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NEOEXODUS ADVENTURE: COLD VISITOR



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d20
system

REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S HANDBOOK, THIRD EDITION, PUBLISHED BY WIZARDS OF THE COAST, INC. THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION.

“Cold Visitor” is a D&D adventure for a party of 4-6 PCs of levels 6-8. All character classes will be useful in the adventure but wizards, sorcerers, clerics and druids will be especially useful. Someone who can read Draconic or has a high Decipher Script skill is essential to this adventure. A Masterwork sword and a moderate level magic item is also needed to guarantee success. This adventure can be used any time the characters undertake any type of dimensional travel, such as Nexus Gateways or teleport spells. The assumed introduction is that the characters are traveling through a Nexus Gateway from Exodus, where things are very much in the gray, intrigue is more common than oxygen, the world is always on the brink of world-shattering events and heroes are truly heroes. The PCs trip is sidetracked onto the planar bubble called Praegelidus.

The module is divided into several sections:

- The “GM Preparation” section contains a summary of the adventure background, synopsis, character hooks, suggested atmosphere and the players’ introduction to the adventure.
- “Lay Of The Land” is the collection of descriptions for the environmental conditions of Praegelidus and adventure locations.
- “Death Marches On” is the tense and dangerous timeline of how the encampment will slowly lose its members to murder, insanity and a death never ending.
- The “Appendixes” at the end of the module have statistics for the featured monster, the NPC cast, and new magic items, spells and equipment.

Since various actions are based on either location, time or the motivation of NPC’s, it is vitally important that so the DM should read the entire adventure carefully before running it. Much of this adventure happens on a schedule so DM also keep track of what time it is in the game. An abbreviated list all the scheduled events can be found at the end of the Death Marches On section.

GM PREPARATION

BACKGROUND:

Long ago there was a horrible creature of immense power named Pah’tarsus that was cast out of a forgotten infernal realm by his own demonic fellows for trying to overthrow the power structure of their plane. Pah’tarsus began his exile upon a human world and began subjugating the local human popu-

lation almost immediately in a bid to create an army with which to conquer his home realm and get revenge on his enemies. The humans soldiers could not defeat Pah’tarsus in battle for he could not be truly slain, so instead they worked to trap him. Unfortunately for Pah’tarsus, the human magicians proved both powerful and crafty. Using the lure of a vast trove of magical lore, the wizards lured Pah’tarsus through a magical Nexus Gateway to a small planar bubble they called Praegelidus.

This dimension was nothing but a frigid wasteland that had fragmented off the elemental plane of water during some immense prehistoric cataclysm. Lost in the multiverse, Praegelidus rapidly froze into nothing but mindless stretches of hostile wind, ice and snow on which no mortal creature could survive for long. In preparation for the trap, the wizards surrounded Praegelidus with wards and binding spells that prevented the interference of divine, celestial or infernal creatures and blocked all dimensional travel once Pah’tarsus was trapped, sealing the wizards in with the beast they sought to contain. The wizards gave their lives luring Pah’tarsus onto Praegelidus where he could not escape and Pah’tarsus was forced into a hibernating state by the intense cold after he had driven them all mad. The eternal swirling storms patterns that patrol the plane eventually buried the demon into deep layers of snow and ancient ice.

Pah’tarsus remained trapped for an unknown amount of time on Praegelidus and all records of the existence of Pah’tarsus and his prison were wiped from the annals of history. Unfortunately eventually the wards on Praegelidus began to break down as Pah’tarsus struggled against them, weakly trying to escape his frozen prison. A hole appeared in the wards, allowing dimensional travelers to enter Praegelidus once every five days but only for a half hour span beginning at noon, a period of time that has come to be called the entry cycle. As a signal to indicate the failing wards, Praegelidus began pulling in planar travelers if any were nearby when the entry cycle was allowing visitors. The intent was that anyone yanked into Praegelidus would repair the wards. So far, the few unlucky souls trapped there were clueless as to their purpose on the plane as well as unprepared for the harsh conditions. They all froze to death.

By sheer happenstance, one party was carrying enough supplies to survive the conditions on Praegelidus until the next entry cycle and managed to escape, but not before their wizard, Silas Fedders

learned of the unusual properties of Praegelidus and discovered the trove of magical lore left there by the magicians who built the wards. Free from the interference of divine or infernal beings, divination magic and most dimensional travelers, Praegelidus seemed an excellent spot for those looking for some privacy, even if it was inhospitable. Seeing an excellent place to build a research library and a chance to make some money by helping criminals hide on Praegelidus, Silas arranged a return trip to Praegelidus on the next entry cycle to set up an encampment and begin surveying the area.

Silas's actions caused Pah'tharsus to stir in his frozen grave and using the scraps of his power still available he sent messages to Silas through Silas's dreams, leading the wizard to where Pah'tharsus was buried. Curious to a fault, Silas followed these amazing dreams and dug part of Pah'tharsus up. He dragged the ice-encased fragment of the great beast back to the encampment. As the ancient evil prepares to reawaken, the players enter the scene unaware that all hell is about to break loose.

ADVENTURE SYNOPSIS:

The PCs arrive on Praegelidus in the midst of the storm that coincides with each entry cycle. The PCs appear at the portal stone, the epicenter of the wards encasing Praegelidus, and are soon discovered by Silas's men. As long as the PCs are polite, they are shown about most of the camp and treated well since the settlement doesn't get much in the way of visitors. They are not allowed to inspect the portal stone too closely or wander into the wizard's section of the camp. The PCs will be told the basics of the situation on Praegelidus, including:

- They cannot leave for five days.
- Divine spells cannot be regained on Praegelidus.
- Divination spells do not function on Praegelidus.

After the PCs have had some time to explore the camp, one of the camp's guards is murdered and another goes missing. The portion of Pah'tharsus removed from the ice disappears as well but Silas keeps this secret. Soon the Captain is killed as the Pah'tharsus Shard begins attacking the camp and creating soul shells. Silas tries to avoid telling the PCs the truth but soon factions begin to form in the camp as the Green Griffon mercenary company turns against the wizard and his apprentices. While they begin to blame each other for the slowly mounting death toll, the PCs must try to avoid falling victim themselves and find out what is going on.

Unfortunately Pah'tharsus has the ability to create a replica of any soul he consumes, causing confusion as to who is still alive and who is a pawn of the monster.

Pah'tharsus also gets stronger as he gains more souls and the rest of his body begins breaking free of its icy prison. The PCs learn the true history of Praegelidus from the tomes left by the original wizards who trapped Pah'tharsus as well as find out what must be done to restore the wards. If the wards are not restored before the next entry cycle, Pah'tharsus may be strong enough to break free and reenter the material plane.

To succeed, the PCs must find and destroy the fragments of Pah'tharsus, save as many lives as possible and perform the rituals to restore the binding magics on Praegelidus all while dodging paranoid wizards and soldiers who are scared out of their wits.

CHARACTER HOOKS:

"Cold Visitor" is a very easy adventure to introduce to the characters because they are essentially hijacked onto Praegelidus while undertaking some form of dimensional travel. This can be anything from teleport to using established portals. The default situation is that of entering a Nexus Gateway in a city in the lands of Exodus.

SUGGESTED ATMOSPHERE:

The theme for "Cold Visitor" is one of extreme paranoia. The PCs are stuck in a frozen wasteland with a bunch of people they do not know, a horrible monster that can assume any humanoid shape, and they cannot leave for five days to boot. Soon after arriving the PCs should feel like they cannot trust anyone in the camp, or even each other at times. Between the frail sanity of some of the people on Praegelidus and the possibility they may be part of Pah'tharsus, the PCs should be wary of trusting anyone who leaves their line of sight for more than few minutes. This is an excellent opportunity to play mind tricks on the PCs; roll dice at random and then look disapprovingly at the result or pass lots of notes to the PCs to make them unsure as to who has turned and who hasn't. If the PCs split up try to get the players into different rooms, heightening the feeling that anyone who goes off alone will surely be turned into some type of monstrosity.

In addition to the threat of Pah'tharsus, most of the other people on Praegelidus will probably be of little assistance to the PCs. Most are not mentally prepared for what befalls them and these poor souls will soon be seeing threats behind every random noise or

strange shadow and since all this trouble started with the arrival of the PCs that means the PCs will probably receive a sizeable dose of suspicion.

It is suggested the DM use the encumbrance rules on this adventure. This is a survival horror style game where what the characters can carry becomes very important. There is also a lot of possible loot in the encampment, but its unlikely the PCs will be able to transport all of it off Praegelidus and still manage to survive.

INTRODUCTION:

The adventure begins when the PCs are pulled into Praegelidus from any dimensional jaunt they happen to be on. The default assumption is that the PCs are heading from a Nexus Gateway located in the lands of Exodus. Read to the group:

Girding yourself for another trip through the wondrous pathways of the planes you step into the Nexus Gateway, feeling an odd feeling of non-existence as you teeter for a split second between worlds. Normally this would be followed by a sudden jolt, a loud popping noise and the pungent odors of your target destination, but not this time.

You sense a sudden pull on your side. This pull quickly becomes an insistent yank, followed a blast of cold so strong you blood freezes in your veins. Then the wind hits you; a cold gale filled with ice chips that strike you like a hail of needles. Wherever your destination was, this isn't it.

As the PCs travel to Praegelidus each must make a Fortitude save DC 20, or pass out for one minute. The shock of traveling to Praegelidus is not pleasant. For those who remain conscious read the following:

All your companions seem to have traveled with you to this unknown, frigid place. The ongoing snowstorm limits your vision to only a few paces before you and the lonely howl of the wind makes it difficult to hear. The only landmark you can see is a pair of stone pedestals right next to you. The two pillars, each fifteen feet tall and at least five feet wide at the base, curve slightly toward each other at the top of their height, creating an arch-like structure with a space in the middle. Both pillars are covered with carvings of some type, but inspecting them is difficult at best under these hostile conditions.

While still trying to get your bearings you barely hear the sound of trudging footsteps breaking through

the snow and coming slowly closer to you. Soon, a light accompanies the noise and three heavily clothed figures step out from the storm illuminated by a blue-green torch that burns without paying heed to the whipping winds all around. The first figure pulls a thick scarf down from his face, revealing a thick black beard beneath a red nose. "Welcome to Praegelidus," the man says. "I hope you can cope with boredom."

These three men are Lieutenant Orgun and two of his men. They just escorted one of Silas's apprentices to the portal and watched him travel to another plane using a coldshift scroll in Appendix C. With visitors being so rare on Praegelidus the soldiers are happy to see the PCs, hoping they can provide something different from the monotonous life they have found on Praegelidus. Lieutenant Orgun will introduce himself to the PCs, tell them of the nearby encampment and invite them to visit; noting that staying at the portal stone is suicide. Lieutenant Orgun will avoid questions about why the encampment is here at all, instead saying Captain Penser and Silas should answer such questions. Lieutenant Orgun knows that some discussions are best left to your superior officer. Despite this, he will be polite to the PCs and will be very concerned about their well being considering it is unlikely they have sufficient cold weather gear to be comfortable on Praegelidus.

The encampment is only half a mile from the portal stone so it will not take long for the PCs to reach it. The path is marked every 100 ft. by a continual flame torch making it possible to navigate the path even during a snowstorm. The Lieutenant will allow the PCs a few minutes to investigate the portal stone but he will want to report back to camp soon. He knows the portal stone is important so he won't let the PCs damage it or cast spells on it, saying they need Silas's permission to do something like that.

LAY OF THE LAND

CONDITIONS ON PRAEGLIDUS:

The average temperature on Praegelidus is approximately thirty degrees below zero and there are no seasons to speak of. Day and night each last thirteen hours. There is no sun or moon to be seen on Praegelidus, making daylight more like twilight and nighttime pitch black. The only weather types present are overcast clouds or snow storms. Snowstorms occur regularly every few days and are very intense.



The most powerful snowstorms occur with each entry cycle.

When outside on Praegelidus, characters must make a Fortitude save every ten minutes of exposure, DC 15, with a +1 for each previous save, or take 1d6 subdual damage. Characters in cold weather gear need only check once an hour and those with the heavy cold weather gear Silas's people use gain a +2 bonus to their Fortitude saves. Unfortunately, heavy cold weather gear inflicts a -1 armor penalty on the wearer, has a Maximum Dex Bonus of +3 and weighs 20 lbs.

If a character is carrying a hot stone they receive a +5 bonus to their Fortitude saves. Characters who take subdual damage from the cold have hypothermia or frostbite and are considered fatigued. The presence of snow everywhere on Praegelidus cuts all movement rates in half unless the character is wearing snow-shoes.

If caught out in a snowstorm characters suffer a -4 penalty to all ranged attack rolls, Spot checks, Search checks and Listen checks. Also the high winds associated with the storms will blow out most ordinary flames.

If a PC stays out in the snow during daylight for more than an hour without eye protection, such as snow blinders, the PC must make a Fortitude save DC 15

or fall victim to snow blindness. The character will suffer a -2 penalty to all attack rolls, Spot and Search checks until their vision recovers. Another roll must be made for each hour of exposure and the penalties are cumulative. If the character reaches a -10 penalty they go completely blind. One hour indoors will remove 2 points of the penalty and the remove blindness spell will remove the penalty completely. Snow blindness is not a factor at night. While wearing snow blinders characters suffer a -2 penalty to Spot checks.

While on Praegelidus, the PCs cannot use and spells, magic items or abilities that involves travel to another plane or summoning. This includes all the summon monster and summon nature's ally spells in addition to spells such as ethereal jaunt. This also means bags of holding and portable holes cannot be accessed on Praegelidus. Also all divination spells, magic items or abilities provide no information when cast on Praegelidus. Lastly divine spells and turning attempts may not be regained while on Praegelidus, meaning characters will have to conserve their resources.

THE PORTAL STONE:

The Portal Stone is the center of the wards and spells cast on Praegelidus to keep Pah'tharsus trapped. It is a powerful artifact but has no effect other than to keep the wards on Praegelidus active. It is slightly warm to the touch and is completely covered in runes. Anyone

who succeeds at a Decipher Script check (DC 30) can make out the following text:

This stone locks away the ancient evil known to mortal tongues as Pah'tharsus, devourer of lands and taker of souls. Do not break this obelisk lest Pah'tharsus again walk the lands of mortals. Here Pah'tharsus is locked away from his demonic brethren and all those who would use spells to seek him out. Here Pah'tharsus is trapped, but if you have come here it means his prison is weakening. Seek the library a league ahead to find the means to reseal the door on the prison for Pah'tharsus, destroyer of all he touches.

Silas and his people have made a cursory inspection of the Portal Stone but have thus far not been able to translate it. In fact, during the entry cycle in which the PCs arrive Silas has sent one of his students away to seek outside help in translating the Portal Stone.

SILAS' ENCAMPMENT:

Silas's encampment has been constructed over a period of six months as materials were brought through with each entry cycle using Silas's cold-shift Spell. Through a great expenditure of funds and effort, Silas was able to bring over wagon-loads of supplies that were used to build the current encampment. The construction process is not over as evidence by several piles of timber and other construction gear lying unused around the camp. For the most part, the buildings in the encampment are constructed with wooden walls a foot thick with no windows other than on the exterior doors. Ceilings are 8 feet high throughout the encampment. Generally the doors have a hardness of 5 and 40 hit points while the walls have a hardness of 5 and 20 hit points per one foot square section. The doors have a break DC of 24 or 26 when barred. Each door has a small 6-inch by 6-inch window at eye level that has a hardness of 8 and 5 hit points. Doors to the outside are actually airlock-like arrangements composed of two doors. The outer one is normally only opened after the inner door is closed to conserve heat. The airlock rooms are not more than ten feet by ten feet in size.

Each room is warmed by a hot stone, which keeps the buildings at a constant 50 degrees Fahrenheit. These hot stones are held in brazier-like contraptions placed in the corner of each room. If a hot stone is removed from a room the temperature of the room will drop to 30 degrees Fahrenheit in one hour and a Fortitude check, DC 15+1 per previous check, will be required every hour. If a character is wearing cold weather

gear, this Fortitude check need not be made. If more than one hot stone is removed from a room, it will drop to the same temperatures as outside one hour.

The rooms are lit by continual light torches, usually at least four per room. Flames are not allowed within the building for fear of burning the encampment down, but for emergencies several rooms have oil and tindertwigs stored in the attic. Most buildings are connected to each other through interior doors but one must often take a circuitous route to reach the other side of the camp. Interior doors have no means of locking or barring them unless otherwise noted. Exterior doors do not have locks on them but they may be barred using stout iron bars attached to each door. Barring a door requires a full round action.

All rooms have an attic space where supplies are kept. These rooms have an inclined, triangular ceiling which is 4 feet tall at the center of the attic. Most of the supplies in these attics are food stuffs, clothes and other vital goods. Each attic area is entered by a trap door in the center of the room that is reached by a ladder, one ladder to each room. The attics of different rooms are not connected.

The camp has enough food to feed 36 people for 2 months when the PCs arrive. When the PCs approach the encampment, read the following:

The storm doesn't abate. Lieutenant Orgun and his men have to tie a rope to each of you to make sure no one gets lost in the icy haze that seem to almost eat at your skin with a vicious cold. Small, sputtering torches are planted out in a row before you. These torches seem more to mark a path than any real attempt to keep the dark at bay. Orgun's group leads you to what at first appears to be a slightly darker area of sky that looms ahead of you. You walk further as the wind dies down for just a merciful moment and you can see a building with perhaps even more to the sides. The path of torches leads straight to the structure, which seems to be made up of several small buildings built side by side. None of the construction looks particularly attractive or skillfully done, but it does look very stout and certainly warmer than out here in the cold. A short distance ahead of the main set of buildings a smaller building stands, appearing to be a guard post. From this small hut a call comes out, "Who goes?"

The guards in the watch post, two of the privates of the Green Griffon mercenary company, keep an eye out for anyone approaching the camp. The normally take four hour shifts in the watch posts. Watch post duty is considered some of the most boring work in



the encampment and those assigned to it rarely do much more than nap while on duty. The cold keeps their superiors from checking up on them more often than every few hours, allowing plenty of time for goofing off.

When the PCs reach the watch post the guards will talk with Lieutenant Orgun for a few minutes before the PCs are escorted inside. They are led through a door to the Enlisted Barracks and then to the Mess Hall, where Captain Penser and Silas Fedders will shortly join them.

There are three paths of continual flame torches leading away from the camp. These paths have one continual flame torch every 500 feet. One path leads to the portal stone, a second to the prison of Pah'tharsus where the Pah'tharsus Shard was unearthed and a third that leads to the location of the lorehouse used to lure Pah'tharsus to Praegelidus. Pah'tharsus prison is two miles away and the lore house is six miles away.

The areas of the camp are described below.

1. ENLISTED BARRACKS

This sparsely decorated room is where the 16 privates in the Green Griffon Company stay. Read the following introduction when the PCs enter:

This room stinks of sweat, mold and unclean living. 8 pairs of bunk beds dominate the room in rows with a footlocker at both ends of each bunk bed. The floor is strewn with a chaotic jumble of clothes, weapons, armor and other random items. It seems military discipline has broken down. One door leads further into the compound while another leads to the outside.

The privates of the Green Griffon Company are getting really tired of this assignment regardless of the money being made and their discipline is suffering greatly for it. At any given time four privates will be asleep in this room (*the rest will be on watch in pairs at the watch posts or in the mess hall*). They will not awake unless the PCs make lots of noise because sleep is one of the few chances to escape the dreary nature of life on Praegelidus. Unless the PCs have a good reason for being in the barracks, the guards will likely try to usher them out because this is the only private place they have in the whole encampment.

Once the killing begins, the privates will probably be found mostly in this room, afraid to take their turns at the watch posts.

If the PCs wish to search the barracks, they find enough cold weather gear for three heavy cold weather suits and 3 pairs of snow blinders. Also if the PCs wish to search the footlockers, each is locked



with a simple lock (*DC 15 to open*). Roll d20 twice and check on the table below to see what each footlocker contains.

Roll	Items Found
2-2	Heavy cold weather gear
3	Snow blinders
4	Snow shoes
6-6	1d6 cp, 1d6 sp, 1d4 gp
8-8	1d10 cp, 1d10 sp, 1d6 gp
10	Suit of chain mail armor
11	Tindertwig
12	Heavy fur cloak
15-15	Potion of cure light wounds
17-17	Long sword
18	Sunrod
19-20	2 daggers

In the attic, the PCs find extra blankets and clothes, 2 sets of cold weather gear, 5 pairs of snow shoes, 2 sets of snow blinders, 2 bull's-eye lanterns, 10 torches, 10 tindertwigs, 5 sunrods, 20 cords of firewood, 2 barrels of oil (*with 20 pints of oil each*), carpentry tools, 50 pounds of nails, 10 gallons of ale, 5 backpacks, bell, 5 bags of caltrops, 40 candles, 2 hunks of cheese, 2 sets of flint and steel, 200ft. of silk rope, grappling hook, hammer, healer's kit, hourglass, and 5 pounds of soap.

Two hot stones heat this room.

2. SERGEANT BARRACKS

The four sergeants of the Green Griffon Company share this barracks, each having his own bed in a corner. These accommodations are noticeably better than the barracks for the enlisted men. Read the following when the PCs enter the room:

This room has four sets of furniture, each with a bed, desk, wardrobe, chest and chair. Each set is located in one of the corners of the room, illuminated by four torches. The place is clean and in good order but a few piles of clothes and papers show that things could be neater. A banner with a green griffon rampant hangs on one wall but otherwise there are no decorations in the room. Two doors are in this room on the north and south walls.

Most of the time one of the sergeants is here, spending his time sleeping, writing in his journal or relaxing. They do not take kindly to intrusion unless the person is simply passing through to get to the Enlisted Barracks or to get outside. They do expect those passing through to do so quickly and quietly though.

Once the killing begins the sergeants will only be found here while sleeping. They spend the rest of the time carrying out the orders of their superiors or on watch.

If the PCs search this room, they find numerous writing utensils, paper, 4 blank books, 2 sets of heavy cold weather gear, 2 sets of snow blinders, 2 sets of snowshoes and 4 journals. The journals detail 6 months of drudgery guarding Silas as he constructed this camp and researched the history of Praegelidus. The only interesting events have occurred the in last week, during which Silas directed several of the Green Griffon soldiers to an area six miles from the camp where they dug up some type of creature frozen in the ice and brought it back to the camp. All the sergeants didn't like the idea of bringing this thing into the camp but they were overruled by Lieutenant Jandis. The young man helped the wizard get the creature back to camp, but without advising the Captain first. Jandis got in a lot of trouble for this, but did it at Silas's request, so he avoided the worst of it. Sergeants Messer and Laskin both note that Jandis has been acting strangely over the last week and are thinking about talking to the captain about it.

If the PCs search the sergeant's chests, they are locked with a simple lock (DC 15). Roll twice on the following table to see what each chest contains:

Roll	Items Found
2-2	Heavy cold weather gear
3	Snow blinders
4	Snow shoes
6-7	5d6 cp, 4d6 sp, 3d6 gp
9-9	5d10 cp, 4d10 sp, 3d8 gp
9	Suit of chain mail armor
10	Tinderwig
11	Sunrod
12	Heavy fur cloak
17-17	Potion of cure light wounds
18-19	Backpack
20	Masterwork longsword

If the PCs search the attic, they find clothes, sheets, 2 whetstones, 5 water skins, 10 vials of ink, 30 torches, 3 tents, 5 shovels, 3 signal whistles, 5 lbs of sealing wax, 10 lbs of salt, 50 days of trail rations, 10 belt pouches, 100 pitons, 5 10 foot poles, 5 small steel mirrors, 5 sets of manacles, and 4 flasks.

This room is heated by two hot stones.

3. LIEUTENANT BARRACKS

This room is shared by Lieutenants Orgun and Jandis and is rather sparsely decorated. Both men are career soldiers and very orderly in their lifestyle, but lately Jandis has begun to get a little sloppy. His

side of the room is noticeably less neat than Orgun's side; the sheets aren't folded as smoothly, clothes are in piles on the floor instead of put away and papers lay strewn about. Both men have a bed, chest, chair, desk, wardrobe and table in the room. When the PCs enter the room read the following:

This room is dominated by two sets of furniture in opposite corners. One of the sets is neat and orderly with sheets folded and papers in neat piles while the other is disorganized and messy by comparison. A few paintings of landscapes hang on the walls, none of which appear to be of spectacular quality. On one wall hang several skulls and skins, all of which seem to be painted with tribal markings. There are two doors in this room, one on the north wall and one on the east wall.

The lieutenants are only here when they are sleeping or working in their journals. The rest of the time they are seeing to their many duties in the camp. When they are in their room, the lieutenants expect to not be disturbed and all the soldiers know this. Traffic through their room to other areas is tolerable though. Soldiers who linger in the lieutenants' room are known to pull constant watch post shifts amongst other unpleasant duties.

If the PCs read the journals of the lieutenants, they a detailed account of six months of boring duty whose monotony is only broken in the past week. Exactly one week ago, Silas approached Lieutenant Jandis about going out of the encampment to investigate something, which Jandis agreed to do without asking the captain, who was asleep at the time. Jandis and Silas, along with some privates and Elise Parthil, went to the ice prison of Pah'tharsus and dug a tentacle free, returning to the camp with it. Captain Penser was not happy with this and Lieutenant Jandis has been pulling unpleasant duties ever since. While Orgun writes that he agrees with the Captain's action, Jandis's journal takes an odd tone on the situation. Jandis writes that Silas can do no wrong and that they should follow his lead, doing what needs to be done right away instead of waiting on the Captain. It is obvious to anyone that reads it that Jandis's mindset has changed drastically in the last week, which turns out to be the side effect of Silas casting dominate person on him so they could get the Pah'tharsus fragment without having to go through the Captain.

If the PCs search the room, they find the 2 journals, 2 blank books, 10 sheets of paper, 2 ink wells, 5 quills, a suit of chain mail, a masterwork longsword and a large shield. The chests are locked with average

locks (DC 20 to open). Jandis's contains 67 cp, 67 sp, 90 gp, 3 potions of cure light wounds, heavy cold weather gear, snow shoes, snow blinders, small shield, masterwork studded leather armor, a backpack, 2 sunrods, 2 tindertwigs and a thunderstone. Orgun's contains a potion of bull's strength, 120 cp, 34 sp, 67 gp, heavy cold weather gear, snow shoes, 2 sunrods and 3 +1 arrows.

The attic contains clothes and sheets, 1 barrel of oil (containing 20 pints of oil), 2 hooded lanterns, 5 torches, 2 sets of masterwork manacles, 5 thunderstones, 2 tanglebags, 10 blank books, 300 pages of paper, 10 quills, 20 vials of ink and a healer's kit.

Two hot stones heat this room.

4. MESS HALL

The mess hall is where all the meals for the camp are served and where most of the soldiers spend their recreational time. It is the common room of the camp and nearly always occupied by someone. The mess hall is the room used when large meetings are held within the camp. Read the PCs the following when they enter the mess hall:

This room is dominated by two large wooden tables that run most of the length of the room, each having room for at least twenty people to sit comfortably. Around the edges of the room are many shelves with pots, pans, dishes and foodstuffs stored on them. The whole arrangement actually looks well organized and many of the foodstuffs are neatly labeled. On one wall is a target that seems to be used for darts or axe throwing while one shelf holds a chess set, several books and piles of cards. There is a stone fireplace in the south wall and doors on the north, west and east walls. It's likely this is where many of the inhabitants spend much of their spare time.

There is sufficient serving space and materials to serve meals for the entire camp. None of the food is particularly appetizing but it is filling and hot. Several daggers and knives are stored in the kitchen along with 2 tindertwigs, 1 sunrod and 5 cords of firewood.

Unlike most rooms, there is no ladder to reach the attic in the mess hall; instead one must stand on one of the tables to reach the trap door. In the attic are foodstuffs; 50 days of trail rations, 30 cords of firewood, 2 barrels of oil (20 pints each), several books on unimportant topics and extra cooking utensils.

Unless they are on watch or sleeping, most of the soldiers spend their time here. While the PCs are in the camp, they will be offered floor space and bedrolls in the mess hall. Two hot stones heat this room.

5. KITCHEN

The kitchen is where Lieutenant Jandis and a few privates usually prepare meals for the camp. Cooking details is actually considered a plum assignment because the kitchen is always warm. This room is the only one where open flame is permitted without special dispensation from Silas or Captain Penser for fear of burning down the encampment. Read the following when the PCs enter the kitchen:

This room is filled with shelves of pots, pans, breads, barrels, a stove, a fireplace and several large cutting tables. It smells of a dozen different foods in addition to the stink of sweat. It is cramped but warm. There are doors on the south, east and west walls.

This room is normally empty except for the hour directly preceding meal times, which generally occur at 7:00 AM, 12:00PM and 5:00 PM. Numerous knives and daggers can be found in the kitchen in addition to lots of firewood. The attic is filled with more wood and food. Because of the cluttered nature of the kitchen anyone inside suffers a -2 penalty to Spot and Search checks.

6. ARMORY

In this room, the soldiers of the Green Griffon Company keep their extra weapons and armor and perform upkeep on them. This room is rarely occupied except when weekly maintenance is performed on the weapons, which normally takes around eight hours and involves eight privates and two sergeants. Read the following when the PCs enter the armory:

This room is filled with racks and racks of weapons and armor, all of which appear to be in good shape. Most of the weapons and armor bear the symbol of a griffon rampant. This room appears well organized and most of the weapons look well cared for but rarely used. There is a door on the north and south walls.

The racks in this room hold 20 long swords, 20 large wooden shields, 10 suits of chain mail, 10 long bows, 500 arrows, 5 suits of studded leather armor, 30 daggers, 5 hand axes, 10 javelins and 10 small wooden shields. Also there are several whetstones and a forge located in the armory for keeping the weapons in useable condition.



The attic holds another 500 arrows, 5 short swords, 10 spears, 5 clubs, 2 whips, 2 set of heavy cold weather gear, and a disassembled light ballista with 10 bolts. Re assembling the ballista would require at least one hour and someone knowledgeable in its use.

Four hot stones heat this room.

7. ARMORY STORAGE

This storage room was built to store more armaments but it turned out to be unneeded after the attic was completed. Instead this has become the location of a makeshift still that some of the soldiers have constructed in their spare time. They brew ale and potato rum using the still, but only for special occasions because of the use of flame in the brewing process. Captain Penser allows this practice because thus far it has been good for morale. Read the following when the PCs enter the armory storage room:

Shelves cover every wall of this room but nothing occupies the shelves except for a few mugs, pots, glasses and bottles, several of which are labeled ale or rum. A large device made up of several large metal pots, glass tubes and a spigot dominates the center of the room. A small fire pit sits under one of the device's large pots but no fire currently burns.

If the PCs light the fire in the still and do not come empty it within two hours, pressure will build up and the still will explode after two hours, doing 6d6 flame damage to anything caught in the room at the time and destroying the armory storage building. Also 10 gallons each of rum and ale can be found on the shelves of this room.

8. CAPTAIN'S BARRACKS

The barracks of Captain Penser, no one is allowed in this room without the Captain's permission under normal circumstances. Captain Penser sleeps and carries out most of her administrative duties here. The door is locked with a good quality lock (*DC 30 to pick*). Read the following when the PCs enter the room:

This room is the incarnation of military discipline and order. Everything is neatly piled and labeled with most of the wall space covered in shelves and hangers for armor and clothes. The bed in the room is a small, spartan thing whose only luxury is a large fur blanket. Several weapons hang on the walls like trophies, but most of them are broken. There is a door on the south and north walls.

The Captain will be in her room while not dealing with the troops or on patrol. She sleeps with all the doors locked and usually locks the doors when she

leaves. Anyone in the room without her permission receives a stern reprimand.

If the PCs search the room, they find 2 blank books, 2 quills, 10 sheets of parchment, a vial of ink, 2 sets of snow blinders, heavy cold weather gear, snow shoes, a suit of plate mail, masterwork longsword, 10 masterwork arrows, masterwork light pick, a battle axe, a large shield, a sunrod, 100 pp, 100 gp, 100 sp, and 100 cp. In the attic there are 2 tindertwigs, 2 sunrods, 2 tanglebags, 10 torches, 5 vials of alchemist fire, 10 days of trail rations, an extra hot stone, 100 arrows and 2 daggers.

Two hot stone heat this room.

9. OFFICER STORAGE

This room is locked, both on the door from the Captain's quarters and on the interior door of the airlock, with a good quality lock (*DC 30 to pick*) and is where most of the more valuable possessions of the Green Griffon Company are kept. In addition to the pay chest, most of the soldiers keep their pay in this room except for some pocket cash. Anyone stealing this money is likely to be thrown out into the cold without protection, a punishment they call "icing." This storage room is usually only entered by the Captain or lieutenants. When the PCs enter this room read the following:

This room is a maze of shelves and boxes but it seems mostly empty. There is a large iron chest on the eastern end of the room help shut with a sizeable iron lock. Most of the items on the shelves appear to be weapons, armor or small personal goods. Most of these items are tagged with small pieces of parchment listing the name of the owner.

The metal chest contains the funds of the Green Griffon Company. Picking the lock requires a Pick Locks check, DC 30. The lock has a hardness of 10 and 15 hit points. The chest has a hardness of 10 and 80 hit points. Inside the chest are 531 pp, 1,265 gp, 2,345 sp, 2,678 cp, 1 ruby worth 500 gp, a gold and diamond necklace worth 450 gp, and a small statue of a dragon worth 200 gp.

One the shelves the PCs can find a emerald inset bracelet worth 450 gp, a masterwork longsword, a masterwork sickle, a suit of splint mail, a container of Keoghtom's Ointment, 2 potions of cure moderate wounds, a pair of slippers of spider climb, a water clock, a spyglass and a ceremonial rapier worth 500 gp (*but not suited for combat*).

The attic has been claimed by Lieutenant Orgun as a small shrine to the spirits of his people. It contains a small incense burning statue, several sticks of incense, a large fur rug, several skulls, and a tapestry indicating some of the history of his people's battle against the ancient ice devils. While these stories have nothing to do with Pah'tharsus, the similarities may be creepy and possibly lead the PCs to think Orgun is in league with the monster.

The Officer's Storage is heated by two hot stones.

10. DOG HOUSE

This room houses twelve dogs originally brought to act as sled dogs. Other than the trips to the magical lorehouse and the sojourn for the body of Pah'tharsus, they have little to do in the last six months because there is not much to see on Praegelidus besides ice and more ice.

The dogs are let out occasionally to play but they are not happy with being locked up and are not thrilled being in a place that even they think is too cold. The dogs want to go home. This feeling has been made worse by the arrival of the Pah'tharsus Shard, the smell of which has put the dogs on edge. All the soldiers have noticed this behavior but have not made the connection yet. When dogs come within 50 ft. of a soul shell or Pah'tharsus Shard, the dog can detect the creature with a Wisdom check, DC 10. They will attack these creatures if possible. Because of this, the soul shells will attack the dogs first. Otherwise the dogs will be skittish and scared, trying to get as far as possible from the Pah'tharsus Shard.

Sergeant Laskin is specifically charged with seeing to the dogs and has developed quite an affection for them. He will try to keep them from being hurt if at all possible.

When the PCs enter this room read the following:

Before you even open the door to this room you can hear the barking and smell the odor of the dogs that live here. Kept in two large cages, these twelve dogs seem somewhat agitated. All the dogs are longhaired, artic breeds suited for an environment like Praegelidus. The cages look quite sturdy and are locked, but the keys hang on a peg near the door. There is a door on the other side of the room.

There are several leashes and a whip in the room along with dog food but not much else of interest. In the attic, more dog food is stored along with harnesses for the dog sleds.



The dogs have the same stats as riding dogs with a +2 bonus to saving throws to resist cold damage.

This room is heated by three hot stones.

11. DOG STORAGE

The dog sleds and all the equipment for them except for the harnesses are stored here. Each sled can hold five hundred pounds of gear and is pulled by six dogs. A sled can hold one thousand pounds in an emergency but it slows the dogs to half speed. It will take fifteen minutes to reach the prison of Pah'tharsus shard via dog sled and one and a half hours to reach the lore-house. Both of these times are doubled if the sleds are overloaded.

There are three sleds right now but only two can be used simultaneously because there are not enough dogs. This room is not heated nor lit normally because it is rarely entered. This makes it an excellent place for the Pah'tharsus Shard to hide. When this room is entered read the following:

This room is a cluttered mess filled with piles of blankets, wood and straps. Three dog sleds can be seen in the back corner and the rest of the equipment is probably used to make them travel worthy. None of the equipment has been put away neatly though. Two of the dog sleds show signs of melting snow around their runners, indicating they have been used recently.

In this room are three dog sleds, 10 torches, 1 bull's-eye lantern, 2 ice picks, 2 shovels, 10 blankets, a sunrod and a tindertwig.

12. APPRENTICE S ROOM

Occupied by Morkin Sonderhed and Elise Parthil, this room serves as both as a living space and private workroom. Elise spends little time here other than when sleeping but Morkin can normally be found here working on the accounts and supply list for the camp. He rarely spends time pursuing his magical training. This room serves as a buffer between the mercenary part of the camp and Silas's part so it sees a good bit of traffic. Read the following when the PCs enter this room:

This room is lavishly decorated with rugs on the walls and blankets piled high on the beds. In it are two desks, two beds, a table, four chairs and a long table covered in books and glassware. It seems a cross between a library, laboratory and domicile. Also near one of the beds there are several piles of books and ledgers all neatly arranged in stacks. There are doors on the north and south walls.

If the PCs read Morkin's journal, they find a boring account of the supplies of the camp and its finances. He comments little on the big events of the camp on the other hand. It is obvious from his writing he

really wants to go home and just be a merchant. Also in Morkin's journal, they find a list of all the titles of the lorehouse books, which you should feel free to make up as needed, and their locations. The only one of import is the Book of the Demon's Tomb, which the list says is still in the lorehouse.

Elise's journal details six months of drudgery brightened over the last two months by her relationship with Sergeant Messer. The two occasionally rendezvous in the attic of the wizard storage area. Elise does not know he cast dominate person on Lieutenant Jandis but in her journal she has written that she supports Silas's actions in getting the Pah'tharsus Shard.

If the PCs search this room, they find a suit of heavy cold weather gear, 2 sets of snow blinders, 1 set of snow shoes, 3 sunrods, an alchemist's lab, hour glass, spy glass, merchant scales, 5 blank books, 100 sheets of parchment, 5 vials of ink, 3 quills and an inkwell in addition to the apprentices' spellbooks. Two hot stones heat the room.

In the attic, the PCs find a sizeable wardrobe owned by the two apprentices with several traveler's outfits, artisan's outfits, explorer's outfits and courtier outfits.

13. SILAS'S ROOM

The door to Silas's room is locked with a good quality lock (DC 30 to pick) and after the Pah'tharsus Shard escapes it is also sealed with an arcane lock spell cast by Silas. Read this to players:

The most luxuriously decorated room in the encampment; Silas's room looks like it should be on some noble's estate rather than in a frozen wasteland. Silas can only be found here when sleeping or avoiding the company of others. He spends most of his waking hours in his library or laboratory. After the killing starts, most of his time will be spent in the common lab. Read the following when the PCs enter the room:

This room strikes you as being very out of place amongst the rough and spartan style found in the rest of the encampment. The walls are covered in tapestries, the floors in rugs and the four poster bed must be at least four feet high. There is a full length mirror in one corner and a sizeable desk against the east wall. Four hot stones heat this room, one in each corner and three continual flame torches. There are several ancient looking books of enormous size spread across the bed and the desk, some of which are open. All the books bear the same binding and construction, giving the appearance they are part of a set. There are doors on the south and east wall.

If the PCs search this room they find a spyglass, 437 gp, 340 sp, 120 cp, 2 scrolls of coldshift, Silas's spellbook, heavy cold weather gear, 2 sunrods, a lode-stone, 3 blank books, 30 pieces of paper, 2 quills, an inkwell, 2 vials of ink, 3 bottles of good wine (worth 50 gp each), and 3 books from the lorehouse. To read the books of lore the characters must be able to read Draconic or must make a Decipher Script check, DC 30. If successful read the following to the players:

These dense tomes on arcane magic are often confusing in their use of an ancient form of draconic script. The books cover a wide variety of topics, most of which have some relation to the outer planes. Once one can decipher the language, the books are amazingly informative and would greatly aid in any magical research.

The last book you check is one of the tomes sitting on the desk, it looks slightly different from the others. Titled "Binding and Prisons," it deals with trapping and binding of creatures, specifically infernal ones. At the end of the book, it goes into great detail about how a group of wizards imprisoned a powerful demon named Pah'tharsus on a small elemental bubble they called Praegelidus. These wizards then warded in the demon so it could not escape nor could others use magic to divine its location and free it. Unfortunately, these wards erode with age. At the time when the wards come close to failing, they will pull dimensional travelers onto Praegelidus in these hopes that the travelers will fix the wards. If they do not fix the wards, Pah'tharsus will escape to wreak havoc on the material plane.

Unfortunately the book says the rituals necessary for restoring the wards are described in another tome, "The Book of the Demon's Tomb," which you cannot seem to find in this room.

The characters also find Silas's journal, which is protected by both a Sepia Snake Sigil on the first page and explosive runes on the second page. If they persist in reading the tomb after these spells go off, then tell them the following:

Most of Silas's journal is filled with the monotony of living for six months in an ice wasteland. While he does keep himself busy with experiments and research, this is described in such painstaking and lifeless detail it would probably be boring to even the most devoted scholar. Silas's research indicates that no dimensional travel from Praegelidus is possible except during the entry cycle, no divine influence can penetrate from the outside and no divination spells functions here at all.



These forces have not functioned since Silas has been here. Most of his research has been pushing these limits to see just how powerful and prevalent they are.

Two months ago the journal describes Silas discovering an artificial construction on Praegelidus, the first sign of habitation the expedition has found. The collapsed stone build is located six mile south of the encampment and contained hundreds of books of magical lore, all written in draconic. Silas has brought a few dozen of these tomes back to his camp for research. The tomes cover a great deal of different subjects and Silas has read them thoroughly. Several of them are on his room, his library and the common library.

Two weeks ago Silas writes that he started having strange dreams and began feeling that something under the ice was trying to contact him. A week ago these dreams became too much and he decided to go after the creature calling him. To convince Lieutenant Jandis to accompany him, Silas writes that he ensorcelled the officer into obeying his commands and, along with some Green Griffon privates as well as Elise Parthil. Silas followed the visions of his dreams. These visions led him to a place a mile from camp where a great dark shape was frozen beneath the ice, this form was at least three hundred paces across. Silas and his companions

dug part of the creature up, a tentacle like an extremity, and brought it back to the camp for study.

If the PCs read the journal after the Pah'tharsus Shard escapes, add the next section:

The journal ends with the following:

"It escaped in the night. Just burst right through the wall. We have to capture it. Its going to kill I'm sure, but that doesn't mean we should destroy it. Such a powerful force is under that ice, and this may be my only chance to gain it. The Captain and the others must not suspect anything, or they must be removed."

The attic for Silas's room contains lots of blankets and clothes, 5 days of trail rations, a hot stone, 1 sunrod, 2 continual flame torches, 4 blank books, 50 sheets of parchment, 5 quills, 4 vials of ink, 1 scroll of cold shift and 500 gp.

There are three hot stones in this room.

13A: SILAS'S LABORATORY

This small room is Silas's personal laboratory. From the point the characters arrive, it is locked both with a good quality lock, DC 30 to pick, and with an arcane lock spell. No one is allowed inside except for Silas or Elise. When the PCs enter the room read the following:

This room is a maze of tables, shelves, glass work and braziers. It is a hectic mess of a lab used by someone who rarely cleans up after themselves. There are dozens of books on the bookshelves lining the walls. The center of the room is dominated by what looks like a large research or operating table. There is a door in the west and south walls.

If the PCs enter the room before the Pah'tharsus Shard escapes, read the following:

On this table lies a large, disgusting creature at least the size of a cow. The creature is a muddy brown color and is covered in slime and water, some of which probably comes from the chunks of ice partially covering the creature. Four tentacles sprout off the worm-like creature's body at seemingly random locations. It is singularly disgusting.

The Pah'tharsus Shard is still hibernating and unless the PCs kill it they will not alter the course of events. If they do kill it bully for them, they just cut off the adventure.

If the PCs enter this room after the Pah'tharsus Shard escapes, read the following:

One wall of this room has been torn asunder, creating a roughly man-sized hole to the outside. The wind whips through this hole depositing bits of snow inside. The hot stones here are fighting a losing battle with the weather outside. A small trail of slime is evident on the floor leading to the hole from the table at the center of the room.

If the PCs search this room, they find 2 vials of alchemist's fire, 2 sunrods, 4 tindertwigs, a master-work alchemist's lab, 2 potions of cure light wounds, 4 thunderstones, 5 sets of manacles, 2 sets of master-work manacles, numerous knives and daggers, and seven books from the lorehouse. These lorehouse books make no mention of Praegelidus. Most of the books in the room are books on botany, anatomy, and other sciences and are of little immediate value.

The attic for the lab contains extra glassware, several blankets, a pair of snowshoes, 2 spell component pouches, 500 gp worth of alchemical raw ingredients, and a continual flame torch.

2 hot stones heat this room.

13B. SILAS'S STORAGE

This room was meant as extra storage space for Silas but with the construction of the attic it has not seen

much use. It is currently neither heated nor lit. When the PCs enter this room, read the following:

This room is unlit and is nearly as cold as the outside. It is filled with neatly stacked boxes, most of which do not appear to have been disturbed for some time. They create a miniature maze in the room, concealing much of it from view.

This room contains extra home furnishings that Silas brought with him that he has not been able to use. Amongst it all is a flying carpet that he has forgotten. It is unlikely the PCs will find it though. Also in a back corner is a box with 12 vials of alchemist's fire. The Pah'tharsus Shard is likely to hide in here considering it is neither lit nor heated, meaning few people will wander by.

14. COMMON LIBRARY

This is the library used by Morkin, Elise and Silas when he's not being ultra secretive. It has several dozen books on a number of topics, everything from literature to astronomy. Unfortunately, other than one of the books from the lorehouse, none of it is interesting. Elise spends much of her time here when not sleeping or seeing to other duties. When the PCs enter this room, read the following.

This room is a mix of order and disorder. Apparently some of the people who use it work to keep it tidy while others do not. Most of the walls are covered with bookshelves they are only half full. There are two large tables in here and eight chairs. The place is well furnished compared to most of the other rooms in the camp, including several large paintings, a tapestry depicting a huge battle and a statue of a dragonne in one corner. There is one door in the north and two in the west wall, one of which is an airlock door.

If searched, this room yields many books on topics that are not immediately important, a book from the lorehouse, a magnifying glass, an inkwell, 2 quills, 4 pencils, 100 sheets of parchment, a set of crystal goblets worth 100 gp, 2 bottles of fine wine (worth 100 gp) and a dragonne statue worth 500 gp weighing 25 lbs.

If the PCs read the lorehouse books, tell the players the following:

This book details several of the outer planes. It deals mostly with the larger planes but also includes descriptions of smaller, less well-known planes. One of the places it describes is a small shard of the elemental plane of water called Praegelidus. This shard broke



off from the elemental plane of water at a time before mortal kind recorded events and has since seen only a handful of visitors. A note scribbled in the margin next to this remarks "This will be a perfect place to imprison the beast."

dominates the table and book shelves cover several of the walls.

The attic for the common library contains 2 extra chairs, 2 sunrods, 2 sets of snow blinders, 2 sets of snow shoes, 4 continual flame torches, 2 sets of heavy cold weather gear, 5 candles, a cask of ale and extra blankets.

This room is heated by 2 hot stones.

15. COMMON LABORATORY

Occasionally used by Elise and Morkin, this lab sees little use until Silas's lab is damaged by the escaping Pah'tharsus Shard. After that time Silas spends much of his time here researching the creature. Morkin and Elise rarely come here. When the PCs enter read the following:

This room seems rarely used judging by the dust that has accumulated on many of its surfaces. The glassware seems dull instead of shiny and little care has been put into the upkeep of this room. It seems to be a laboratory of some sort complete with large table, two desks and several chairs. A large glassware lab

On the bookshelves are three of the lorehouse tomes. One of these books details the deeds of Pah'tharsus. If the PCs read it, relay the following to them:

This book, "The Age of the Devourer," details the path of destruction wrought by a creature the book calls Pah'tharsus. This creature, banished from some infernal realm for being to evil beyond even the ken of other devils, came to the material plane. Pah'tharsus devoured the souls of his enemies, animating their bodies with his dark might. These animated bodies, called soul shells, were able to mimic their old ways, fooling all but the most determined inspection. Unfortunately this transformation increased the strength and resilience of most of those who were changed into soul shells. It was known that soul shells could only be permanently be killed by fire or the power of the celestials channeled through clerics of good. They will regenerate even the most grievous sword wound.

Soul shells can create more of their kind with only a touch, even in death. Thus their numbers can spread as they covertly take the souls of more and more of the unwary, eventually attacking outright once they have subverted enough of the populations.



If the PCs search the lab, they find a masterwork alchemist's lab, 500 gp worth of alchemical raw ingredients, 4 vials of alchemists fire, 2 vials of ink, 2 quills, 50 sheets of paper, 4 torches, 2 20 pint casks of oil, 4 tindertwigs and 2 sunrods.

THE WATCHPOSTS:

All the watchposts are located a short distance from the camp, one in each of the cardinal directions. Each watchpost is little more than a hut with a small source of heat. There are normally two soldiers in each watchpost but as conditions in the camp worsen they are likely to be left unmanned. Soldiers on watchpost duty spend most of their time talking, playing cards or napping. When the PCs enter one, read the following:

The watchpost is little more than four thin walls, a roof and a small fireplace with a few weak embers in it. The wind finds its way into the watchpost through the many cracks in its structure, meaning the watchpost is nearly as cold inside as out. There is a continual flame torch inside illuminating the room. There are two chairs in the watchpost, each piled high with blankets.

If the PCs enter Watchpost A after the attack of the Pah'tharsus Shard read the following:

With all the blood present in the watchpost, it seems the interior has been splattered with several gallons of

red paint. Both the chairs in the watchpost are broken to splinters and one of the walls is completely knocked down. The roof leans at a precarious angle supported by the three remaining walls. In the center of the floor a mangled corpse lies, decked out in the colors of the Green Griffon Company. The blood from both the gaping wound in his chest and from his drooling mouth has frozen solid. It is a very gruesome scene indeed.

Other than firewood and blankets there is nothing of importance in any of the watchposts.

PAH'THARSUS PRISON:

The place where Pah'tharsus was frozen in the ice is marked by one of the few raises in elevation on Pah'tharsus. A small ice hill rises on the spot partially caused by the mass of Pah'tharsus trapped below the ice. The hill is about 100 feet higher than the surrounding ice plain. From the top of the hill, all of Pah'tharsus's body can be seen and it's at least 1,000 feet across. The main mass seems to be directly below the hill with several tentacles reaching out from this mass. Details cannot be made out through the ice. In most places the ice above Pah'tharsus is at least 25 feet thick. At the location where Silas cut the Pah'tharsus Shard out the ice has refrozen and

begun to fill in the hole that was cut. When the PCs approach the prison read the following:

Ahead a slight rise can be seen, the first real geographic feature you've seen on Praegelidus. The hill is not more than a few score feet tall but on the otherwise featureless plain it stands out quite a bit. In the ice around the hill there are several dark spots where it obvious something is buried under the ice. What it is exactly is not clear, only that it is large and the center of its mass lies under the hill. Several limbs reach out from this center of mass, spreading in all directions. You could swear the limbs seem to be moving occasionally, but how could something trapped in ice like that survive?

If Pah'tharsus has feasted on ten or more souls the prison takes on a palpable feel of evil and the tentacles can be seen to move occasionally, but not more than an occasional twitch. All Willpower checks made within 100 feet of Pah'tharsus suffer a -1 penalty and clerics and paladins of good gods will feel very uncomfortable in the area - the feeling of evil is that strong.

THE LOREHOUSE:

When Pah'tharsus was trapped, the magicians creating the necessary enchantments used the bulk of their recorded magical knowledge to lure Pah'tharsus onto Praegelidus. This knowledge was stored in a massive library of books they moved to Praegelidus and placed in a stone building they erected in the elemental bubble. This stone building was merely meant to keep the books safe and has no creature comforts at all. It is merely walls and walls of bookshelves within a very stout structure. When the PCs approach, read the following:

Ahead reaching out of the snow is a plain stone structure that seems old beyond counting. Snow has piled up against all every side of the structure with the only exposed areas being the upper walls and a single entrance on the side facing you. The structure is at least three hundred feet long, one hundred feet wide and fifty feet tall. Its entire structure is made out of the same stone as the portal stone but seems completely unadorned.

Inside there are no lights, only rows and rows of books. When the PCs enter read the following:

Inside the stone structure you see what must be hundreds of books of varying sizes lining the walls to a height of fifteen feet. There are no lights inside, no sources of heat and no other exits. There appears to

be no furniture at all. In the interior even the howling winds outside cannot be heard. It is as silent as a tomb.

Most of the books in the lorehouse would be of great interest to a scholar but are of little current interest to the PCs. The book the PCs should be looking for, the Book of the Demon's Tome, is located right next to the door and requires a Search check, DC 10, to find. Inside is the ritual necessary to repair the wards on Praegelidus.

THE BOOK OF THE DEMON'S TOMB:

This book details the spells used to trap Pah'tharsus in Praegelidus, most of which were rituals that required many immensely powerful mages weeks to cast. Luckily repairing the wards is much simpler. Reading the book requires the reader comprehend Draconic or make a Decipher Script check (DC 30). If the PCs read the book read the following aloud:

This large and weighty tome details the actions of several mages, led by Tarlos the Evenhanded, who trapped the creature known as Pah'tharsus the Devourer on Praegelidus. Most of the rituals contained therein can only be completed by a magician of the highest power and even then would take years to prepare and months to cast. Luckily in the front of the book is a ritual for repairing the wards if they weaken in the future, which seems to be the situation you are in. This ritual requires ten pounds of silver, the enough flammable material to ring the portal stone in fire, a Masterwork sword, and any magical item of moderate power.

The ritual must be done during an entry cycle and requires a wizard complete a length incantation in Draconic that should take at least five minutes. The portal stone must then be ringed in flame, into which pieces of silver are cast while a second incantation is said by everyone involved. The edge of the portal stone is then traced with the sword and the magic item is placed in the center of the portal stone. The power is sucked out of the magic item to energize the wards on Praegelidus and the ritual is then over. Once the ritual is complete you only have five minutes to escape Praegelidus before the wards block you from leaving.

Once started the ritual requires fifteen minutes to complete, though with four people helping it can be done in eight.

EVENTS AT THE ENCAMPMENT:

The PCs arrive at 12:15 PM local time on day 181 of the Praegelidus expedition. For terms of the schedule this will be referred to as day 1. The entry cycle allows the PCs to leave at 12:00PM on day six.

DEATH MARCHES ON - DAY 1:

1. ARRIVAL AND TOUR:

When the PCs arrive at the camp they are led to the mess hall and Captain Penser is summoned along with Silas Fedders. After a few minutes they both arrive and question the PCs as to how they arrived on Praegelidus and to determine if the PCs are troublemakers. The PCs will be questioned as to their names, backgrounds, purpose for traveling and their intended destination. As long as the PCs are forthcoming and at least appear sincere they will be allowed to stay in the camp, but they must stay out of the wizard's wing and the Captain's quarters.

After the interrogation the PCs will be given a tour by Lieutenant Orgun and Private Bares who will show them around all of the areas they are allowed to enter. He will also show them around the outside of the base after making sure everyone is provided with heavy cold weather gear, snow shoes and snow blinders. If the PCs ask Lieutenant Orgun about the trails leading to the lorehouse, Pah'tharsus's prison or the wizard quarters he will say they'll have to talk to Silas or the Captain about that.

During their tour, the PCs will be beset by a string of Green Griffon soldiers wanting news of the outside world, all of whom will hang on every word the PCs say. If the PCs have a bard with them, the character will be able to earn rave reviews from the locals with even the most basic of entertaining skills. If the PCs are friendly with the soldiers and entertain them, the PCs will become accepted by the soldiers and welcomed into their barracks. This will also make the soldiers less likely to distrust the PCs when the killing begins. If the PCs mingle well, they will be invited to join in on a card game in the afternoon with some of the off duty privates and Sergeant Laskin. While it is a small stakes game, anyone who loses money to the soldiers is sure to earn their good will. Use

this opportunity to introduce the many characters of the encampment and try to get the PCs to care about them. This will make it all the more gut wrenching when everyone is killed later.

2. THE FIRST VICTIMS:

At 5:00 PM, everyone gathers for dinner in the mess hall. People begin to trickle in at 4:30 PM until everyone in the camp is at dinner except those on watch post duty. At 4:45 PM, the PCs can make a Spot check (*DC 10*) to see Morkin come running in looking for Silas, whom he whispers to for a few seconds. The two look worried and then leave, heading to the wizard's quarters, and are not seen for the rest of dinner. If the PCs make a Read Lips check against *DC 15*, they can make out Morkin saying "The creature; it's gone." No one notices their absence and the meal continues as normal. If the PCs ask, they are told it's not uncommon for Silas to miss meals working in the lab or in the library.

At 5:15 PM, read the following:

The dinner is progressing nicely. The food is fulfilling if not particularly tasty. Considering the surroundings, the meal is warm and that is good enough. In celebration of your arrival, some of the soldiers have broken out a jug of potato rum which is being passed around the room. Around the second course, a loud slamming noise comes from the door on the north wall, which is part of a double door system used to go outside without letting cold air in. Seconds after the slam two soldiers run into the room, small blood splatters covering their leggings and boots. Panicked looks cover their faces as they scan the room, finally settling on Captain Penser. Running over to the Captain, they lean over the table to the captain, forgetting all pretense of military protocol. "Captain," one of them two soldiers says, "Miles and Suven are dead." The mess hall goes deathly silent. The Captain leads the two soldiers into the kitchen, apparently wishing to complete the conversation in private. As soon as the kitchen door closes behind the captain, the mess hall breaks out in a roar wild speculation.

The Green Griffon soldiers instantly begin talking about what might have happened to their comrades. Lieutenant Orgun tries to keep them quiet but unless the PCs intervene he fails as months of isolation mixed with fear further deteriorate the discipline of the Green Griffon Company. Elise Parthil and the lieutenants refuse to speculate as to what happened and instead wait for the Captain to return. After five



minutes, the Captain and the two soldiers return to the room, all looking grave. Read the following:

Captain Penser waves for silence and after a few seconds the mess hall complies. "Privates Miles and Suven in Watchpost A have been killed. They were found by Privates Lilit and Pilar in watchpost B when they went to check on Watchpost A. The body of Miles was still in the watchpost but Suven seems to have been drug away into the snow. Lieutenant Orgun, take some men and go after Suven. Everyone else, two men on every entrance and pull the men back in from the watchposts." With that the Green Griffon Company jumps into action.

After Captain Penser is done, Elise Parthil walks up to speak with the Captain, saying the doors in the wizard's section can be magically locked and need not be guarded, but the Captain seems reluctant to leave them unguarded. Unfortunately the lack of manpower will probably force her to do so.

Due to the shortage of men, Lieutenant Orgun invites the PCs to come after Suven with him. If the PCs have done any bragging to the soldiers, they will lose face if they refuse this offer and they will gain respect from the soldiers if they accept the invitation. If the PCs stay, they will be asked to sit in the mess hall with a private guarding the door to the outside.

3. GOING AFTER SUVEN:

Luckily, following Suven is relatively easy because there has been little snowfall since his disappearance. The tracks require a Search or Wilderness Lore check, (DC 15) to follow. The tracks appear to be that of a large creature dragging itself along the ground using muscle contractions, much like a worm. The creature also was pulling Suven behind it and Suven appears to be struggling occasionally. Suven also leaves a fairly sizeable blood trail in the snow. After the PCs get about a mile from the camp, they find the tracks begin to turn back towards the encampment in a wide arc.

After traveling half the distance back to the camp, putting them half a mile from the camp, they see Suven ahead of them walking toward the camp. Suven is only wearing parts of his heavy cold weather gear, is covered in blood and walks with a lurching gait. Pah'tharsus has not stolen a soul in some time and was a bit rusty when he took Suven's so this soul shell is a bit off kilter.

As the PCs approach Suven, he will turn to face them, reaching one arm feebly out and asking for help. If any PC comes close help he will attempt to grapple with them and attack with his hidden tentacles. The soul shell will fight to the death to delay the PCs from reaching the camp before the Pah'tharsus Shard can get back inside. Suven has his longsword, 2 gp, 5 sp



and snow blinders still on him. Also the sun sets at 6:00 PM so the PCs will be coming home after sunset to a dark camp where people may already be turned against them.

While the PCs are out with Lieutenant Orgun, the Pah'tharsus Shard attacks the camp, breaking through the exterior door to the Officer's Storage. The Pah'tharsus Shard drags Captain Penser out into the snow and turns two privates into soul shells before fleeing. Captain Penser can either be dead or make a return appearance as a soul shell later.

4. RETURNING TO CAMP

The PCs return to camp to find the place sullen and paranoid. With the Captain gone, Lieutenant Jandis has assumed command and has ordered no one to harm the Pah'tharsus Shard. This is because he is under the effects of a Dominate Person spell cast by Silas, who wants the Pah'tharsus taken captive. The Green Griffon soldiers have ignored this order and no longer trust Silas or his apprentices. The camp is now split between the wizards and the soldiers with the PCs caught in the middle.

For the next two days, the Pah'tharsus Shard will attack in four-hour intervals as long as it does not have four soul shells active in the camp. If four soul shells are active, the Pah'tharsus Shard will leave

them to their work. Any soul shells will work to go off alone with people and steal their souls, doing their best to keep their cover intact. Also the dogs will be one of the first targets of the soul shells since they can smell the soul shells.

Morale amongst the soldiers is completely destroyed. They will mainly sulk in groups in the barracks or try to hide, fearful of the creature hunting them. Of the soldiers, only Lieutenant Orgun keeps his head. It is now up to the PCs to take action against the Pah'tharsus Shard and its minions. The PCs can take whatever actions they deem reasonable, such as exploring the rest of the camp and taking stock of their supplies. The soldiers will only obey orders if the PCs can convince them to, such as using Diplomacy or Intimidate, or if the order is in the soldier's best interest. The sergeants are easier to motivate than the privates.

DAY 2:

1. BREAKDOWN:

At 9:00AM on day 2 one of the surviving privates, named Henji, decides another private, Bears, is somehow responsible for the deaths in the camp. If the privates know the soul shells take human form, the paranoid Henji will accuse Bears of being a soul

shell. If the soldiers do not know this, Henji will then say Bares has gone crazy and is killing people while in the throes of his insanity. This confrontation occurs in the mess hall after breakfast. If the PCs are not in the mess hall, at the time one of the privates will run to get them.

The PCs can talk Henji down with either an Intimidate or a Diplomacy check DC 20, magical intervention or good role-playing, he will eventually attack Bares with his fists. Unless the PCs break this brawl up within three rounds of it starting, all the privates in the mess hall, which is probably most of the surviving privates, will join the brawl. If things get really ugly, they may pull weapons on each other. If the PCs don't break things up, one of the privates will end up getting killed.

2. DOGS ATTACKED:

At 7:00 PM, the Pah'tharsus Shard attacks the dog pens. Simultaneously with this attack two soul shells will drop their ruse and attack the near victims to draw attention from the Pah'tharsus Shard attacking the dogs. Hearing the attack on the dogs requires a Listen check (*DC 10 +1 per room between the PC and the attack*).

The Pah'tharsus Shard bursts through the exterior door on the hallway connecting the dog pens to the lieutenant's barracks and then heads toward the dog pens, breaking down doors as it goes.

For each round it takes the PCs to arrive after the attack starts, the Pah'tharsus shard will automatically kill one dog. If the Pah'tharsus Shard is able to kill six dogs in this fashion, it will switch tactics and turn the second six dogs into soul shells. The Pah'tharsus Shard will retreat into the night as soon as more than two people come to defend the dogs.

Any soul shell dogs will seek to turn their fellow dogs into soul shells and then escape the pens. The soul shell dogs will then stalk the human inhabitants of the camp.

DAY 3:

1. ELISE IS KILLED:

At 5:00AM, Elise Parthil is studying in the common library in the wizard's quarter when the Pah'tharsus Shard breaks down the exterior door and barges into the room. Hearing this attack requires a Listen check, DC 10+1 per room between the PC and the attack. Unless the PCs can reach Elise in five rounds, the

Pah'tharsus shard will kill her. Or if you prefer, she becomes a soul shell.

The Pah'tharsus Shard will flee if more than two people attack it.

2. SOLDIER MURDER:

At 3:00PM, in the enlisted barracks Private Kalit kills Private Henji out of fear that he is a soul shell. Unfortunately Henji was not. Henji was asleep at the time and Kalit gutted him. If the PCs are not in the barracks when this happens, another private summons them.

After killing Henji and realizing he was human Private Kalit freaks out and begins completely losing his mind. When the PCs arrive Kalit is yelling at everyone to back up, alternately threatening to kill himself or someone else. The PCs must somehow talk him down and mete out suitable punishment for his deed. If the PCs do not handle this well or with suitable assurance the loyalty of the other soldiers will start to falter.

3. ACCUSATIONS:

At 7:00PM, the PCs are approached by Sergeant Messer and four privates, all armed and ready for a fight. Sergeant Messer accuses the least charismatic PC of being a soul shell, demanding that the PC be killed immediately and burned. The PCs must talk fast to get themselves out of this situation, hopefully using some method to prove that the PC in question is not in fact a soul shell.

DAY 4:

1. FIRE:

If the character's haven't already blown it up the still, it explodes at 4:00AM in the morning on when one of the soldier starts it up but forgets to empty it. This does 6d6 damage to anyone in the armory storage building, destroys that building and catches the armory on fire. Unless the PCs act fast, the fire will spread to the rest of the camp and then they will be in real trouble.

The PCs can fight the fire using buckets from the kitchen, by throwing snow on it or using magic. It will require at least eight people working to keep the fire from spreading and twelve to put it out. The use of magic or exceptional cunning on the part of the PCs may dramatically reduce these numbers. If the PCs are not able to contain the fire, half a building

will burn down on the half hour until the whole camp is burnt down. Then the PCs will have to survive in the open until the next entry cycle. For each building the fire spreads to another 2 people are required to contain the fire and another 4 are required to put the fire out. If more than three or four buildings catch fire it may be impossible to put the fire out.

While the fire is burning, if anyone is left alone in another area of the camp the Pah'tharsus Shard will attack, using the confusion of the fire to hide its movements.

The PC might also want to decide about what to do with any partial structures left over. They have several options, they can try to rebuild the huts or salvage the materials and supplies before the cold ruins them. A GM can also use the damaged parts of the buildings as an excuse to have the Pah'tharsus Shard or its soul shells will be able to sneak into a room without having to break down a wall.

2. SNOW STORM:

At 6:00 PM, a powerful snowstorm kicks up around the encampment. While out in the snow, the characters suffer a -2 penalty to all Fortitude saves to resist frostbite and hypothermia and suffer a -6 penalty to attack rolls and Spot and Search checks. These conditions last until the PCs leave.

DAY 5:

1. ALL OUT ATTACK:

Beginning at 6:00 PM the Pah'tharsus Shard and all the soul shells go on all out attack. The Pah'tharsus Shard will attack anywhere it has an opportunity, seeking to create as many soul shells as possible before the PCs are able to flee. The soul shells will be less concerned about secrecy at this point, instead seeking to cause as many fatalities as possible. The Pah'tharsus Shard will attack every hour, retreating only to regenerate.

DAY 6:

1. RITUAL:

The PCs must make it to the portal stone and carry out the ritual to reseal Praegelidus during the entry cycle or wait another five days to try again. Needless to say the Green Griffon soldiers will be much worse off in another five days. There are three Coldshift scrolls in the camp so hopefully the PCs have found enough of

them to escape Praegelidus and take most of the survivors with them.

The entire trip to the portal stone and during the ritual Pah'tharsus sends all his minions to disrupt the proceedings. If someone participating in the ritual is struck, they must succeed in a Concentration check, DC 10+ the damage dealt, or lose their connection to the ritual. That person can no longer assist in the ritual.

This scene should be played out as climatically as possible. The PCs work desperately to finish the ritual to entrap Pah'tharsus again while the great evil's minions attack over and over again. The PCs and the Green Griffon soldiers might very well suffer numerous casualties here because they must fight off the Pah'tharsus creatures for at least eight minutes, or eighty rounds of combat. Once the ritual is complete, the PCs have five minutes to escape before they are sealed in Praegelidus for the rest of their lives.

CONCLUDING THE ADVENTURE:

Assuming the PCs escape using the coldshift scrolls they arrive just where they were when they undertook the journey that lead them to Praegelidus. Unless the DM wishes to complicate matters, none of the Green Griffon soldiers arrive with them as they all embarked from another place.

If the PCs bring back any soul shells with them, things could get very dangerous, very fast. If a soul shell is able to eat enough souls it will begin seeking ways to free Pah'tharsus and spread his power. This could lead to a whole new series of adventures as the PCs seek to hunt down the evils they brought back with them. If they also neglected to finish the ritual, it will probably not be very long before Pah'tharsus escapes his prison. The more souls he ate, the better the odds of his escape. The Players may eventually return to Praegelidus to finish the job.

If the PCs did not escape Praegelidus and are now locked in with Pah'tharsus, they are pretty much dead unless the DM wishes to be merciful. At least they have the knowledge their deaths will save thousands, if not millions of lives.

ABBREVIATED SCHEDULE

Day 1:

- 12:15 PM: Arrival
- 4:45 PM: Morkin pulls Silas from dinner

- **5:00 PM:** Dinner
- **5:15 PM:** Deaths reported during dinner, PCs go after Suven
- **6:00 PM:** Camp attacked by Pah'tharsus shard, Captain Penser killed

Day 2:

- **9:00 AM:** Breakdown
- **7:00 PM:** Dogs Attack

Day 3:

- **5:00 AM:** Elise Killed
- **3:00 PM:** Soldier Murdered
- **7:00 PM:** Accusations

Day 4:

- **4:00 AM:** Fire
- **6:00 PM:** Snow Storm

Day 5:

- **6:00 PM:** All out attack

Day 6:

- **12:00 PM:** Entry cycle

APPENDIX A: THE STAR OF THE SHOW

PAH'THARSUS, DEVOURER OF ALL HE SURVEYS

Pah'tharsus is an ancient creature of immense power from one of the less pleasant infernal planes where he spent his days feasting on souls and dreaming of gaining greater position in the hierarchy of his home realm. Unfortunately, he ended up on the losing side of a political coup and was banished to the material plane for his efforts. He fared little better with the mortals who, using trickery and magic, trapped Pah'tharsus in Praegelidus. There he has waited for time uncounted waiting for someone to find his frozen cage. Silas Fedders has done just that.

If Pah'tharsus were to break free completely from the ice he is currently trapped in, he would be beyond the means of all but the most powerful heroes to defeat. At full strength, Pah'tharsus can swat dragons aside with ease and defeat armies like humans step on ants. Luckily for the characters, it is unlikely that Pah'tharsus will escape his bounds within the context of this adventure, but if he does the PCs are pretty much doomed unless they manage to escape before he finds them. Giving the abilities and stats of

Pah'tharsus at full strength is for most intents a waste of space; he does what needs to be done to forward the story and the PCs almost assuredly do not have the strength to stop him.

Fortunately for the PCs they only have to contest with on small part of Pah'tharsus's and animated husks he creates by devouring souls, which are called soul shells. These soul shards are formed when a person comes into contact with a soul shell or part of Pah'tharsus himself. The victim has their soul pulled out if they fail to resist the power of Pah'tharsus. The energy of the soul is used both to empower Pah'tharsus and to create a new soul shell from the now empty body. Soul shells have all the knowledge of the body they inhabit and are physically indistinguishable, making them hard to detect. This is only compounded by the fact divination magic does not function on Praegelidus.

At the beginning of the adventure, the Pah'tharsus Shard is the only monster in the camp but as the adventure progresses it creates more and more soul shells.

PAH'THARSUS SHARD

Large CE Outsider (*Chaotic, Evil, Extraplanar*)

Hit Dice: 10d8 +60 (105)

Initiative: +7 (+3 *Dex*, +4 *Improved Initiative*)

Speed: 30 ft (6 *squares*)

AC: 24 (-1 *size*, +12 *natural*, +3 *Dex*)

Base Attack/Grapple: +10/+23

Attacks: Tentacle +15/+10 *melee* (1d6+5), bite +15 *melee* (1d10+5)

Full Attack: 4 tentacles +15 *melee* (1d6+5) and bite +15 *melee* (1d10+5)

Face/Reach: 10 ft. by 5 ft. /10 ft.

Special Attacks: Soul steal, improved grab, constrict, frightful presence

Special Qualities: Damage reduction 5/magic, regeneration, soul healing, positive energy vulnerability, immunity to enchantment spells

Saves: Fort +13, Ref +10, Will +11

Abilities: Str 20, Dex 16, Con 22, Int 16, Wis 18, Cha 8

Skills: Climb +15, Escape Artist +13, Hide +9, Intimidate +9, Knowledge (*arcane*) +13, Listen +14, Move Silently +13, Spellcraft +13, Spot +14, Search +13, Spellcraft +13, Use Magic Device +9

Feats: Combat Reflexes, Improved Initiative, Multi-Attack

Environment: Any (*infernal planes are preferred*)

Organization: Solitary

Challenge Rating: 10

Treasure: None

The Pah'tharsus Shard is a horrific creature that rarely leaves the minds of those who see it unscathed. The Shard begins as a ten-foot long worm two feet in diameter with four smaller tentacles branching off at random points and a tooth filled maw on one end. As the Shard steals souls, physical aspects of its victims begin to appear on the body of the Shard. The faces of its victims will scream noiselessly from the side of its body and its limbs will begin to look like those who have fallen to the Shard. These remembrances of past meals are completely random, giving the creature a very patchwork appearance as it consumes more souls. The entirety of the creature is usually a sickly brown flesh color and a smell viscous ichor.

The Shard seeks to consume souls to feed Pah'tharsus. If this goal is accomplished the Shard will seek to rejoin with the rest of Pah'tharsus, at which point the Shard will be reabsorbed into the flesh of Pah'tharsus.

Pah'tharsus Shards can also be created from soul shells that have absorbed at least four souls.

COMBAT:

Pah'tharsus Shards avoid combat when possible, instead seeking to ambush lone individuals and turn them into soul shells. If confronted by superior numbers the Pah'tharsus Shard will flee and try to attack again under more favorable

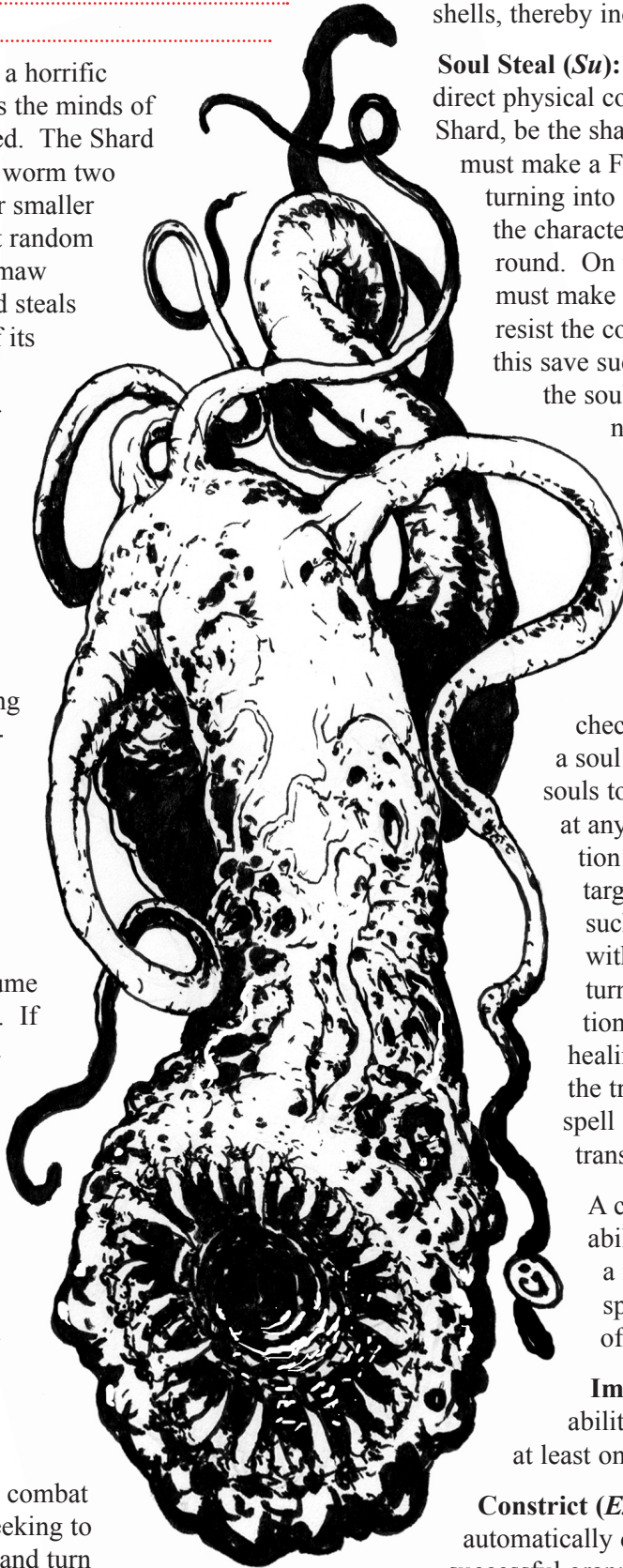
circumstances. When forced to fight, the Shard will try to grab its victims and turn them into soul shells, thereby increasing the odds.

Soul Steal (Su): If a character comes into direct physical contact with a Pah'tharsus Shard, be the shard dead or alive, the character must make a Fortitude save DC 10 or begun turning into a soul shell. If the save fails, the character becomes stunned for one round. On the character's next turn he must make a Fortitude save DC 15 to resist the continuing transformation. If this save succeeds, the character resists the soul steal attempt and can act normally on his next turn. If the save fails, the character is stunned for another round and must make a Fortitude check DC 20. If this last save succeeds, the character fights off the soul steal attempt and may act normally. If this last check fails the character becomes a soul shell and begins seeking souls to harvest on its next turn. If at any time during the transformation process the victim is the target of any positive energy, such as a healing spell or being within the turn radius of a cleric turning undead, the transformation process stops. This means healing spells may be used to stop the transformation as long as the spell is cast before the three round transformation is complete.

A character slain by the soul steal ability can only be restored by a resurrection, miracle or wish spell once the soul shell version of the character is slain.

Improved Grab: To use this ability, the Shard must strike with at least one of its tentacles.

Constrict (Ex): The Pah'tharsus shard automatically deals 1d10+5 damage with a successful grapple check against Medium-sized or smaller creatures.



Frightful Presence (Ex): This ability affects characters with less than 10 hit dice who are within 30 ft of the shard and has Will DC of 14.

Regeneration: Fire, cold and positive energy deal normal damage to the Pah'tharsus Shard.

Soul Healing (Ex): Each time the Pah'tharsus Shard successfully uses its soul steal ability it heals 10 hit points of damage. This ability can not be used to gain more hit points than the shard's hit point total. All excess hit points gained in this manner are lost.

Positive Energy Vulnerability: If within 60 ft. of a cleric when the cleric channels positive energy, such as when turning undead, the Pah'tharsus Shard takes damage equal to 1d6 per class level of the cleric.

Immunity to Enchantment Spells: The Pah'tharsus Shard is immune to all enchantment spells and spell-like abilities.

SOUL SHELL

A soul shell is the animated husk created when a creature's soul is stolen by Pah'tharsus. The body appears completely normal until threatened and it retains all knowledge of the creature, allowing it to masquerade as the victim. This deception allows the soul shell to inflict its suffering on others and through that process creating more soul shells. Slowly over time soul shells will infiltrate a settlement and absorb all of its members, then moving on to another source of souls. Animal souls do not help Pah'tharsus but soul shells will create animal soul shells if available.

Soul shells are cunning and intelligent but they do not have human emotions per say. They will often behavior slightly off kilter to their normal behavior patterns, but this can usually be explained easily by the soul shell claiming to be ill or worried. With a Sense Motive check DC 30, a perceptive person may pick up on the oddities of a soul shell to detect the deception. If the character knew the soul shard in well in life, they gain a +10 bonus on this check.

Threatened soul shells drop their human disguise and attack with their tentacles, which are normally stored in the legs and arms of the soul shell. These tentacles only become visible when the soul shell uses them in combat; otherwise they blend into the flesh of the soul shell's host body. They can be detected by making a Heal check DC 20 representing physically checking the soul shell by hand. Soul shells generally will not sit still for such an act though. The tentacles form within ten minutes of the soul shell's creation.

CREATING A SOUL SHELL

Soul shell is a template that may be applied to any living creature but humanoid creatures are the preferred prey of Pah'tharsus. Outsiders and aberrations cannot be turned into soul shells.

Hit Dice: Increases to d12.

Type: Type changes to outsider (*chaotic, evil, extraplanar*).

AC: Natural armor improves by +2

Attacks: Soul shells either use the weapons of their host body or sprout tentacles. The tentacles use the base melee attack bonus of the host body and can make 2 attacks each round at the base melee attack bonus. They retain all natural attacks.

Damage: Soul shells either use the weapons of their host body or sprout tentacles. The tentacles use the base attack bonus of the body and inflict 1d6 + Strength bonus damage. The tentacles also allow the soul shell to use its soul steal ability, detailed below.

Special Attacks: A soul shell retains all the abilities of the host except for spell casting, supernatural and spell-like abilities.

Soul Steal: If a character comes into direct physical contact with a soul shell, be the soul shell dead or alive, the character must make a Fortitude save DC 10 or begun turning into a soul shell. If the roll succeeds the character is unaffected. If the save fails the character becomes stunned for one round. On the character's next turn he must make a Fortitude save DC 15 to resist the continuing transformation. If this save succeeds the character resists the soul steal attempt and can act normally on his next turn. If the save fails the character is stunned for another round and must make a Fortitude check DC 20 on his next turn. If this last save succeeds the character fights off the soul steal attempt and may act normally. If this last check fails the character becomes a soul shell and begins seeking souls to harvest on its next turn. If any time during the transformation process the victim is the target of any positive energy, such as a healing spell or being within the turn radius of a cleric turning undead, the transformation process stops. This means healing spells may be used to stop the transformation as long as the spell is cast before the three round transformation is complete.

A character slain by the soul steal ability can only be restored by a resurrection, miracle or wish spell once the soul shell version of the character is slain.

Special Qualities: A soul shell retains all the abilities of the host except for spell casting, supernatural and spell-like abilities.

Regeneration: The soul shell regenerates all damage except for damage caused by fire, cold or positive energy.

Soul Healing: Each time a soul shard successfully uses its steal soul ability it heals 10 hit points.

Positive energy vulnerability: If within 60 ft. of a cleric when the cleric channels positive energy, such as when turning undead, the Pah'tharsus Shard takes damage equal to 1d6 per class level of the cleric.

Transformation: If a soul shell drains 4 souls using its soul steal ability it begins turning into a Pah'tharsus shard. The soul shell will try to find a safe place to hide as soon as possible. Once such a place is found the soul shell will collapse and turn into a Pah'tharsus Shard over the next ten minutes. Until the transformation is complete the soul shell keeps its stats and is considered nauseated.

If the ten minutes pass without interruption the soul shell becomes a full fledged Pah'tharsus shard.

Immunity to Enchantment Spells: The soul shell is immune to all enchantment spells and spell-like abilities.

Saves: Same as base creature

Abilities: Str +2, Con +2, Int -2, Wis -2, Cha -4

Skills: Same as base creature

Feats: Same as base creature

Environment: As base creature

Organization: As base creature

Challenge Rating: As base creature +2

Treasure: As base creature

Alignment: Changes to Chaotic Evil

SAMPLE SOUL SHELLS:

DOG SOUL SHELL

Small CE Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 2d12+6 (19)

Initiative: +2

Speed: 40 ft.

AC: 18 (+2 Dex, +6 natural)

Base Attack/Grapple: +0/-3

Attacks: Bite +3 melee (1d6+3) or tentacle +3 melee (1d4+3)

Full Attack: Bite +3 melee (1d6+3) and 2 tentacles +3 melee (1d4+3)

Face/Reach: 5 ft. by 5 ft. /5 ft.

Special Attacks: Soul steal (see soul shell description)

Special Qualities: Regeneration, soul healing, positive energy vulnerability, transformation, immunity to enchantment spells, cold resistance (+2 to saves against cold)

Saves: Fort +6, Ref +5, Will +0

Abilities: Str 17, Dex 15, Con 15, Int 1, Wis 10, Cha 2

Skills: Listen +5, Spot +5, Swim +6, Survival +1

Feats: Alertness, Track

Environment: Any land

Organization: Solitary

Challenge Rating: 3

Treasure: None

GREEN GRIFFON PRIVATE SOUL SHELL

Male or female human warrior 2

CE Medium Outsider (chaotic, evil, extraplanar)

Init: +2 Senses Listen -2, Spot -2

Languages: Common

AC: 18, touch 12, flat-footed 16 (+2 Dex, +2 Natural Armor, +3 armor, +1 shield)

hp: 16 (2d12+2 HD)

Resist: Resist +2 vs. cold effects, +4 vs. cold exposure, Immune enchantment spells and effects

Saves: Fort +3, Ref +2, Will -2

Speed: 30 ft. (6 squares)

Melee: longsword +6 melee (1d8+3)

Melee: 2 tentacles +5 melee (1d6+3)

Ranged: longbow +4 ranged (1d8)

Special Actions: Soul Steal

Base Atk: +2, Grp +3

Abilities: Str 16, Dex 14, Con 12, Int 8, Wis 7, Cha 5

Special Qualities: Regeneration, soul healing, positive energy vulnerability, transformation, immunity to enchantment spells

Feats: Endurance, Weapon Focus (longsword)

Skills: Climb +5, Handle Animal +1, Intimidate -1, Jump +6, Ride +6, Swim +5

Possessions: Studded leather armor, small wooden shield, longsword, dagger, longbow, 20 arrows, cold weather gear, snow shoes, 1d4 gp, 1d4 sp, 1d6 cp.

AWAKENING PAH'THARSUS:

If the minions of Pah'tharsus are successful enough they may be able to awaken their master, allowing him to escape Praegelidus if the wards are not repaired. For each soul taken, Pah'tharsus gets stronger and progresses another step towards freedom. Dog souls are not as powerful and count as one fourth of a soul. Familiar souls do not count.

If Pah'tharsus manages to steal ten souls, he becomes partially conscious and manages to break off part of his body. He sends this additional Pah'tharsus shard to the encampment to ensnare more souls. Also over the hours after the tenth soul is taken a dark, oppressive air will settle over all of Praegelidus. All characters within Praegelidus receive a -1 penalty to all Spot checks and Will saves. Also all spells with the "Good" descriptor have their duration halved and spells with the "Evil" descriptor have their duration doubled. All uses of positive energy to damage Pah'tharsus Shards and soul shells deal only two-thirds damage.

If Pah'tharsus gains twenty souls, another two Pah'tharsus Shards break free and head to the encampment. The penalty to Spot checks and Will saves increases to -2. "Good" descriptor spells have their durations cut to a fourth of their normal duration while "Evil" descriptor spells have their durations quadrupled. All uses of positive energy to damage Pah'tharsus Shards and soul shells deal only half damage.

If Pah'tharsus manages to collect thirty souls, he breaks free of his icy prison and will escape during the next entry cycle. This requires the death of most of the PCs to happen so it isn't too likely. If Pah'tharsus does awaken completely, he has a movement rate of 20 ft. and kills any PC he comes across. He cannot be stopped by the PCs given their current resources. Their only hope is to run to the portal stone and restore the wards so he cannot escape, but the PCs themselves are doomed.

APPENDIX B: THE CAST

Silas and his apprentices are scholars, not soldiers, and they have come to Praegelidus to study. They see everything with the naiveté of a person who only sees the opportunity to learn, not the chance of doing harm.

SILAS FEDDERS

Silas Fedders started out as an adventuring wizard but soon found the adventuring life too stressful and

hectic for him. Instead, he turned to being a wizard for hire as soon as possible, earning his living casting spells for pay or creating magic items for particularly wealthy clients. Silas always had an eye for a quick coin and made a sizeable fortune selling his magical skills, much of which he used to purchase tomes and teachers to increase his magical power. While not very experienced in the ways of the world outside his small world of library, laboratory and bank Silas is a magician of respectable power and great cunning.

Silas has taken on several apprentices to help him oversee his business and finances in exchange for magical training. Silas treats his apprentices relatively well but expects a lot from them considering the intermittent magical training he provides for them. Most of his apprentices have profited in the coin purse from studying under Silas but they have not learned much.

While transporting an explorer and his entourage to an arctic region via teleportation Silas and his apprentices were pulled into Praegelidus. Luckily the group had enough supplies and cold weather gear to escape at the next entry cycle, though several people did die from exposure. Silas found Praegelidus an incredibly discovery and returned as soon as possible with sufficient supplies to setup an encampment there. That was six months ago and the encampment is now well established, but it has eaten up much of Silas's fortune in the process. Silas hopes that the magical knowledge stored on Praegelidus will be worth the expense and that the privacy afforded by the unusual qualities of Praegelidus will attract either some criminal tenants or political refugees who wish to remain out of sight.

With the discovery of Pah'tharsus, Silas has begun acting more and more obsessed, thinking that Pah'tharsus is some ancient god he can free and gain power from. To this end, Silas cast dominate person on Lieutenant Jandis a week before the PCs arrive so Jandis would help Silas get the Pah'tharsus shard out of the ice and bring it back to the camp. Pah'tharsus has since stored the Pah'tharsus shard in his personal laboratory and will let no one else inspect it. This has put the whole camp on edge, which has only made worse by the cabin fever many of the inhabitants are feeling. Everyone's trust in Silas Fedders is decreasing rapidly with time.

Silas himself is a very studious, serious and determined person. He has little use for pleasantries and would be considered by many to be rude. He only gets excited over magical matters and loses all common sense when dealing with them. Anyone who does not study magic is beneath him, a contempt he

does little to conceal. Fellow magicians he grudgingly accepts as near equals. Silas prefers to deal with opponents with trickery and misdirection and rarely uses flashy, damage dealing spells in combat.

When the PCs confront Silas about his bringing of Pah'tharsus to the camp, he will deny any wrong doing, insisting it was the correct thing to do. Silas will work to protect the Pah'tharsus Shard from destruction, sacrificing any lives he needs to do so. Silas's power hungry mind has been touched by the terrible power of Pah'tharsus and he will do what he can to secure his part of that power.

SILAS FEDDERS

Male human wizard 13

LN Medium Humanoid

Init: +3 Senses Listen +4, Spot +4

Languages: Abyssal, Celestial, Common, Draconic, Infernal

AC: 22, touch 22, flat-footed 19 (+3 Dex, +5 deflection, +4 mage armor)

hp: 26 (13d4-13 HD)

Resist: cold resistance 20, +7 vs. cold exposure

Save: Fort +3, Ref +9, Will +10

Speed: 30 ft. (6 squares)

Melee: +2 dagger +8/+3 melee (1d4+2)

Ranged: +2 dagger +11/+6 ranged (1d4+2)

Base: Atk +6 Grp +6

Wizard Spells Prepared (CL

13th): 7th- forcecage; 6th- repulsion (DC 20), mass suggestion (DC 22), mislead (DC 20); 5th- dominate person x (DC 21), sending, passwall; 4th- minor creation, dominate person (DC 20), ice shield, improved invisibility, stonewall; 3rd- dispel magic, protection from elements, suggestion (DC 19), illusory script, secret page; 2nd- arcane lock, resist elements, daylight (DC 16), continual flame, whispering wind; 1st- endure elements, charm person x2 (DC 17),

Tenser's floating disk, mage armor; 0- detect magic, light, mage hand, read magic, resistance

Abilities: Str 10, Dex 16, Con 9, Int 18, Wis 15, Cha 8

SQ: Familiar (cat)

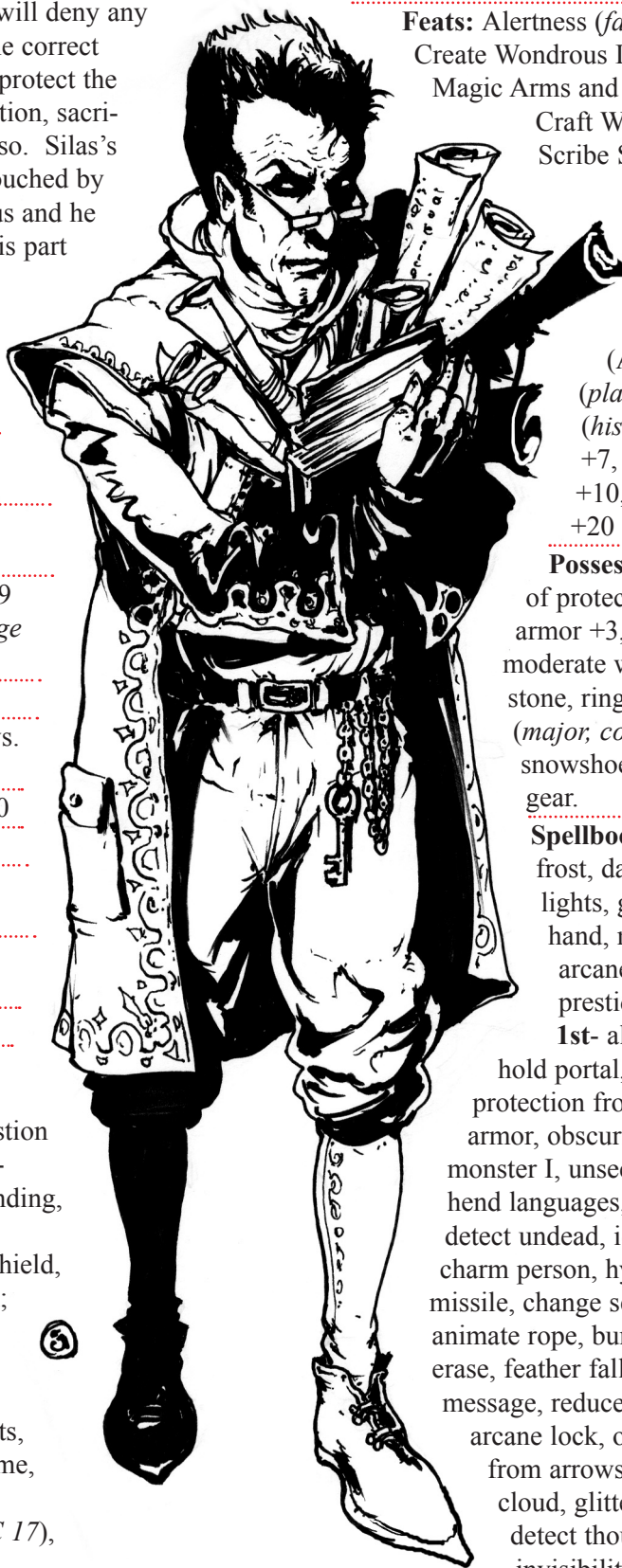
Feats: Alertness (*familiar*), Brew Potion, Create Wondrous Item, Forge Ring, Craft Magic Arms and Armor, Craft Staff*, Craft Wand*, Extend Spell, Scribe Scroll*, Spell Focus

(*Enchantment*)

Skills: Concentration +8, Craft (*Alchemy*) +16, Diplomacy +2, Hide +7, Knowledge (Arcana) +14, Knowledge (planes) +14, Knowledge (history) +12, Move Silently +7, Profession (*Accountant*) +10, Search +10, Spellcraft +20

Possessions: Dagger +2, ring of protection +2, bracers of armor +3, two potions of cure moderate wounds healing, hot stone, ring of elemental resistance (*major, cold*), 50 gp, 10 pp, 26 sp, snowshoes, heavy cold weather gear.

Spellbook: 0- resistance, ray of frost, daze, flare, light, dancing lights, ghost sound, mage hand, mending, open/close, arcane mark, detect magic, prestidigitation, read magic; 1st- alarm, endure elements, hold portal, protection from evil, protection from chaos, shield, mage armor, obscuring mist, summon monster I, unseen servant, comprehend languages, detect secret doors, detect undead, identify, true strike, charm person, hypnotism, sleep, magic missile, change self, ray of enfeeblement, animate rope, burning hands, enlarge, erase, feather fall, jump, magic weapon, message, reduce, spider climb; 2nd- arcane lock, obscure object, protection from arrows, resist elements, fog cloud, glitterdust, summon swarm, detect thoughts, locate object, see invisibility, darkness, daylight,



flaming sphere, shatter, blur, continual flame, hypnotic pattern, invisibility, magic mouth, minor image, mirror image, misdirection, alter self, bull's strength, cat's grace, darkvision, endurance, knock, levitate, pyrotechnics, rope trick, whispering wind; **3rd-** dispel magic, magic circle against evil, magic circle against chaos, nondetection, protection from elements, sepia snake sigil, clairaudience/clairvoyance, tongues, hold person, suggestion, fireball, gust of wind, wind wall, displacement, illusory script, invisibility sphere, major image, blink, fly, greater magic weapon, haste, secret page, shrink item, slow, water breathing; **4th-** dimensional anchor, minor globe of invulnerability, remove curse, stoneskin, minor creation, solid fog, arcane eye, detect scrying, locate creature, scrying, charm monster, confusion, emotion, fire/ice shield, hallucinatory terrain, illusory wall, improved invisibility, phantasmal killer, rainbow pattern, dimension door, polymorph other, polymorph self; **5th-** dismissal, contact other plane, dominate person, passwall, teleport, permanency; **6th-** antimagic field, globe of invulnerability, control weather, analyze dweomer, legend lore, true seeing, mass suggestion, repulsion, mislead; **7th-** Phase door, power word, stun, forcecage, planeshift, teleport without error

*= Bonus wizard feats.

MORKIN SONDERHED

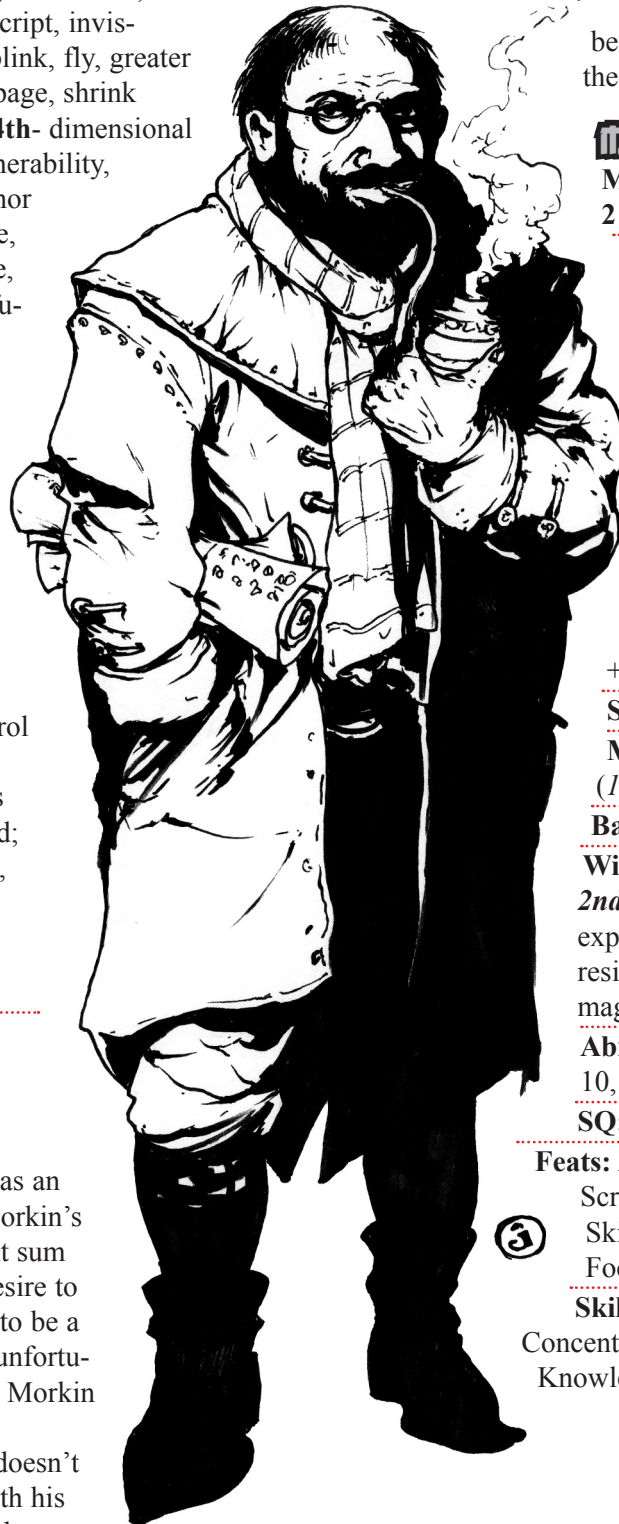
The son of a wealthy cloth merchant, Silas took Morkin as an apprentice mainly because Morkin's father paid Silas an exorbitant sum to do so. Morkin has little desire to be a wizard, instead wanting to be a merchant like his father, but unfortunately Morkin's father insists Morkin be something "better" than a common merchant. Morkin doesn't have the stomach to argue with his father so he goes along with the

apprenticeship but rarely shows any great excitement in doing so.

Morkin is a smart lad and his intelligence has allowed him to avoid completely failing his studies but his lack of enthusiasm is evident. The expedition to Praegelidus is making everything worse for Morkin.

He is not dealing well with the cold or the isolation and is near his breaking point.

When the killing begins, he is likely to become the first person to lose his wits.



MORKIN SONDERHED

Male human expert 1/wizard 2

NG Medium Humanoid

Init: +1 Senses Listen +1, Spot +1

Languages: Common, Draconic, Dwarven

AC: 11, touch 11, flat-footed 10 (+1 Dex)

hp: 11 (1d6+2d4 HD)

Resist: +2 vs. cold exposure

Saves: Fort +2, Ref +1, Will +4

Speed: 30 ft. (6 squares)

Melee: light mace +2 melee (1d6+1)

Base: Atk +1 Grp +1

Wizard Spells Prepared (CL 2nd): 1st – endure elements x2, expeditious retreat; 0 – light, resistance, prestidigitation, read magic

Abilities: Str 12, Dex 12, Con 10, Int 15, Wis 9, Cha 13

SQ: familiar (rat)

Feats: Alertness (*familiar*), Scribe Scroll*, Skill Focus (*Merchant*), Skill Focus (*Sense Motive*), Skill Focus (*Appraise*)

Skills: Appraise +8, Bluff +5, Concentration +6, Diplomacy +5, Knowledge (*arcane*) +5, Profession

(Merchant) +5, Sense Motive +7, Search +6, Spellcraft +6

Possessions: Potion of cure light wounds, light mace, quill and parchment, 12 gp, 5 sp, heavy cold weather gear, snow shoes.

Spellbook: 0-light, resistance, prestidigitation, read magic, detect poison, flare, detect magic, arcane mark, mending, open/close; 1st- endure elements, expeditious retreat, mount, mage armor, shield, hold portal, alarm, identify, comprehend languages, Tenser's floating disk, message

*= Bonus wizard feat.

ELISE PARTHIL:

Silas's star pupil, Elise is a half-elf who has been under Silas's tutelage for five years. She hasn't learned very much from Silas directly but has spent much of her time with him as an errand runner. During these errands she has commonly gotten involved in what others would call adventures, but she just calls it work. A consummate professional she is serious about her work and keeps Silas secrets at all costs.

When the killing begins Elise will keep her head throughout, always ready to follow someone's lead as to what to do next. She is not much a leader but is an excellent second in command. Elise will defend Silas until the end, seeing his actions as being worthy for the expansion of knowledge. Given a chance she would have done the same thing.

In a startling breach of her professional manner, Elise has recently developed a romantic relationship with Sergeant Messer of the Green Griffon Company. This relationship draws its strength from the fact the two are in tight quarters regularly and have few other chances for such activities. If they were in any other place, the two would probably not get along well at all. The two care for each other and will not act completely rationale when it comes to the safety of the other.

ELISE PARTHIL

Female half elf wizard 5

LN Medium Humanoid

Init: +2 Senses low-light vision, Listen +5, Spot +5

Languages: Common, Elven, Draconic, Goblin, Sylvan

AC: 12, touch 12, flat-footed 10 (+2 Dex)

hp: 12 (5d4 HD)

Resist: +2 vs. enchantment, cold resistance 10, Immune sleep

Save: Fort +1, Ref +5, Will +8

Speed: 30 ft. (6 squares)

Melee: +2 dagger +3 melee (1d4+1)

Melee: Throwing dagger +1 melee (1d4-1)

Ranged: +2 dagger +6 ranged (1d4+1)

Ranged: throwing dagger +4 ranged (1d4-1)

Base: Atk +2 Grp +1

Wizard Spells Prepared

(CL 5rd): 3rd - dispel magic, fireball (DC 16); 2nd - resist elements, Melf's acid arrow (DC 15), flaming sphere (DC

15); 1st - endure elements, mage armor, charm person (DC 14), magic missile; 0 - resistance, light, read magic, mending, ghost sound

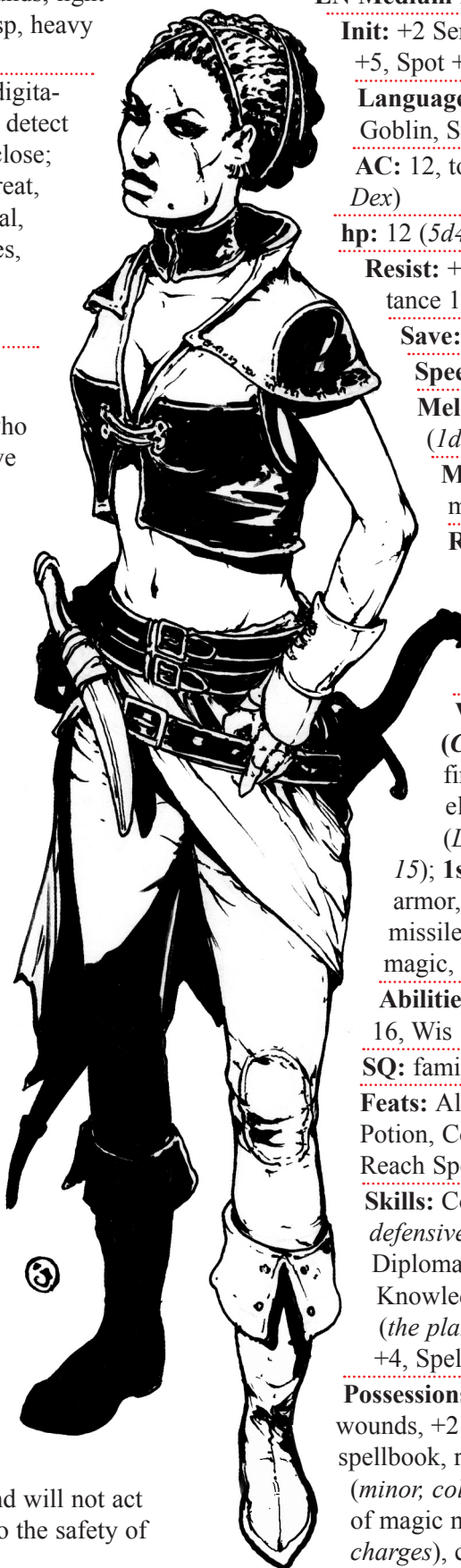
Abilities: Str 9, Dex 15, Con 10, Int 16, Wis 14, Cha 12

SQ: familiar (weasel)

Feats: Alertness (familiar), Brew Potion, Combat Casting, Iron Will, Reach Spell*, Scribe Scroll*

Skills: Concentration +8 (+12 casting defensively), Craft (Alchemy) +11, Diplomacy +3, Gather Information +3, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +3, Search +4, Spellcraft +11, Spot +3

Possessions: 2 potions of cure moderate wounds, +2 dagger, 2 throwing daggers, spellbook, ring of elemental resistance (minor, cold), potion of cat's grace, wand of magic missiles (5th level caster, 43 charges), cold weather gear, snow shoes



Spell Book: 0 - resistance, ray of frost, flare, light, detect poison, detect magic, read magic, prestidigitation, mending, arcane mark, ghost sound, dancing lights;

1st - alarm, endure elements, hold portal, shield, mage armor, obscuring mist, unseen servant, identify, true strike, charm person, sleep, magic missile, change self, color spray, burning hands, expeditious retreat, magic weapon, message, shocking grasp, spider climb; **2nd** - arcane lock, obscure object, resist elements, fog cloud, flaming sphere, acid arrow, summon swarm, web, locate object, daylight, darkness, shatter, continual flame, invisibility, mirror image, cat's grace, knock, levitate, whispering wind; **3rd** - dispel magic, explosive runes, non detection, protection from elements, flame arrow, fireball, hold person, suggestion, fly

**= Bonus wizard feats.*

THE GREEN GRIFFON MERCENARY COMPANY

The Green Griffon Mercenary Company is a young but reputable group of soldiers, all of whom at one point served in the regular military of one nation or another. While the privates of the company are not spectacular warriors, they follow orders well and believe in their officers, though the long-term isolation on Praegelidus has lowered their morality considerably. The Green Griffon Company has usually served as caravan guards, skirmishers or bodyguards with few assignments lasting longer than a few weeks. Their current assignment is the longest contract the company has

taken and they're beginning to get the itch to go elsewhere. Despite this, they are all professionals and will do their best to live up to their end of the contract.

When the killing starts, the Green Griffon soldiers will try and deal with the problem rationally and logically at first but as more and more soldiers are slain, their already low morale plummets and cohesion is lost completely. Unless the PCs are able to keep them working constantly and make some demonstrable progress toward stopping the awakening of Pah'tharsus, it is likely the soldiers will blame the PCs and Silas's people for their predicament and react accordingly. This will be more common in the lower ranks than the officers.

CAPTAIN KALA PENSER

A career military woman, Captain Kala Penser has served in one military capacity or another for the last twelve years. She is very knowledgeable about combat and the nuts and bolts issues of running a military organization. She is used to her clients realizing her superior experience in military matters and being allowed to do her job, but Silas has interfered with her multiple times, insisting he knows what is best. This has caused unusual friction between the two, but Captain Penser tries to let none of this annoyance break her professional demeanor.

③ The Captain cares for her men but realizes at times sacrifices will have to be made. When the killing starts, she will encourage caution and dealing rationally with the situation long after everyone else has lost their wits. Unfortunately, her gung-ho nature will probably lead her to be one of the first to die.

CAPTAIN

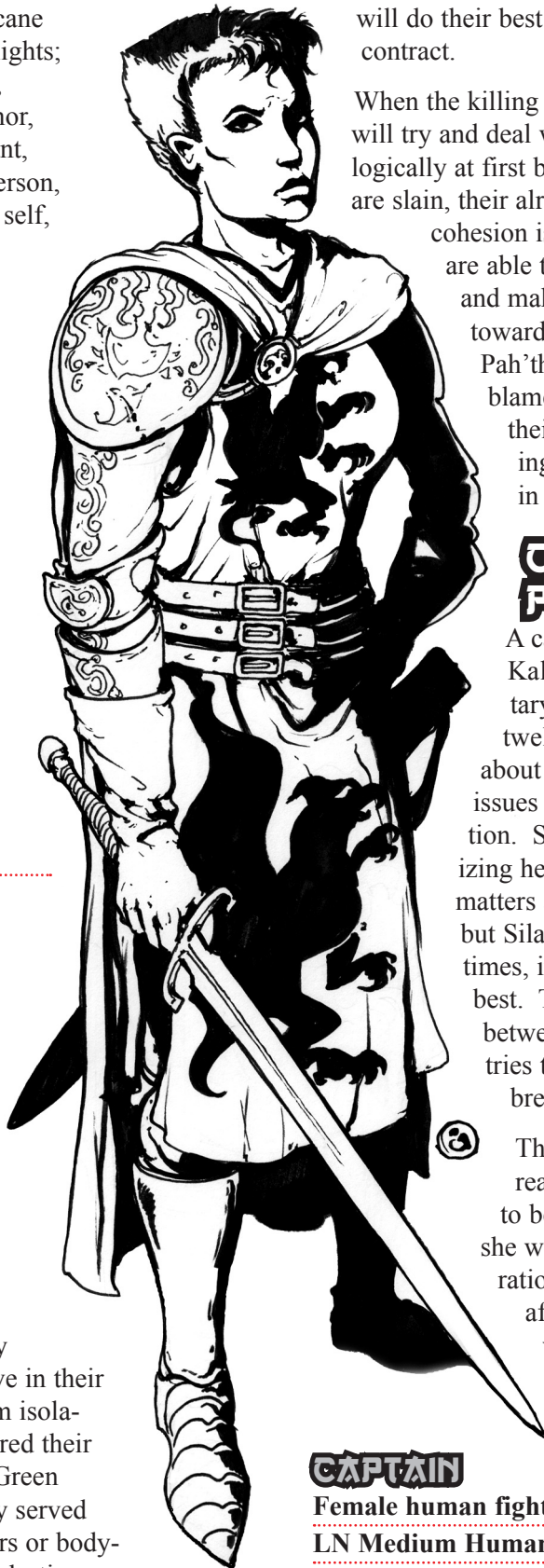
Female human fighter 6

LN Medium Humanoid

Init: +5 Senses Listen +2, Spot +2

Languages: Common, Draconic, Giant

KALA PENSER



AC: 19, touch 12, flat-footed 18 (+1 Dex, +5 armor, +2 shield, +1 deflection)

hp: 47 (6d10+6 HD)

Resist: Combat Expertise, +2 vs. cold exposure

Save: Fort +6, Ref +3, Will +6

Speed: 20 ft. (4 squares)

Melee: masterwork longsword +11/+6 melee (1d8+5)

Ranged: masterwork composite longbow +8/+3 ranged (1d8+3)

Base: Atk +6 Grp +9

Special Actions: Power Attack, Cleave

Abilities: Str 16, Dex 12, Con 13, Int 14, Wis 15, Cha 12

Feats: Cleave, Combat Expertise, Improved Initiative, Iron Will, Leadership, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills: Climb +7, Diplomacy +5, Handle Animal +7, Jump +7, Knowledge (nobility and royalty) +6, Profession (Soldier) +10, Ride +7, Swim +7

Possessions: Breastplate +1, masterwork longsword, masterwork composite longbow (mighty +3), large wooden shield, snow shoes, heavy cold weather gear, 2 potions of cure moderate wounds, tinder-twig, sunrod, 4 gp, 6 sp, 3 cp.

LIEUTENANT ORGUN

More a tracker than a soldier, Lieutenant Jat Orgun is a native of an arctic region where the conditions are similar to Praegelidus. He is very knowledgeable in how to survive cold weather environments, but even for him, Praegelidus is a

challenge. Lieutenant Orgun is probably the person in the encampment least bothered by staying on Praegelidus. Lieutenant Orgun's people are a tribal society and he carries many of their beliefs with him, including legends about ice devils trapped in the frozen mountains of his homeland.

Once the Pah'tharsus Shard escapes Orgun will assume it is one of these ice devils and will react accordingly. Of all the people in the encampment he will be the one most concerned with the destruction or entrapment of Pah'tharsus above all else. He does not currently have an animal companion.



LIEUTENANT JAT ORGUN

Male human ranger 4

NG Medium Humanoid

Init: +1 Senses Listen +6, Spot +7

Languages: Common, Sylvan

AC: 14, touch 11, flat-footed 13 (+1 Dex, +3 armor)

hp: 38 (4d8+12 HD)

Resist: +2 vs. cold exposure

Save: Fort +9, Ref +5, Will +3

Speed: 30 ft. (6 squares)

Melee: masterwork battleaxe +7 melee (1d8+2)

Melee: handaxe +6 melee (1d6+2)

Melee: masterwork battleaxe +5 melee (1d8+2) and handaxe +4 melee (1d6+1)

Ranged: javelin +5 ranged (1d6+2)

Base: Atk +4 Grp +6

Special Attacks: Favored Enemy (Animals) +2

Ranger Spells Prepared (CL 4th):

1st - resist elements

Abilities: Str 14, Dex 12, Con 17, Int 12, Wis 14, Cha 9

Special Qualities: animal companion, wild empathy, combat style (two weapon fighting)

Feats: Alertness, Endurance*, Great Fortitude, Track*, Two Weapon Fighting*, Weapon Focus (*battleaxe*)

Skills: Balance +7, Climb +7, Handle Animal +7, Heal +6, Hide +8, Knowledge (*nature*) +7, Listen +6, Spot +7, Survival +9

Possessions: Studded leather armor, masterwork battle axe, hand axe, 6 javelins, snow shoes, heavy cold weather gear, heavy fur cloak.

*= *Ranger bonus feats.*

LIEUTENANT JANDIS

A small, bookish man Lieutenant William Jandis is the quartermaster and paymaster of the Green Griffon Company. Not well liked by the company, he is less of a soldier and more of an accountant. He acquits himself well enough in combat if pressed but usually does his best to avoid combat. His officer rank is mainly due to his organizational skills and his two sergeants, Messer and Laskin, take care of most of his leadership tasks. Few of the soldiers have much loyalty to Lieutenant Jandis. When the Pah'tharsus Shard begins attacking, Jandis will be one of the first to lose his cool.

LIEUTENANT WILLIAM JANDIS

Male human expert 2/
warrior 2

LN Medium Humanoid

Init: +0 Senses Listen +1,
Spot +6

Languages: Common,
Draconic, Dwarven,
Gnome

AC: 15, touch 10, flat-footed 15 (+4
armor, +1 shield)

hp: 20 (2d6+2d8+4HD)

Resist: +2 vs. cold exposure

Save: Fort +4, Ref +0, Will +3

Speed: 30 ft. (6 squares)

Melee: masterwork longsword +5 melee
(1d8)

Ranged: longbow +3 ranged (1d8)

Base: Atk +3 Grp +3

Abilities: Str 10, Dex 11, Con 13, Int 16, Wis 13, Cha
9

Feats: Skill Focus (*Profession*
(*Quartermaster*)), Skill Focus
(*Profession (Cook)*), Weapon Focus
(*longsword*)

Skills: Appraise +7, Bluff +4, Climb +2,
Diplomacy +3, Forgery +5, Profession
(*Quartermaster*) +9, Profession
(*Cook*) +6, Ride +4, Sense
Motive +5, Spot +6, Swim +4

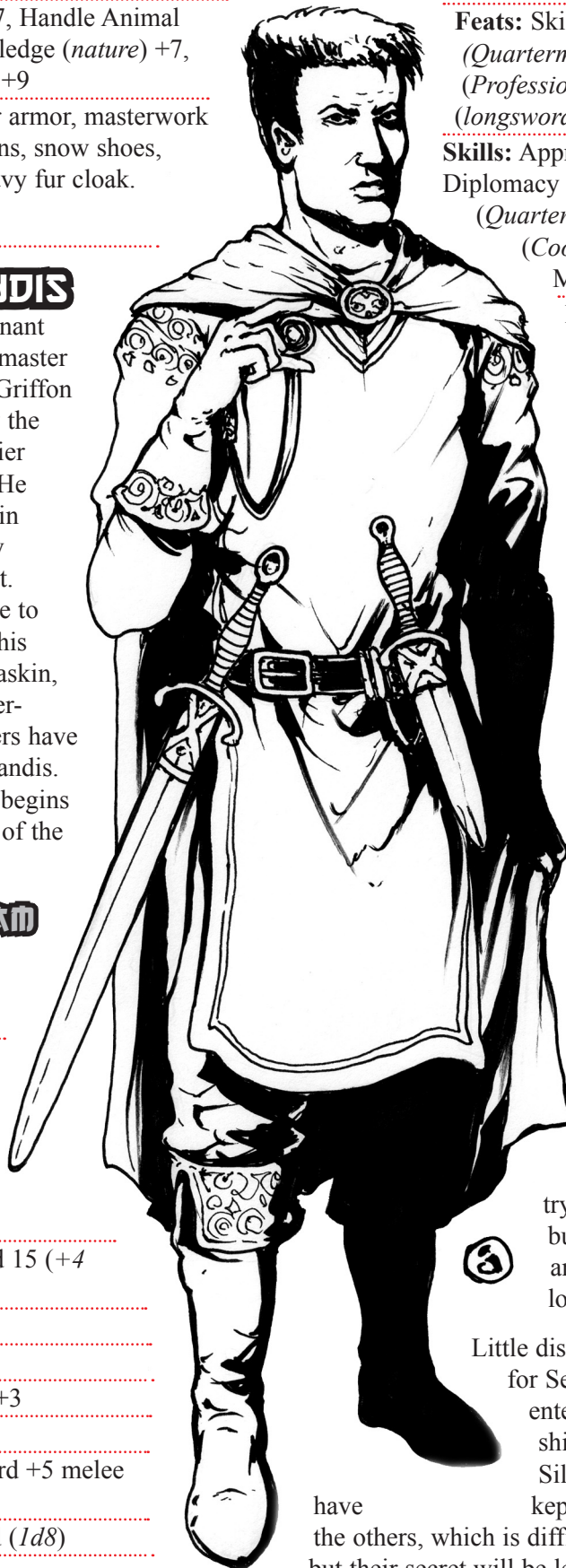
Possessions: Chain shirt,
masterwork longsword,
small wooden shield,
longbow, 20 arrows, heavy
cold weather gear, snow
shoes, quill, ink, accounting
book, continual flame torch,
potion of cure light wounds,
50 pp, 50 gp, 50 sp, 50 cp.

SERGEANTS CALDER, YUSIK, MESSER, LASKIN

These four men all served under Captain Penser for several years before joining her when she formed the Green Griffon Company. They all follow orders well and tend to not ask questions. They are all dedicated soldiers and do their jobs to the best of their ability. Once the killing begins they will try and keep their men alive but will eventually break down and panic, especially with the loss of the Captain.

⑧

Little distinguishes the four except for Sergeant Messer, who recently entered into a romantic relationship with Elise Parthil, one of Silas's apprentices. The two kept this secret from most of the others, which is difficult in such a small place, but their secret will be leaked eventually. When



in danger the two will not act completely rationally when it comes to the other, risking life and limb if any chance remains to save the other from death or becoming a soul shell.

GREEN GRIFFON SERGEANTS

Male human warrior 3

LN Medium Humanoids

Init: +1 Senses Listen +0, Spot +0

Languages: Common

AC: 15, touch 11, flat-footed 14 (+1 Dex, +3 armor, +1 shield)

hp: 21 (3d8+3 HD)

Resist: +2 vs. cold exposure

Save: Fort +4, Ref +2, Will +1

Speed: 30 ft. (6 squares)

Melee: longsword +6 melee (1d8+2)

Ranged: longbow +4 ranged (1d8)

Base: Atk +3 Grp +5

Special Actions: Power Attack

Abilities: Str 14, Dex 12, Con 12, Int 11, Wis 10, Cha 10

Feats: Endurance, Power Attack, Weapon Focus (longsword)

Skills: Climb +4, Handle Animal +2, Intimidate +4, Jump +4, Profession (Soldier) +4, Ride +5

Possessions: Studded leather armor, small wooden shield, longsword, dagger, longbow, 20 arrows, heavy cold weather gear, snow shoes, 1d6 gp, 1d4 sp, 1d8 cp.

GREEN GRIFFON PRIVATES-16

The rank and file of the Green Griffon Company, these soldiers have only served a year or two before joining the Green Griffon. They are not particularly well trained or experienced, but they do their best. Under most situations they would be valuable soldiers, but after 6 months of isolation on Praegelidus the privates are ready to burst. They need something to occupy their time or in another few weeks mutiny is likely. Unfortunately the events caused by the Pah'tharsus Shard are going to make their morale even worse. Most of the privates will react with complete terror to the Pah'tharsus Shard and its minions, refusing to go anywhere near the creatures or go off alone unless cowed or threatened.

GREEN GRIFFON PRIVATES

Male and female human warrior 2

LN Medium Humanoids

Init: +1 Senses Listen -1, Spot -1

Languages: Common

AC: 15, touch 11, flat-footed 14 (+1 Dex, +3 armor, +1 shield)

hp: 12 (2d8+2 HD)

Resist: +2 vs. cold exposure

Saves: Fort +3, Ref +1, Will -1

Speed: 30 ft. (6 squares)

Melee: longsword +4 melee (1d8+1)

Ranged: longbow +3 ranged (1d8)

Base: Atk +2 Grp +3

Abilities: Str 12, Dex 12, Con 12, Int 10, Wis 9, Cha 9

Feats: Endurance, Weapon Focus (longsword)

Skills: Climb +3, Handle Animal +3, Intimidate +1, Jump +4, Ride +5, Swim +3

Possessions: Studded leather armor, small wooden shield, longsword, dagger, longbow, 20 arrows, heavy cold weather gear, snow shoes, 1d4 gp, 1d4 sp, 1d6 cp.

APPENDIX C: MAGIC ITEMS, SPELLS AND EQUIPMENT

NEW SPELLS:

COLD SHIFT

Transmutation

Level: Sor/Wiz 5

Components: V,S,F

Casting Time: 1 action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will Negates

Spell Resistance: Yes

This spell acts just like the spell plane shift but it will only transport the targets of the spell to and from Praegelidus. This spell must be cast during the entry cycle or it will not work. If cast outside of Praegelidus during the entry cycle the spell transports all the targets to the portal stone on Praegelidus. If cast at the portal stone on Praegelidus during the entry cycle it transports all the targets to the last locations each creature occupied on any plane other than Praegelidus.

HOT STONES

These small, one pound black rocks produce a constant amount of heat roughly equal to that of a small flame. They can be used to warm up to 5000 cubic feet of space in any indoor location and multiple stones can be used to warm larger rooms. Rooms warmed with hot stones are considered to have a temperature of 80 degrees Fahrenheit. They will not cause fires but will burn open flesh if they come into contact with it, inflicting 1 hit point per round of contact. If carried, hot stones add +5 to any saving throws against cold damage due to exposure.

Caster Level: 5th; Prerequisites: Craft Wondrous Items, pyrotechnics; Market Price: 1,000 gp; Weight: 1 lb.

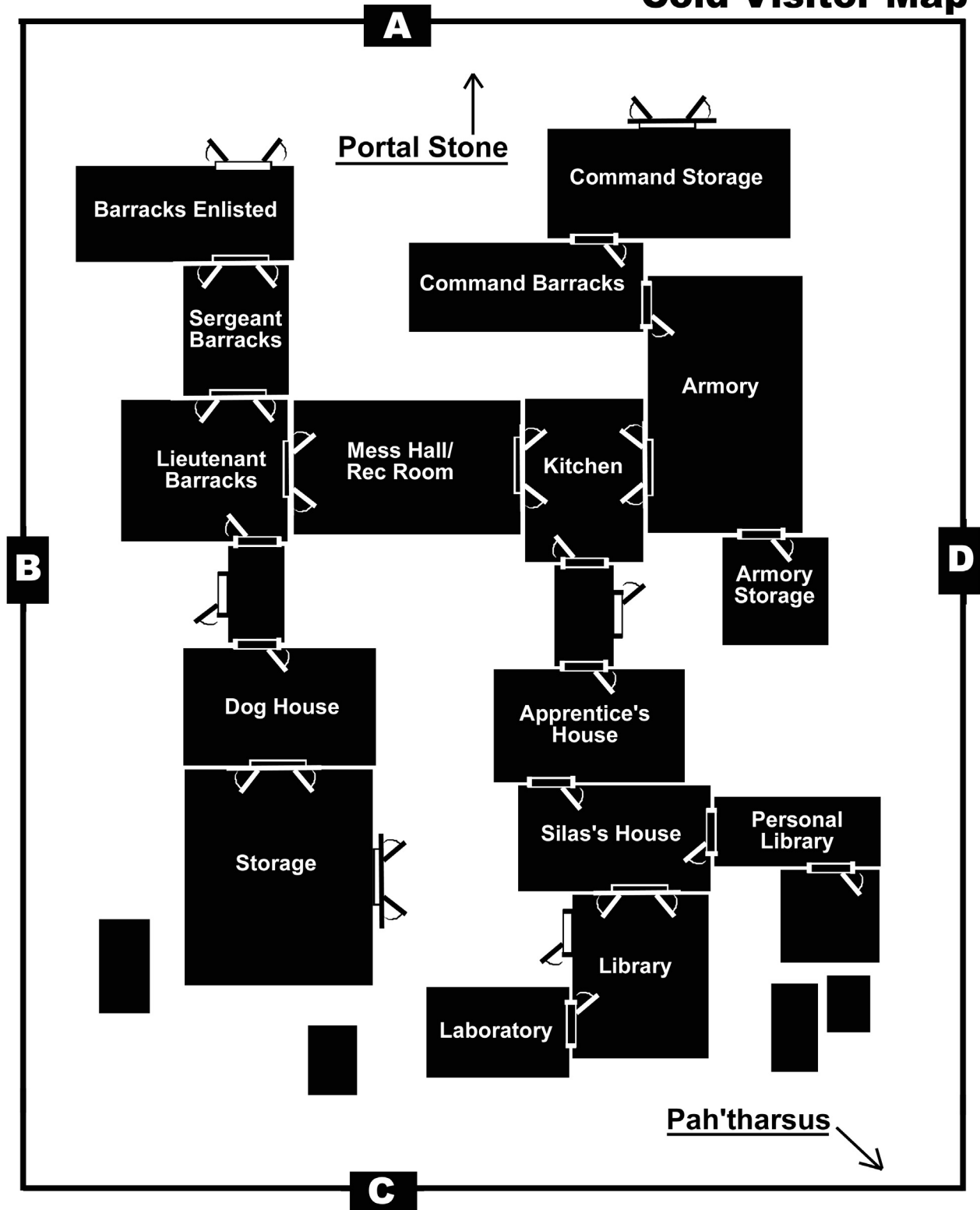
BOOKS FROM THE LOREHOUSE

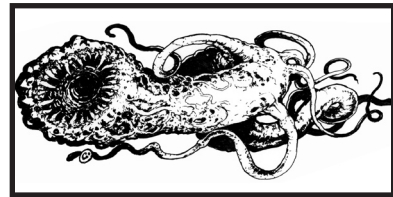
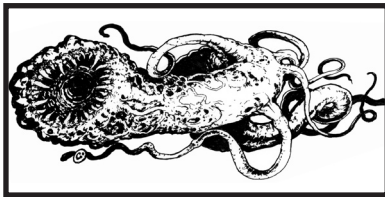
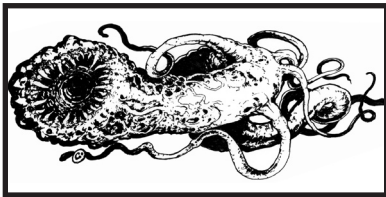
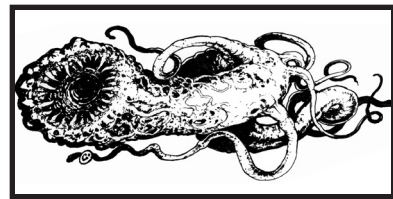
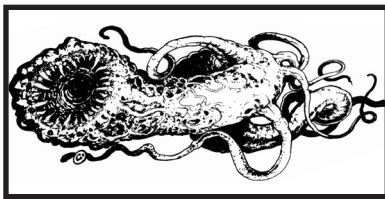
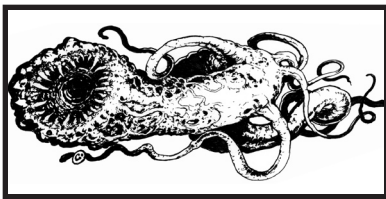
While not innately magical, these books can aid the characters in matters of magical research. When a character has at least five of these tomes together and can read Draconic, the character can consult the tomes, gaining a +4 circumstance bonus to Spellcraft, Knowledge (*planes*) and Knowledge (*arcana*) checks. Researching using the lorehouse tomes requires one hour of study. Each book weighs 10 lbs.

Market Price: 4,000 gp.

Designation of Open Game Content: *All the material that appears in the System Reference Document is open, and all other material is not.*

Cold Visitor Map







NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
DEX	<input type="text"/>	WIS	<input type="text"/>	BAB	<input type="text"/>	Diplom. <input type="checkbox"/>
CON	<input type="text"/>	CHA	<input type="text"/>	FORT	<input type="text"/>	Hide <input type="checkbox"/>
AC	<input type="text"/>	TOUCH	<input type="text"/>	REF	<input type="text"/>	Listen <input type="checkbox"/>
FLAT	<input type="text"/>	SPEED	<input type="text"/>	WILL	<input type="text"/>	Move Silently <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Search <input type="checkbox"/>
MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
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MELEE	<input type="text"/>					Sense Motive <input type="checkbox"/>
RANGE	<input type="text"/>					Spot <input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
Special / Notes						

DELAY or READY

UNCONSCIOUS

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NAME		RACE / CLASS		LVL		
STR	<input type="text"/>	INT	<input type="text"/>	INTIV	<input type="text"/>	Bluff <input type="checkbox"/>
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Attacks (#)					
Special / Notes					

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Attacks (#)					
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Attacks (#)					
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Attacks (#)					
Special / Notes					

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UNCONSCIOUS

EVENT NAME

EVENT NAME

EVENT NAME

EVENT NAME



PLAYER NAME:

CHARACTER NAME:

CHARACTER NAME:

PLAYER NAME:



PLAYER NAME:

CHARACTER NAME:

CHARACTER NAME:

PLAYER NAME:



CHARACTER TRACK SHEET

Character Name: _____ Class (Level): _____
Race: _____ Nationality: _____ Residence: _____
Empire Citizen: _____

Character Personal Information:

Items the GM Need Be Aware of:

Obvious Symbols, Pins, Awards worn openly:

Other Notes of Interest:

FAVORS, DISFAVORS, NOTICES, DEBTS, CURSES, BOONS

Type

Cert Name

Location

Log Entry

NEOEXODUS: A HOUSE DIVIDED



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