*, *greater dispelling*; 7th—*ethereal jaunt*, *limited wish*, *spell turning*; 8th—*magic missile* (quickened, maximized) (2); 9th—*time stop*.

Spellbook: 0—all in PHB; 1st—*alarm*, *comprehend languages*, *endure elements*, *erase*, *feather fall*, *hold portal*, *identify*, *mage armor*, *magic missile*, *mount*, *shield*, *spider climb*, *unseen servant*; 2nd—*blur*, *continual flame*, *daylight*, *detect thoughts*, *misdirection*, *pyrotechnics*, *resist elements*, *rope trick*, *shatter*; 3rd—*dispel magic*, *fly*, *haste*, *magic circle against chaos*, *magic circle against evil*, *major image*, *summon monster III*, *tongues*; 4th—*detect scrying*, *dimension door*, *dimensional anchor*, *improved invisibility*, *minor creation*, *Rary's mnemonic enhancer*, *remove curse*; 5th—*cone of cold*, *dream*, *fabricate*, *hold monster*, *major creation*, *passwall*, *persistent image*, *telekinesis*, *wall of force*; 6th—*analyze dweomer*, *antimagic field*, *globe of invulnerability*, *greater dispelling*, *legend lore*, *permanent image*, *programmed image*; 7th—*delayed blast fireball*, *ethereal jaunt*, *limited wish*, *plane shift*, *spell turning*; 8th—*etherealness*, *protection from spells*, *screen*, *sunburst*; 9th—*temporal stasis*, *time stop*.

Possessions: bracers of armor +4, *cloak of resistance +5*, dagger, *ring of evasion*, *ring of protection +4*, spellbook, spell component pouch.

Part Four, Envita Attacks

APL 2-4

Envita Aldredheart, Female Human Ill5/Ftr1: For all stats, see APL 6, except her Strength score has been reduced to 0.

Possessions: dagger, +1 *greatsword*, +1 *mithral chain shirt* (10% spell failure, max Dex bonus +6), *potion of water breathing*, *scroll (arcane) of comprehend languages*, 2 Shards of the Uvalnoniz, spellbook, spell component pouch.

Appearance: See APL 6. At these APLs, however, Envita poisoned herself with large spider poison while practicing Craft (poisonmaking). Her Strength has been reduced to 0. Envita wavers on the edge of consciousness. Her henchmen carry her around on a litter.

APL 6

Envita Aldredheart, Female Human Ill5/Ftr1: CR 6; Medium-size Humanoid; HD 5d4+1d10+18; hp 40; Init +8; Spd 30 ft.; AC 19, touch 14, flat-footed 15; BAB +3; Grap +6; Atk +8 melee (2d6+5/19-20, *+1 greatsword*); AL CE; SV Fort +6, Ref +5, Will +3; Str 17, Dex 18, Con 16, Int 15, Wis 8, Cha 9.

Skills: Concentration +12 (+16 when casting on the defensive), Craft (poisonmaking) +7, Craft (trapmaking) +7, Intimidate +2, Spellcraft +10, Spot +0, Tumble +8. *Feats:* Brew Potion, Combat Casting, Combat Reflexes, Improved Initiative, Scribe Scroll, Silent Spell, Weapon Focus (greatsword).

Spells Prepared (5/5/4/2; base DC = 12 + spell level): 0—*dancing lights**, *detect magic*, *ghost sound**, *mage hand*, *mending*; 1st—~~*alarm*~~, *expeditious retreat*, *shield*, *ventriloquism**; 2nd—*bull's strength*, *cat's grace*, *endurance*, *mirror image**; 3rd—*displacement**, *slow*.

Spellbook: 0—all in PHB; 1st—*alarm*, *color spray**, *expeditious retreat*, *hold portal*, *mount*, *shield*, *silent image**, *ventriloquism**; 2nd—*bull's strength*, *cat's grace*, *endurance*, *invisibility**, *mirror image**, *misdirection**, *glitterdust, whispering wind*; 3rd—*displacement**, *fireball*, *Leomund's tiny hut*, *major image**, *slow*, *solid fog*.

*These spells belong to the school of Illusion, which is this character's specialty. Prohibited schools: Divination and Necromancy.

Possessions: dagger, +1 *greatsword*, +1 *mithral chain shirt* (10% spell failure, max Dex

bonus +6), *potion of arcane sight*, *potion of expeditious retreat*, *potion of true strike*, *potion of water breathing*, *scroll (arcane) of alarm*, *scroll (arcane) of alter self*, *scroll (arcane) of comprehend languages*, *scroll (arcane) of phantom steed*, 2 Shards of the Uvalnoniz, spellbook, spell component pouch.

Appearance: Envita is very tall for a woman, standing at 6 feet. She has tightly curled brown hair and blue eyes. Horrible scars mar her face and hands, the result of the fire aboard the pirate ship.

Personality: Envita is an impatient woman that holds her feelings tight and her grudges even tighter. She originally honed her skills as an illusionist, but eventually became frustrated with her studies. She is now attempting to determine if the sword is a more efficacious tool than the spell. She is self-centered, narcissistic, and always believes that bad things happen to her because people enjoy seeing her fail.

APL 8

Envita Aldredheart, Female Human Ill5/Ftr3: CR 8; Medium-size Humanoid; HD 5d4+3d10+24; hp 58; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 16; BAB +5; Grap +9; Atk +11 melee (2d6+7/19-20, *+1 greatsword*); AL CE; SV Fort +7, Ref +6, Will +4; Str 18, Dex 18, Con 16, Int 15, Wis 8, Cha 9.

Skills: Concentration +14 (+18 when casting on the defensive), Craft (poisonmaking) +7, Craft (trapmaking) +7, Intimidate +2, Spellcraft +10, Spot +2, Tumble +9. *Feats:* Blind-Fighting, Brew Potion, Combat Casting, Combat Reflexes, Improved Initiative, Scribe Scroll, Silent Spell, Weapon Focus (greatsword).

Spells Prepared (5/5/4/2; base DC = 12 + spell level): 0—*dancing lights**, *detect magic*, *ghost sound**, *mage hand*, *mending*; 1st—~~*alarm*~~, *expeditious retreat*, *shield*, *ventriloquism**; 2nd—*bull's strength*, *cat's grace*, *endurance*, *mirror image**; 3rd—*displacement**, *slow*.

Spellbook: 0—all in PHB; 1st—*alarm*, *color spray**, *expeditious retreat*, *hold portal*, *mount*, *shield*, *silent image**, *ventriloquism**; 2nd—*bull's strength*, *cat's grace*, *endurance*, *invisibility**, *mirror image**, *misdirection**, *glitterdust, whispering wind*; 3rd—*displacement**, *fireball*, *Leomund's tiny hut*, *major image**, *slow*, *solid fog*.

*These spells belong to the school of Illusion, which is this character's specialty. Prohibited schools: Divination and Necromancy.

Possessions: dagger, *+1 greatsword*, +2 *mithral chain shirt* (10% spell failure, max Dex bonus +6), *potion of arcane sight*, *potion of expeditious retreat*, *potion of true strike*, *potion of water breathing*, *scroll (arcane) of alarm*, *scroll (arcane) of alter self*, *scroll (arcane) of comprehend languages*, *scroll (arcane) of phantom steed*, 2 Shards of the Uvalnoniz, spellbook, spell component pouch.

Appearance: See APL 6.

Personality: See APL 6.

APL 10

Envita Aldredheart, Female Human Ill5/Ftr5: CR 10; Medium-size Humanoid; HD 5d4+5d10+30; hp 76; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 16; BAB +7; Grap +11; Atk +13/+8 melee (2d6+9/19-20, *+1 greatsword*); AL CE; SV Fort +8, Ref +6, Will +6; Str 18, Dex 18, Con 16, Int 15, Wis 8, Cha 9.

Skills: Concentration +16 (+20 when casting on the defensive), Craft (poisonmaking) +7, Craft (trapmaking) +7, Intimidate +2, Spellcraft +10, Spot +4, Tumble +10. *Feats:* Blind-Fighting, Brew Potion, Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Scribe Scroll, Silent Spell, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Spells Prepared (5/5/4/2; base DC = 12 + spell level): 0—*dancing lights**, *detect magic*, *ghost sound**, *mage hand*, *mending*; 1st—~~*alarm*~~, *expeditious retreat*, *shield*, *ventriloquism**; 2nd—*bull's strength*, *cat's grace*, *endurance*, *mirror image**; 3rd—*displacement**, *slow*.

Spellbook: 0—all in PHB; 1st—*alarm*, *color spray**, *expeditious retreat*, *hold portal*, *mount*, *shield*, *silent image**, *ventriloquism**; 2nd—*bull's strength*, *cat's grace*, *endurance*, *invisibility**, *mirror image**, *misdirection**, *glitterdust*, *whispering wind*; 3rd—*displacement**, *fireball*, *Leomund's tiny hut*, *major image**, *slow*, *solid fog*.

*These spells belong to the school of Illusion, which is this character's specialty. Prohibited schools: Divination and Necromancy.

Possessions: bag of holding (Bag 1), dagger, *+1 greatsword*, +2 *mithral chain shirt* (10% spell failure, max Dex bonus +6), *potion of arcane sight*, *potion of expeditious retreat*, *potion of true strike*, *potion of water breathing*, *scroll (arcane) of alarm*, *scroll (arcane) of alter self*, *scroll (arcane) of comprehend languages*, *scroll (arcane) of phantom steed*, 2 Shards of the Uvalnoniz, spellbook, spell component pouch, *vibrant purple prism ioun stone* (*Tenser's transformation*).

Appearance: See APL 6.

Personality: See APL 6.

APL 12

Envita Aldredheart, Female Human Ill5/Ftr5: CR 10; Medium-size Humanoid; HD 5d4+5d10+30; hp 75; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 16; BAB +7; Grap +11; Atk +14/+9 melee (2d6+10/19-20, +*2 greatsword*); AL CE; SV Fort +8, Ref +6, Will +6; Str 18, Dex 18, Con 16, Int 15, Wis 8, Cha 9.

Skills: Concentration +16 (+20 when casting on the defensive), Craft (poisonmaking) +7, Craft (trapmaking) +7, Intimidate +2, Spellcraft +10, Spot +4, Tumble +10. *Feats:* Blind-Fighting, Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Scribe Scroll, Silent Spell, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Spells Prepared (5/5/4/2; base DC = 12 + spell level): 0—*dancing lights**, *detect magic*, *ghost sound**, *mage hand*, *mending*; 1st—~~*alarm*~~, *expeditious retreat*, *shield*, *ventriloquism**; 2nd—*bull's strength*, *cat's grace*, *endurance*, *mirror image**; 3rd—*displacement**, *slow*.

Spellbook: 0—all in PHB; 1st—*alarm*, *color spray**, *expeditious retreat*, *hold portal*, *mount*, *shield*, *silent image**, *ventriloquism**; 2nd—*bull's strength*, *cat's grace*, *endurance*, *invisibility**, *mirror image**, *misdirection**, *glitterdust*, *whispering wind*; 3rd—*displacement**, *fireball*, *Leomund's tiny hut*, *major image**, *slow*, *solid fog*.

*These spells belong to the school of Illusion, which is this character's specialty. Prohibited schools: Divination and Necromancy.

Possessions: bag of holding (Bag 1), *chime of opening*, dagger, +*2 greatsword*, +2 *mithral chain shirt* (10% spell failure, max Dex bonus +6), *potion of arcane sight*, *potion of expeditious retreat*, *potion of true strike*, *potion of water breathing*, *scroll (arcane) of alarm*, *scroll (arcane) of alter self*, *scroll (arcane) of comprehend languages*, *scroll (arcane) of phantom steed*, 2 Shards of the Uvalnoniz, spellbook, spell component pouch, *vibrant purple prism ioun stone* (*Tenser's transformation*).

Appearance: See APL 6.

Personality: See APL 6.

Appendix II: New Rules—Rex Aartuk

	Yellow Rex Aartuk Large Plant	Orange Rex Aartuk Large Plant
Hit Dice:	6d8+12 (39 hp)	10d8+20 (65 hp)
Initiative:	+4 (Dex)	+4 (Dex)
Speed:	40 ft.	40 ft.
AC:	16 (-1 size, +4 Dex, +3 natural)	18 (-1 size, +4 Dex, +5 natural)
Attacks:	Slam +8/+3 melee; or pellet +7 ranged	Slam +12/+7 melee; or pellet +10 ranged
Damage:	Slam 1d6+5; or pellet 1d8	Slam 2d6+7; or pellet 1d8
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Tongue grapple	Tongue grapple
Special Qualities:	Blindsight, darkvision 120 ft., plant	Blindsight, darkvision 120 ft., plant
Saves:	Fort +7, Ref +6, Will -1	Fort +9, Ref +7, Will +1
Abilities:	Str 21, Dex 18, Con 15, Int 6, Wis 6, Cha 6	Str 23, Dex 18, Con 15, Int 6, Wis 6, Cha 6

	Green Rex Aartuk Large Plant	Blue Rex Aartuk Large Plant	Purple Rex Aartuk Large Plant
Hit Dice:	12d8+48 (102 hp)	14d8+70 (133 hp)	17d8+102 (178 hp)
Initiative:	+4 (Dex)	+4 (Dex)	+4 (Dex)
Speed:	40 ft.	40 ft.	40 ft.
AC:	20 (-1 size, +4 Dex, +7 natural)	21 (-1 size, +4 Dex, +8 natural)	23 (-1 size, +4 Dex, +10 natural)
Attacks:	Slam +15/+10 melee; or pellet +12 ranged	Slam +18/+13 melee; or pellet +13 ranged	Slam +23/+18/+13 melee; or pellet +15 ranged
Damage:	Slam 2d6+10; or pellet 1d8	Slam 2d8+13; or pellet 1d8	Slam 4d6+18; or pellet 1d8
Face/Reach:	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Tongue grapple	Tongue grapple	Tongue grapple
Special Qualities:	Blindsight, darkvision 120 ft., plant	Blindsight, darkvision 120 ft., plant	Blindsight, darkvision 120 ft., plant
Saves:	Fort +12, Ref +8, Will +2	Fort +14, Ref +8, Will +2	Fort +14, Ref +10, Will +6
Abilities:	Str 25, Dex 18, Con 19, Int 6, Wis 6, Cha 6	Str 29, Dex 18, Con 21, Int 6, Wis 6, Cha 6	Str 35, Dex 18, Con 23, Int 6, Wis 6, Cha 6

Climate/Terrain: Any
Organization: Solitary, squad (2-8), or tribe (50-300)
Challenge Level: Yellow 3; orange 5; green 7; blue 9; purple 11
Treasure: Standard; double gems, art, magic
Alignment: Always lawful evil
Advancement: Yellow 7-9 HD (Large); orange 11 HD (Large); green 13 HD (Large); blue 15-16 HD (Large); purple 18-19 HD (Large); also by character class.

The rex aartuk (pronounced like “are TOOK”, rhymes with “our book”) are nomadic plants that organize themselves into well-structured tribes. They are a larger, more powerful offshoot of the aartuk (from *MC7 Spelljammer Monstrous Compendium*). Rex aartuk are organized socially and physiologically into a number of different castes based on age. The focus of their culture is war. They are religious fanatics, serving an unknown dark god that view war as the ultimate form of art.

The rex aartuk’s body is roughly star-shaped. Five tentacle-like branches extend from its body. The creature’s head stands at the end of a retractable snake-like stalk. Its entire body is covered with thick, deep green skin. Brightly colored veins run over the skin. The veins change color as the creature ages and becomes more powerful. The youngest and weakest of the rex aartuk have yellow-colored veins and stand 8 feet tall, while the most powerful have purple veins along their 10-foot-tall bodies.

A rex aartuk propels itself by walking along its branches. The branches end in suction cups, allowing it to walk along vertical or inverted surfaces. Inside each suction cup are three small psuedopods that can be retracted, enabling it to manipulate small objects.

Its head is roughly spherical with a single orifice topped by three black bumps. These sensory organs allow the rex aartuk to detect movement via vibration, smell, and infrared vision. The creature is blind to the light range visible to humans, but can see via darkvision.

Rex aartuk are capable of speech and can understand Common. Their own language is a combination of rustles, snaps, clicks, pops, and whistles.

Combat

A rex aartuk uses its limbs to bash opponents within reach. Its extraordinary strength and 10-foot reach makes this a devastating attack.

Alternatively, a rex aartuk can spit forth a secretion from the orifice in its head. The secretion solidifies upon contact with air to form a rock-hard pellet. The range increment of this pellet is 60 feet.

Blindsight (Ex): With its strange sensory organs, a rex aartuk can ascertain all foes within 60 feet. Beyond that range, it relies upon darkvision. It usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Tongue grapple (Ex): As a standard action, a rex aartuk can quickly extend its sticky tongue outward up to 30 feet to grab an opponent. This is resolved like a normal grapple attack, provoking an attack of opportunity. The target gets this attack of opportunity even if the rex aartuk is out of range – the attack is really occurring against the tongue. Like in a normal grapple, if the attack of opportunity succeeds, the grapple automatically fails. However, if the grapple succeeds, the opponent is pulled into the rex aartuk's space. A rex aartuk is much more likely to use its slam attack than the tongue grapple.

Plant: As a plant, a rex aartuk is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Rex Aartuk Society

Rex aartuk travel through the spaces between the celestial bodies with magical vessels. These ships use magic in a way that is unknown to all but a few on Oerth. An entire tribe lives on a single vessel, and tribes of rex aartuk rarely interact. The coming of an elder (see below) is a notable exception.

Rex aartuk live and die for war, which is linked to their religion and reproductive system. They have many customs and traditions regarding combat, and a system of honor that most humanoids would find unfathomable. They often keep humanoids as slaves, and slaves are needed to pilot the magical vessels that allow them to travel the stars. The rex aartuk homeland was destroyed long ago, and they have bound themselves to a dark god to one day eliminate the perpetrators of that great tragedy.

Most rex aartuk serve as warriors to protect the tribe. A few that are exceptionally wise attend to the religious teachings of the tribe and become clerics. Each tribe has a small circle of individuals who work together to see to the religious needs of the tribe. A similar circle of exceptionally intelligent wizards preserves the magical knowledge of the tribe.

Rex aartuk able to ingest any form of nourishment, absorbing food through an orifice underneath their bodies. They normally cook their food and can prepare sophisticated dishes.

A rex aartuk reproduces by infecting an unconscious victim with a virus that progressively turns the victim's flesh to jelly in a few days. The victim takes 1d6 points of temporary Constitution damage per day until death occurs or until a *remove disease* spell destroys the virus. A fully-grown aartuk—with the memories of the one who infected the victim—emerges from the jelly in one month.

Rex aartuk infect victims by leaving their tongues on an open wound for 3 rounds. Rex aartuk view the "gift of birth" as a sign of respect and honor towards a victim. The infection of a victim is a religious ritual that must be overseen by a cleric of the tribe. There is no gender among the rex aartuk.

A rex aartuk who finds a slave useful generally infects the victim with a variant of the reproductive virus, a process known as the "gift of service." The victim takes no damage while infected. However, within a range of 1 mile, the rex aartuk who infected the victim can send a telepathic signal that causes the virus to instantly transform the victim's body into an ooze. The victim can resist this with a Fortitude save (DC 18). The most common oozes that result from this horrible process are gray oozes, ochre jellies, and black puddings. The rex aartuk use this virus as a means of control over their slaves.

Elder Rex Aartuk

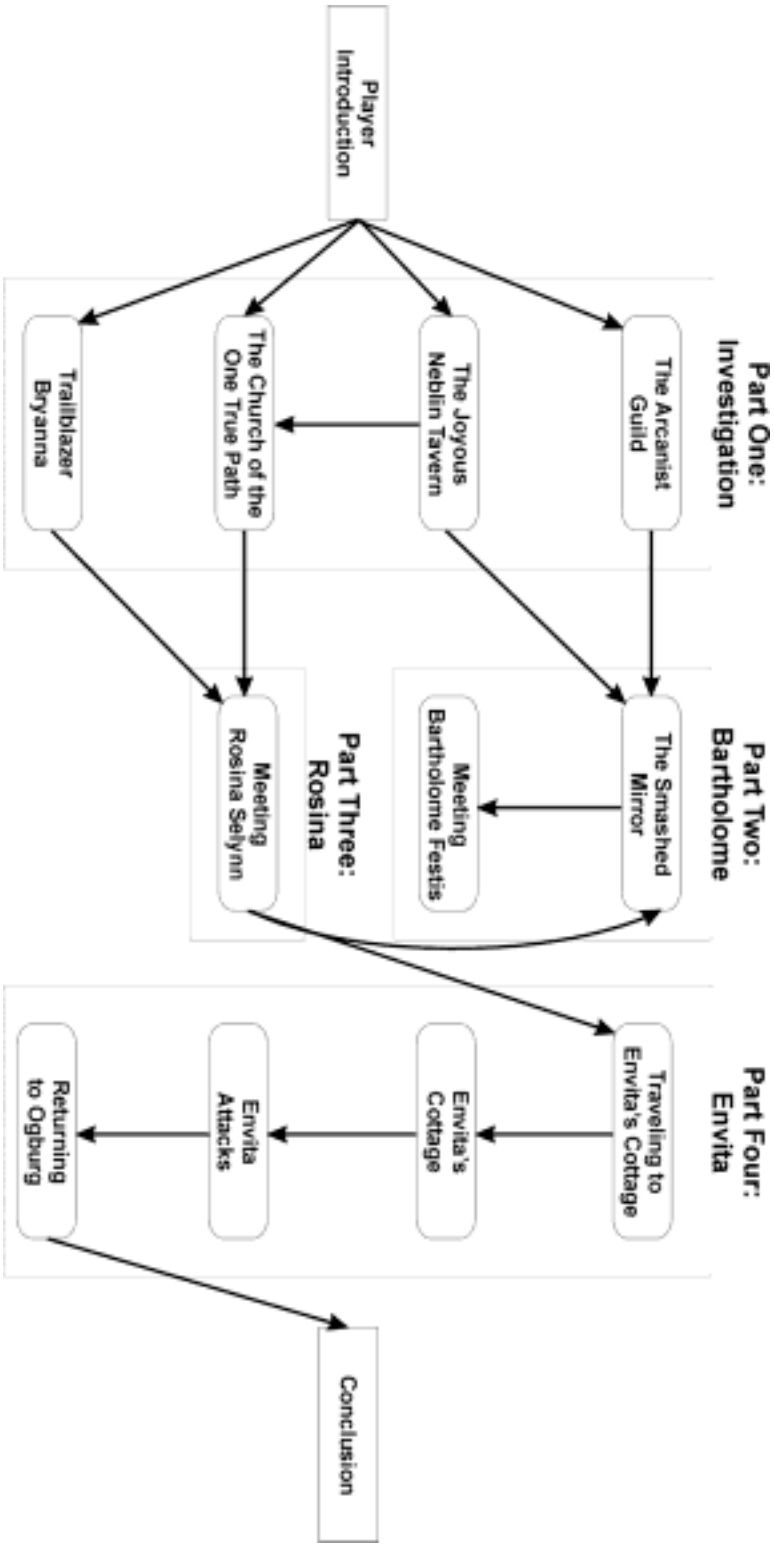
As a rex aartuk grows, it becomes more and more powerful. It grows taller, stronger, and the color of the veins along its skin changes. After about seventy to eighty years, usually when it has achieved purple coloring, small-multicolored flowers form along its skin. A blossoming rex aartuk is treated with the respect

and reverence that humans would give to an aristocrat. After a year of blossoming, the flowers fall off and the creature dies.

However, in a few, very rare instances, a rex aartuk survives the flowering period. To the rex aartuk, this is a messianic event. Such a creature is designated an elder rex aartuk. After recovering from an initial vulnerable period, white blossoms sprout on its body and the elder becomes immensely powerful. It serves as a spiritual nexus for a tribe of rex aartuk. The appearance of one spurs rex aartuk tribes to join together and venture on a holy war of conquest. Elders are also unique in that they have the power to pilot the rex aartuk flying vessels; normally, humanoid slaves are needed to pilot the ships. The elder lives for only three years. The tribes seek to finalize victory long before the elder passes, for without the elder's presence, their ability to effectively lead a military campaign is severely hampered.

The stats for an elder rex aartuk are detailed in *PAL1-04 Prelude to the Past*.

Scenario Flow Chart



Potion Results

When a PC drinks a potion from Adept Bevan, hand the player a random result. These effects last only for 24 hours, but don't let the PCs know that ahead of time.

The hair on the back of your neck stands on end, and you get this nagging feeling that something is about to happen. You gain a +1 insight bonus to all saves. You're not sure how long this will last, but you have a nagging feeling that it's only temporary.

You feel your ears grow a bit and become pointed, much like an elf's. You gain a +1 competence bonus to all Listen checks.

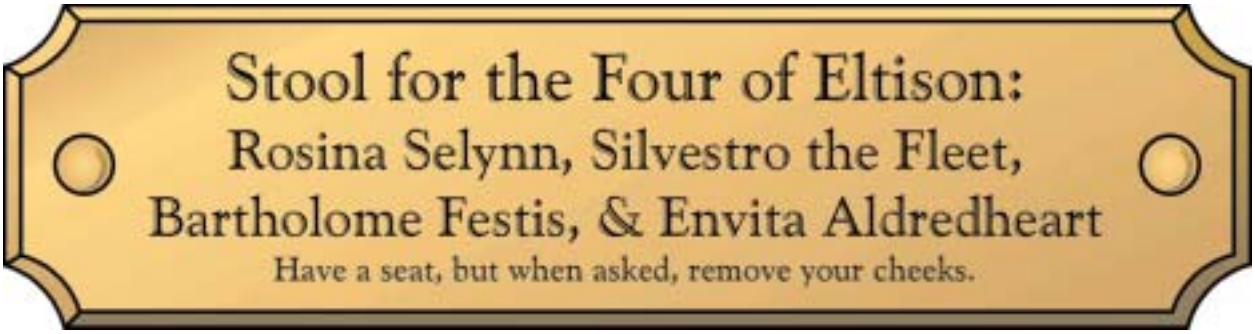
When you first entered this room, you were assaulted by scents. But that was nothing. Suddenly, the smell of everything in the room invades your nose. You gain a +4 circumstance bonus to Search checks. You hope this doesn't last forever, because the person standing next to you doesn't smell too good.

You feel compelled to answer all questions directed at you with a question. With great concentration, you can resist this temporarily by making a Will save (DC 15). Will this last forever? How should you know?

You hear voices, just barely above a whisper. At first, you think people are whispering about you. But then you realize you must be hearing thoughts around you. If you concentrate, you think you can understand what people are thinking.

You feel great anger, but you're not sure exactly why. You want to control the rage, but it's difficult not to snap out and yell. You gain a +1 morale bonus to Will saves. If this lasts for too long, you might have to give that wizard Bevan a piece of your mind.

Plaque in Bar



Travel Summary

The following chart shows the amount of time it takes to make the 48-mile trip to Envita's cottage and back to Ogburg. It assumes that the party spends a full 8 hours of travel during a day. Unless the party lingers in Ogburg, they will be able to spend 8 hours traveling on the first day. A party could choose to increase its progress either by hustling or performing a forced march, but these actions have consequences (see page 143 of the *Player's Handbook*).

Speed of Slowest Party Member	Days Spent
60 feet	2 days
50 feet	2 days, 4 hours
40 feet	3 days
35 feet	3 days, 4 hours
30 feet	4 days
20 feet	6 days
15 feet	8 days

Speed of Common Mounts and Animals

[*Remember to include the weight of a PC and her equipment when figuring a mount's load.*]

Light horse, no/light barding, less than 151 lb. load	60 feet
Light horse, no/light barding, 151-450 lb. load	40 feet
Light horse, medium/heavy barding, less than 450 lb. load	40 feet
Light warhorse, no/light barding, less than 231 lb. load	60 feet
Light warhorse, no/light barding, 231-690 lb. load	40 feet
Light warhorse, medium/heavy barding, less than 690 lb. load	40 feet
Heavy horse, no/light barding, less than 201 lb. load	50 feet
Heavy horse, no/light barding, 201-600 lb. load	35 feet
Heavy horse, medium/heavy barding, less than 600 lb. load	35 feet
Heavy warhorse, no/light barding, less than 301 lb. load	50 feet
Heavy warhorse, no/light barding, 301-900 lb. load	35 feet
Heavy warhorse, medium/heavy barding, less than 900 lb. load	35 feet
Pony, no/light barding, less than 76 lb. load	40 feet
Pony, no/light barding, 76-225 lb. load	30 feet
Pony, medium/heavy barding, less than 225 lb. load	30 feet
Warpony, no/light barding, less than 101 lb. load	40 feet
Warpony, no/light barding, 101-300 lb. load	30 feet
Warpony, medium/heavy barding, less than 300 lb. load	30 feet
Riding dog, no/light barding, less than 101 lb. load	40 feet
Riding dog, no/light barding, 101-300 lb. load	30 feet
Riding dog, medium/heavy barding, less than 300 lb. load	30 feet
Donkey, less than 51 lb. load	30 feet
Donkey, less than 51-150 lb. load	20 feet
Mule, less than 231 lb. load	30 feet
Mule, 231-690 lb. load	20 feet

Conclusion Diagram

		Days Spent				
		1	2	3-4	5-8	9+
Shards Obtained	0	F	F	F	F	F
	1	D	D	D	D	F
	2	D	D	D	D	F
	3	B	B	B	C	F
	4	A	A	B	C	F

"Days Spent" is generally determined by the number of days taken to travel to and from Envita's cottage. (See the diagram "Travel Summary.") For days of partial travel, always round up before consulting the above chart. For instance, if a party moved at a speed of 50 feet, it would normally take them 2 days and 4 hours. If they did nothing to make up those 4 hours, consider the party to have spent 3 days.

Refresher—*PAL1-04 Prelude to the Past*

The following is a summary of what happened during *Prelude to the Past*, the first chapter in the Germinations series. Since this scenario is retired, you can pass this out to all players.

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 will age all nearby 5 years. In Huber's lair, there is evidence that he 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—*PAL2-01 Drawing from Life*

The following is a brief reminder of what happened during *Drawing from Life*. Pass out this summary only to people who have played that scenario, the second chapter in the Germinations 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—*PAL2-02 Pale Harvest*

The following is a brief reminder of what happened during *Pale Harvest*. Pass out this summary only to people who have played that scenario, the third chapter in the Germinations 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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Refresher—*PAL3-01 In the Shadow of Death's Door*

The following is a brief reminder of what happened during *In the Shadow of Death's Door*. Pass out this summary only to people who have played that scenario, the second chapter in the Germinations series.

The Theocrat is dying. The dragon Xianshee's ghost terrorizes Rakervale. Prelates Thace and Baslett must kill the ghost dragon. He who lands the final blow will become Theocrat. Guarding them, you head into the Rakers. You defeat Xianshee's servant, a wicked half-orc. An amulet created by the wizard Bahira protects Baslett from the dragon's aging breath, but eventually the amulet fails; he is incapacitated. Thace proclaims that if he dies, Baslett should be Theocrat. Thace kills Xianshee, but is slain in the process. His youth restored, Baslett becomes Theocrat. In a bold speech, Baslett admits that your guidance has helped him complete a personal transformation. He pledges to reform the Pale to follow a progressive path.

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